

Psionics

Psionics in ACKS

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Chapter 1: Introduction

TODO:

Introduction to the concepts of psionics.

Mention of how psionics fits into the default assumptions of ACKS.

Explanation of why and how I ignored the Auran Empire divine power costs for spellcasting.

Short mention of psionics to the demographics of character classes (replace a percentage of wizards; complete explanation of demographics of psionics is in Chapter 6: The Psionic Campaign).

History of psionics in D&D.

Chapter 2: Overview

Psionic Powers

Psionic powers are categorized in two ways. All powers are either devotions or sciences. Devotions are weaker, but less difficult to learn and manifest, than sciences are. A psionic character will always learn more devotions than he will sciences, and he will use them more frequently. Devotions also tend to be more specialized, while sciences have broader effects than devotions.

In addition, all psionic powers belong to a discipline. There are six disciplines. A manifester will have access to a number of disciplines, based on class and level, from which all of his powers must be drawn. The first discipline a manifester learns is known as his primary discipline. A manifester must always know more sciences and more devotions in his primary discipline than he does in any other single discipline. As an example, a psionist whose primary discipline is Psychometabolism knows one Psychometabolic sciences and four Psychometabolic devotions. He gains a level and is allowed to learn one new science and one new devotion. Because he must always know more Psychometabolic sciences than in any other single discipline, he must learn a second Psychometabolic science. Because he must always know more Psychometabolic devotions than any other single discipline, he may learn a devotion in any discipline that he has access too, so long as his total devotions in that discipline (after learning the new one) is three or fewer. Alternately, he can, of course, learn a fifth Psychometabolic devotion.

The six disciplines will be discussed in more detail in Chapter 4: Disciplines, but a brief overview is provided here.

Psychometabolism - The discipline of Psychometabolism deals with altering living beings. A manifester with knowledge of Psychometabolism can grow claws and teeth, provide limited healing, and spit acid.

Psychoportation - The discipline of Psychoportation deals with movement. A manifester with knowledge of Psychoportation can teleport, increase the speed of himself or others, and affect time.

Psychokinesis - The discipline of Psychokinesis deals with energy, primarily kinetic energy. A manifester with knowledge of Psychokinesis can levitate, telekinetically affect objects, and create barriers of force.

Metapsionics - Metapsionics is not truly a discipline, but rather, a collection of powers available to all psionists. The best-known manifestations of metapsionics are the attack and defense modes, as well as the abilities to create psionically charged items. Any psionist may learn any metapsionic power any time they have a new power available, and need not worry about any restriction that they might have more powers in another discipline than in their primary discipline, as metapsionics is not a discipline.

Clairsentience - The discipline of clairsentience deals with information and sensory perception. A manifester with knowledge of clairsentience can peer into the past or future, view distant locations, and cloud the perceptions of others.

Telepathy - The discipline of telepathy deals with altering the minds of others. A manifester with knowledge of telepathy can read minds, charm creatures, dominate the will of weak minds, or alter memories.

Manifesting Powers

A psionic character (commonly referred to as a manifester) is someone who can activate (or manifest) psionic powers from a limited pool. Any given manifester will know a number of sciences and devotions drawn from the six disciplines.

Psionic abilities are powered by the manifester's pool of psionic strength points (PSPs). A manifester will have a number of PSPs determined by class and level, gaining PSPs as they increase in level. Any power will have an initial cost, and some powers will have a maintenance cost as well. In order to successfully manifest a power, the manifester must succeed in his power throw (described later) and pay the initial cost out of his PSPs. If he has insufficient PSPs, he cannot manifest the power.

All manifesters have a power throw value determined by their class and level. Making a power throw is similar to making an attack

throw, except as described here. A manifester's power throw is modified by his Wisdom modifier, as well as by the Difficulty of the power he is attempting to manifest. His Wisdom will (hopefully) provide a bonus, while the Difficulty will act as a penalty, in the same way that Armor Class acts as a penalty to attack throws against the target. For example, a psionist with 13 Wis (+1) and a base Power Throw of 9+ attempting to manifest Project Force (a Difficulty 4 science) must roll a 12 or higher on his d20 to succeed. If a manifester fails on his power throw, he must pay half of the initial cost of the power.

Manifesting a power is very similar to casting a spell with the Quiet Magic proficiency. Should any ambiguity arise that is not covered in the rules here, make your ruling as if the manifester was a spellcaster with Quiet Magic.

Like spells, the intent to manifest a power (and which power) must be announced before rolling initiative. Intended targets for the power must be in sight at the time of the announcement (though like spellcasting, the target can be changed, rather the intent is to prevent you from saying "I will charm the next person who walks through that door"). If the manifester suffers damage before manifesting his power, the power is lost, and the manifester must pay half of the initial cost (as if he had failed his power throw). A manifester does not need any use of his body to manifest a power with a purely mental effect, but requires at least a little bit of freedom to move or speak to manifest any power that has an effect on the world around him. Thus, as long as he is conscious, even if paralyzed, he can manifest powers with purely mental effects. Note that he still does need to be able to identify his targets somehow, which may be challenging if he is (for example) paralyzed and blinded.

Psionic Combat

Any manifester is capable of engaging in psionic combat, using specialized powers known as attack and defense modes. Most manifesters will automatically learn attack and defense modes as they gain levels; whether they learn them automatically or not, all manifesters may select them with their learned sciences and devotions. Psionic combat is the process by which a manifester batters down the defenses of a target mind. Once these defenses are defeated, the manifester has contact with the target mind. Having contact with a mind is a prerequisite for use of many telepathic powers; in general, a manifester cannot alter the mind or senses of a creature without having first contacted their mind. A contacted creature will remain contacted for one turn.

There are three different ways for a manifester to achieve contact. Each of the five attack modes utilizes a specific method. Each of the five defense modes protects against a specific method as well. However, most defense modes also confer a weakness against one (or more) methods of attack. Some attack and defense modes will not interact at all, while other pairs will confer an advantage to the attacker or the defender. It is worth noting that some defense modes confer a bonus or penalty to saving throws versus psionic powers; this is not limited to attack modes. Any psionic power that allows a saving throw will be affected by these defense modes.

The three methods of achieving contact are:

Tangents - Use of the mind thrust attack mode allows the manifester to place a tangent on the targeted mind. When a manifester reaches three tangents on a target mind, they achieve contact.

Mental Armor Class (MAC) - Use of the ego whip or psychic crush attack modes allow a manifester to attack the MAC of a targeted mind. A target's MAC is normally equal to a target's level or HD, plus two. (Thus, a 0-level human has a MAC of 2, while a 20 HD dragon has a MAC of 22.) The manifester makes a power throw against their MAC, and if the manifester succeeds, they achieve contact.

Saving Throw - Use of the psionic blast or id insinuation attack modes allow a manifester to assault the target's will directly. The target is entitled to a saving throw vs death. If the target fails, the manifester achieves contact.

Manifesting an attack mode is identical to manifesting any other power, including the requirement that a successful power throw be made. Manifesting a defense mode is different from manifesting other powers; defense modes do not require that a power throw be made and do not consume your action. Before rolling initiative, a manifester who wishes to activate a defense mode must declare the defense mode he wishes to activate and pay the PSP cost. He is then protected for the entire round. Each round, before rolling initiative, he may manifest the same or a different defense mode, the only limitation being his PSPs. However, a manifester may have only one defense mode active in any given round.

Attack Modes

Mind Thrust - Cost 2 - Difficulty 1 - Range 30' - When you successfully manifest this power against a target, you gain a tangent on their mind. When you have three tangents, you establish contact with their mind. If this power is used on a mind that is already contacted, and the creature has psionic powers, they lose the use of one randomly determined power for 2d6 days. Beyond establishing contact, Mind Thrust has no effect on targets without psionic powers.

Ego Whip - Cost 4 - Difficulty 2 - Range 30' - After successfully manifesting this power, you must make a power throw against their MAC. (A target's MAC is normally equal to their level or hit dice, plus two.) If your secondary power throw succeeds, you have established contact with the target's mind. If this power is used on a mind that is already contacted, the target is dazed for 1d4 rounds, during which all their d20 rolls and throws suffer a -5 penalty. In addition, a dazed target cannot cast any spells above 3rd level or spend more than 20 PSPs on a single psionic power.

Id Insinuation - Cost 5 - Difficulty 2 - Range 60' - After successfully manifesting this power, the target must make a saving throw vs death. If they fail, you have established contact with the target's mind. If this power is used against a mind that is already contacted, they can take no action for 1d4 rounds as their id attempts to seize control of their mind. (They may still defend themselves and suffer no AC penalty and are not helpless.)

Psychic Crush - Cost 8 - Difficulty 3 - Range 120' - After successfully manifesting this power, you must make a power throw against their MAC. If your secondary power throw succeeds, you have established contact with the target's mind. If this power is used on a mind that is already contacted, the target suffers 1d8 points of damage.

Psionic Blast - Cost 25 - Difficulty 5 - - Range 60' long and 20' wide cone - After successfully manifesting this power, creatures in the area must make a saving throw vs death. If they fail, you have established contact with the target's mind. If this power is used against a mind that is already contacted, the target must save vs death. Failure causes him to lose 80% of his current hit points, but only in his mind. He will pass out when the remaining 20% of his hit points are lost but will suffer no other ill effects. The hit points return (as well as consciousness, if necessary) after six rounds.

Defense Modes

Mind Blank - Cost 0 - While this psionic defense mode is active, you gain a +1 bonus to MAC and saves against psionic powers. Mind Blank may be left active for any length of time, and may remain active while the psionicist is asleep.

Thought Shield - Cost 1 - While this psionic defense mode is active, you gain a +4 bonus to saving throws against psionic powers. However, whenever anyone successfully establishes a tangent on you, they establish an additional tangent.

Mental Barrier - Cost 3 - While this psionic defense mode is active, you gain a +4 bonus to saving throws against psionic powers. However, you suffer a -4 penalty to your MAC.

Intellect Fortress - Cost 4 - While this psionic defense mode is active, you and allies within 10' of you gain a +4 bonus to MAC. However, you and allies within 10' of you suffer a -4 penalty to saving throws against psionic powers.

Tower of Iron Will - Cost 6 - At the end of each round in which you have this psionic defense mode active, make a power throw. If successful, remove one tangent from your mind. However, you suffer a -2 penalty to your MAC and saving throws against psionic powers.

Chapter 3: Psionic Classes

Psionic Classes

Human Classes

[The Psionicist](#) class is to psionics as the wizard is to arcane magic. He is the iconic psionic character, and concentrates on improving his psionic power almost to the exclusion of all else. Though armed with better combat training than a wizard, the psionicist suffers in terms of endurance. However, his psionic powers are fully developed and powerful.

[The Soulknife](#) class is a psionic assassin. Trained in combat, stealth, and psionic powers, he creeps silently through the night to slay unsuspecting targets with his mind-blade, a projection of psionic energy which is the only weapon he has trained in the use of.

The Psychic Warrior class may or may not actually exist. If it doesn't exist, it's just Mystic.

Demihuman Classes

The [Dwarven Battlemind](#) class is a dwarf with latent psionic potential. They do not have the staying power of a vaultguard, but possess very similar combat training. As they gain in power, their potential unlocks, and at higher levels, they may actually manifest psionic powers.

The [Elven Ardent](#) class is an elf who has chosen to abandon his natural connection to magic in favor of psionic energy. The Ardent has forsaken all other learning in favor of maximizing his psionic potential, and he is rewarded with unmatched psionic power.

Psionic Value

The Psionic Value determines the extent of the class's psionic power abilities, if any. Assign 0 to 4 build points to the class's Psionic Value, noting down the appropriate powers and the XP Cost.

Value	Psionic	XP Cost
4	Psionicist x 133%	2200
3	Psionicist	1650
2	2/3 level Psionicist	1100
1	1/3 level Psionicist	550
0	none	0

Psionic 1: A Psionic Value of 1 gives the class the ability to learn powers and earn PSPs as a psionicist of 1/3 the character's class level, rounded down. For example, at 3rd level, the character has the abilities of a 1st level Psionicist. The class uses its effective Psionicist level (1/3 its level of experience) for purposes of level-dependent power ranges, durations, and damage. The class knows one psionic attack mode and one psionic defense mode automatically, learned at 3rd level. They must spend devotions or sciences where applicable to learn additional psionic fighting styles. Alternately, the class may exchange manifestation at 1/3 level for manifestation at the 1st level of ability, unlocked when the character reaches 8th level. The class will then manifest powers, earn PSPs, learn psionic combat modes, and engage in psionic research as a psionicist seven levels below their class level.

Psionic 2: A Psionic Value of 2 gives the class the ability to learn powers and earn PSPs as a psionicist of 2/3 the character's class level, rounding fractions of .5 or greater up to the next full number. For example, at 5th level, the character has the abilities of a 4th

level Psionicist. The class uses its effective Psionicist level (2/3 its level of experience) for purposes of level-dependent power ranges, durations, and damage. The class knows three psionic attack and defense modes, earning one at 1st level, one at 5th level, and one at 9th level. They must spend devotions or sciences were applicable to learn additional psionic combat modes. Alternately, the class may exchange manifestation at 2/3 level for manifestation at the 1st level of ability, unlocked when the character reaches 4th level. The class will then manifest powers, earn PSPs, learn psionic combat modes, and engage in psionic research as a psionicist three levels below their class level.

Psionicist 3: A Psionic Value of 3 gives the class the ability to learn powers and earn PSPs as a psionicist. The class knows all psionic combat modes, earning its first at 1st level, another at 3rd, a third at 5th, a fourth at 7th, and the last at 9th.

Psionicist 4: A Psionic Value of 4 gives the class the ability to learn powers and earn PSPs as a psionicist, learning additional powers and more PSPs. The class uses its class level for all level-dependent ranges (where applicable), but knows 33% more powers and has 33% more PSPs. Fractions are rounded down. Power Throws are not affected by this increase in potential. The class knows all psionic combat modes, earning its first at 1st level, another at 3rd, a third at 5th, a fourth at 7th, and the last at 9th.

Psionic classes have identical saving throws to thieves. The priority for Psionic is immediately above Thievery; that is, a class with Psionic Value 2 and 2 in any other class will use the value for the other class if it is Arcane or Divine, and use the psionic values if it is Thievery or Fighting.

Psionic classes gain 1 hit point per level after 9th, and require 100,000 xp per level after 9th.

Psionic Tradeoffs

A psionic character may trade off their acquisition of attack and defense modes by the following progression.

Reduced from 5 to 3: One custom power.

Reduced from 3 to 1: One custom power.

Reduced from 1 to 0: One custom power.

Thus, a class with a psionic value of 3 may gain three custom powers by entirely giving up their automatic acquisition of attack and defense modes.

Explanation of any other new psionic custom powers or tradeoffs.

New Proficiencies

Harness Subconscious: A psionic character may use this proficiency to temporarily boost their total PSP reserve. It must be used while the psionic character is at full PSPs. The character spends 48 hours in quiet concentration, breaking only for eating and sleeping. At the end of this time, the character makes a Power Throw (no modifier). If successful, the character boosts their PSP maximum by 20% for 72 hours. During this time, PSPs cannot be recovered beyond the unmodified maximum for the character. At the end of the 72 hours, any PSPs beyond the unmodified maximum are immediately lost.

Hypnosis: This proficiency allows a character to place another individual into a relaxed state in which they are very susceptible to suggestions. The subject of hypnosis must be willing and know they are being hypnotized. The act of hypnotizing someone takes one turn. The subject can be made to remember things they might have forgotten, to be made calm and unafraid of specific situations, cured of bad habits, or prepared to impersonate another individual by adopting their personality.

Meditative Focus: By using this proficiency, a psionic character can focus their mental energy on one discipline. After meditating for twelve hours, uninterrupted and as if they were sleeping, the character improves Power Throws while using the focused discipline by 2 points, while penalizing other disciplines by 2. For example, if a 2nd level psionicist focuses on Psychometabolism, their Power Throws while using that discipline are 7+ instead of 9+. However, if they decided to use a Psychoportive power, their Power Throw is modified to 11+. This effect lasts 24 hours and cannot be canceled.

Mental Fortitude: You have trained to gird your mind against the assaults of psionic opponents and mind-affecting powers. You gain a +2 bonus to your MAC and a +1 to saving throws versus Death and saving throws versus Spells.

Natural Talent: This proficiency can be taken by any wild talent (but never any class with a psionic value). You are naturally gifted in the reliable control of your psionic wild talents. Your base Power Throw is 8+ instead of 10+.

Rejuvenation: This proficiency allows a psionic character to recover PSPs at a greatly accelerated rate, as though they were sleeping. A rejuvenating character is still aware of surroundings and does not suffer penalties on surprise or initiative rolls, nor are they helpless if attacked (but they cannot spend PSPs until they end the rejuvenation process).

The Psionicist

Psionicist

Prime Requisite: WIS

Requirements: None

Hit Dice: 1d4

Maximum Level: 14

Psionicists, or students of the Way as they call themselves, focus on unlocking the potential of their mind through rigorous training. Though formal schooling in the Way leads to better trained and better equipped psionicists, the unlocking of psionic potential is within the grasp of any with the Will to overcome its challenges.

At 1st level, the psionicist chooses their **primary discipline**. This is their first introduction into the Way, and this discipline will always be considered their first and foremost. They can never learn more powers from another discipline (sciences or devotions) than they possess in their primary one. They begin play knowing one science and three devotions from this discipline. Every time they learn a new power, they can select from among available powers whose prerequisites they meet, or they may "slot" an existing power again to express mastery in it. Power Throws using that power gain a +1 bonus.

Psionic powers are fueled by *psionic strength points*, or PSPs. At first level, a psionicist has 10 PSPs, plus the sum of their Wisdom, Intelligence, and Constitution modifiers. Thus, a level 1 psionicist with a 16 WIS, a 15 CON, and a 12 INT has 13 PSPs (+2 from WIS, +1 from CON, +0 from INT).

Every time a psionicist advances to a new experience level, their PSPs increase by a value equal to 10 plus their Wis modifier.

Psionic strength points are recovered at varying rates depending on activity. If the psionicist is performing any degree of hard exertion in the course of an hour (such as fighting, running, maintaining any psionic power, or exploring dungeons), no PSPs are recovered. With simple activity such as walking or riding, the psionicist recovers 3 PSPs per hour. If resting, sitting, or performing leisure activities such as reading or eating, this value increases to 6 PSPs per hour. If sleeping or using the Rejuvenation proficiency, this increases to 12 PSPs per hour.

Psionicists are expected to be able to defend themselves should their minds become exhausted or their opponent prove resistant to their mental powers. As such, they can wear leather or lighter armor and wear shields, and can use one handed melee weapons and missile weapons. At 1st level, they hit an unarmored (AC 0) target with an attack throw of 10+, and improve their attack throw by two points every four levels. They may make one cleave attack per two levels. They may use magic items that are usable by any class, and may use any psionic item.

A psionicist's primary discipline grants them a proficiency based on their focus.

Psychometabolism: Divine Health

Psychoportation: Skirmishing

Psychokinesis: Prestidigitation

Clairsentience: Alertness

Telepathy: Mystic Aura

All psionicists, whether formally trained or self-taught, also learn the methods of psionic combat. At first level, the psionicist learns the foundational attack and defense modes of Mind Thrust and Mind Blank.

At third level, the psionicist learns the attack and defense modes Ego Whip and Thought Shield.

At fifth level, the psionicist learns the attack and defense modes Id Insinuation and Mental Barrier.

At seventh level, the psionicist learns the attack and defense modes Psychic Crush and Intellect Fortress.

Finally, at ninth level, the psionist masters all of the forms of psionic combat, learning the attack and defense modes Psionic Blast and Tower of Iron Will.

If a psionist chose to learn any psionic attack mode early, they gain a +1 bonus to their power throw for that attack mode, as if they had selected the power a second time.

At 9th level, psionists may claim a territory and become a **contemplative master**. This allows them to build a psionic academy and instruct students in the Way. The psionist attracts 2d6 0th level disciples seeking to become psionists and 1d6 1st level psionists seeking to learn from the master.

Also at 9th level, a psionist may perform psionic research to empower items, perform psychic surgery, and manifest High Sciences. Additional information on psionic research can be found in the [Psionic Campaigns](#) chapter.

Proficiencies: Alertness, Alchemy, Battle Magic, Contemplation, Craft, Diplomacy, Fighting Style, Harness Subconscious, Healing, Hypnosis, Illusion Resistance, Knowledge, Language, Lore mastery, Magical Engineering, Meditative Focus, Mystic Aura, Quiet Magic, Profession, Prophecy, Rejuvenation, Sensing Power, Soothsaying, Unflappable Casting, Weapon Finesse, Weapon Focus

Psionist Experience, Hit Die, and Power Progression

Experience	Title	Level	Hit Dice	Total Disciplines	Total Sciences	Total Devotions	Power Throw
0	Initiate	1	1d4	1	1	3	10+
2150	Student	2	2d4	2	1	5	9+
4300	Practitioner	3	3d4	2	2	7	9+
8600	Adept	4	4d4	2	2	9	8+
17200	Savant	5	5d4	2	3	10	7+
34400	Psion	6	6d4	3	3	11	7+
70000	Instructor	7	7d4	3	4	12	6+
140000	Mindlord	8	8d4	3	4	13	5+
240000	Contemplative Master	9	9d4	3	5	14	5+
340000	Contemplative Master	10	9d4+1	4	5	15	4+
440000	Contemplative Master	11	9d4+2	4	6	16	4+
540000	Contemplative Master	12	9d4+3	4	6	17	3+
640000	Contemplative Master	13	9d4+4	4	7	18	2+
740000	Master of the Will and the Way	14	9d4+5	5	7	19	1+

Psionist Attack and Saving Throws

Level	Petrification and Paralysis	Poison and Death	Blast and Breath	Staffs and Wands	Spells	Attack Throw
1-2	13+	13+	16+	14+	15+	10+
3-4	12+	12+	15+	13+	14+	9+
5-6	11+	11+	14+	12+	13+	8+
7-8	10+	10+	13+	11+	12+	7+
9-10	9+	9+	12+	10+	11+	6+

11-12	8+	8+	11+	9+	10+	5+
13-14	7+	7+	10+	8+	9+	4+

Class values: Fighting 1, Psionic 3.
One fighting style given up for a custom power; free proficiency based on discipline.

The Soulnife

Soulnife

Prime Requisite: Dex

Requirements: None

Hit Dice: d6

Maximum Level: 14

The soulnife is, essentially, a psionic assassin. Soulnives harness the power of the Way to assist them in their clandestine operations that in no way involve sticking the crystallized power of their mind directly into unsuspecting targets.

A soulnife's attack throws increase by two points every four levels (i.e., as thieves). They may not wear any armor, and are not trained in the use of any weapon save for their mindblade.

Trained in stealth, though not in skullduggery, soulnives may Hide in Shadows, Move Silently, and Backstab as a thief of the same level.

A soulnife fights using a weapon that they have forged into existence by the power of their mind. It takes one round to create a mindblade, and may be created in combat in lieu of attacking for the round. A soulnife's mindblade cannot be damaged or disarmed by any physical means; spells and psionic abilities which dispel or suppress psionic powers will suppress the mindblade. However, if the ability used to suppress it does not do so on an ongoing basis, the soulnife can simply create a new one. A soulnife may forge his mindblade in the form of any one-handed sword, dagger, or axe. He may wield a mindblade in each hand (gaining the dual-wield bonuses) if he so chooses, but may not wield one two-handed.

The soulnife's combat training leaves them with little time to develop their training in the Way, but nonetheless, their psionic powers are a part of their abilities and they should not be ignored. Soulnives learn psionic powers as expressed on the table below. At first level, a soulnife has 10 PSPs, plus the sum of their Int, Wis, and Con modifiers (thus, a soulnife with 13 Wis, 12 Int, and 10 Con has 11 PSPs at first level). Each level he gains, he gains 3 PSPs, plus his Wisdom modifier (thus, our soulnife with a 13 Wis would gain 4 PSPs each time he gained a level). Like a psionist, at first level, a soulnife must select a **primary discipline**, and he may never know more powers (of sciences or devotions) in any other discipline than he does in his primary discipline.

Psionic strength points are recovered at varying rates depending on player activity. If the player is performing any degree of hard exertion in the course of an hour (such as fighting, running, maintaining any psionic power, or exploring dungeons), no PSPs are recovered. With simple activity such as walking or riding, the psionist recovers 3 PSPs per hour. If resting, sitting, or performing leisure activities such as reading or eating, this value increases to 6 PSPs per hour. If sleeping or using the Rejuvenation proficiency, this increases to 12 PSPs per hour.

A soulnife does not train in psionic combat the way a psionist does, and will not automatically progress beyond the foundational attack and defense modes. At first level, a soulnife learns the Mind Thrust and Mind Blank attack and defense modes. If he desires to improve his options in psionic combat, he must devote sciences or devotions as appropriate to learning the specific powers he wishes to learn.

At first level, a soulnife is trained in pranu-bindu muscle control and gains a +1 bonus to AC when capable of moving freely. This bonus increases to +2 at 7th level and +3 at 13th level.

At second level, a soulnife learns how to channel his psionic power to increase the damage dealt by his successful attacks. Different soulnives may do this in different ways; a soulnife whose primary discipline is Telepathy may magnify the pain the victim feels, while one whose primary discipline is Psychometabolism may channel a flesh-devouring virus through his mindblade, and one whose discipline is Psychokinesis may simply increase the force of his blade. Regardless of the means taken, the effect is the same; on any

successful attack, the soulknife may choose to expend PSPs for additional damage, dealing a bonus 1d6 damage per 4 PSPs expended.

At third level, a soulknife can move as quickly as thought, gaining a +1 bonus to initiative and surprise rolls.

At fifth level, a soulknife learns how to manifest an enhanced mindblade. Any mindblade manifested by the soulknife strikes as a +1 weapon, granting the soulknife a +1 bonus to attack throws and damage rolls and allowing him to harm creatures only injured by magical weapons. In addition, he can manifest a mind blade more quickly, requiring him to give up only his movement for the round should he manifest it in combat.

At sixth level, a soulknife learns how to enter a state of enhanced psionic focus. He may enter this state once per day at sixth level, plus an additional time per day for each level he advances past six. The focused state lasts one turn. While focused, the soulknife receives a +1 bonus to attack throws, proficiency throws, saving throws, and initiative rolls.

At eighth level, a soulknife learns how to enhance his mindblade once again. Any mindblade manifested by an 8th level soulknife strikes as a +2 weapon, granting him a +2 bonus to attack throws and damage throws.

At ninth level, a soulknife may heal himself from the dying essence of creatures he kills. Whenever he kills a sentient creature with his mindblade, he may choose to heal himself instead of cleaving. He may restore 1d6 HP per 4 PSPs he spends, but cannot regain more HP than the dead creature's maximum hit points.

Also at ninth level, a soulknife may build a hideout and attract followers. This is identical to an assassin's hideout, saving only that his 2d6 1st level followers will be soulknives instead of assassins.

At eleventh level, a soulknife learns how to imbed a power into their mindblade. When he manifests a power that would normally target a creature, he may instead target his mindblade, which stores the power until discharged. The power will discharge the next time the soulknife strikes a creature with his mindblade, resulting in both melee damage and the normal effects of the power. The soulknife may only imbed one power at a time, and the power will discharge harmlessly in one turn, or if the soulknife's mindblade ceases to be manifested for whatever reason.

At twelfth level, the soulknife's mindblade increases in power again, becoming a +3 magical weapon. It grants the mindblade a +3 bonus to attack throws and damage rolls with it. In addition, he may manifest a mindblade any time he chooses, requiring no action at all should he do so in combat.

Proficiencies: Acrobatics, Alchemy, Alertness, Blind Fighting, Bribery, Cat Burglary, Climbing, Combat Reflexes, Combat Trickery, Contortionism, Disguise, Eavesdropping, Endurance, Gambling, Harness Subconscious, Intimidation, Meditative Focus, Mimicry, Rejuvenation, Running, Seduction, Skirmishing, Skulking, Swashbuckling, Weapon Finesse, Weapon Focus

Experience	Title	Level	Hit Dice	Total Disciplines	Total Sciences	Total Devotions	Power Throw
0	Finger	1	1d6	1	0	1	10+
1750	Thumb	2	2d6	1	0	2	10+
3500	Palm	3	3d6	1	1	3	10+
7000	Hand	4	4d6	1	1	3	9+
14000	Arm	5	5d6	1	1	4	9+
28000	Heart	6	6d6	2	1	5	9+
55000	Mind	7	7d6	2	1	5	9+
110000	Soul	8	8d6	2	1	6	9+
210000	Soulknife	9	9d6	2	2	7	9+
310000	Soulknife	10	9d6+2	2	2	7	9+

410000	Soulknife	11	9d6+4	2	2	8	9+
510000	Soulknife	12	9d6+6	2	2	9	8+
610000	Soulknife	13	9d6+8	2	2	9	8+
710000	Master Soulknife	14	9d6+10	2	3	10	7+

Soulknife Attack and Saving Throws

Level	Petrification and Paralysis	Poison and Death	Blast and Breath	Staffs and Wands	Spells	Attack Throw
1-2	13+	13+	16+	14+	15+	10+
3-4	12+	12+	15+	13+	14+	9+
5-6	11+	11+	14+	12+	13+	8+
7-8	10+	10+	13+	11+	12+	7+
9-10	9+	9+	12+	10+	11+	6+
11-12	8+	8+	11+	9+	10+	5+
13-14	7+	7+	10+	8+	9+	4+

Level	Move Silently	Hide in Shadows	Backstab
1	17+	19+	x2
2	16+	18+	x2
3	15+	17+	x2
4	14+	16+	x2
5	13+	15+	x3
6	12+	14+	x3
7	10+	12+	x3
8	8+	10+	x3
9	6+	8+	x4
10	4+	6+	x4
11	2+	4+	x4
12	2+	3+	x4
13	1+	2+	x5
14	1+	1+	x5

Fighting 1, HD 1, Thievery 1, Psionic 1. Since they're 1/1/1/1, picked the value that seems most like them (Thievery) and made them count as a thief. Tradeoffs all over the place.

Dwarven Battlemind

Dwarven Battlemind

Prime Requisite: Str, Wis

Requirements: Con 9

Hit Dice: 1d6

Maximum Level: 13

The dwarven battlemind is a doughty combatant whose psionic abilities are merely latent at first, manifesting only in limited ways and enhancing his combat prowess. As he gains in power, his potential unlocks, and when he reaches 8th level the dwarven battlemind may begin to manifest psionic powers.

Until then, he is a trained warrior. The dwarven battlemind at first level strikes an unarmored opponent on an attack throw of 10+. His attack throw increases by 2 points every 3 levels, just as a fighter does. He may wear any armor and wield a variety of weapons, including both the traditional dwarven weapons of any axe, flail, hammer or mace, as well as any missile weapon. He may fight wielding a weapon two-handed, with a weapon and shield, or with two weapons. In addition, he receives a +1 bonus to damage rolls with all weapon attacks at first level, and an additional +1 every three levels thereafter. If he slays an opponent, he may cleave up to one time per level. A dwarven battlemind may use any magic item usable by fighters.

At third level, a dwarven battlemind's psionic potential begins to slowly regenerate his flesh whenever he suffers injury. Whenever he is required to roll on the Mortal Wounds table, he may roll twice and select the better result. He reduces the amount of bed rest required after suffering a mortal wound by a number of days equal to his class level.

At fifth level, a dwarven battlemind's psionic potential ruthlessly seeks out and destroys any poison which might harm him. He gains immunity to all poisons, including magical poisons.

At seventh level, a dwarven battlemind's psionic potential may begin to reach outside of his body to protect him from harm. He gains an inertial field which protects him from harm, granting him +1 to AC.

At eighth level, a dwarven battlemind may begin to manifest powers as if he were a first level psionicist. For all purposes, he is treated as a psionicist of level equal to his class level minus seven. As he advances in level past eight, his psionic powers advance as well. Note, however, that a dwarven battlemind is focused on reality, and does not gain any free advancement in psionic combat modes; a dwarven battlemind who wishes to learn attack or defense modes must learn them with his sciences and devotions. Like a psionicist, a battlemind who reaches 8th level must select one discipline as his **primary discipline**; he may never know more powers in each category (devotions or sciences) in any other discipline than he knows in his primary discipline.

Like all dwarves, dwarven battleminds are sensitive to earth and stone. This sensitivity grants them a +1 bonus to surprise rolls when underground.

Dwarven battleminds have learned the languages of their allies and enemies, speaking four bonus languages; Dwarf, Gnome, Goblin, and Kobold.

Dwarven battleminds may detect traps, false walls, hidden construction, and sloped passages with a proficiency throw of 14+.

Finally, like all dwarves, battleminds are hardy people, receiving a +3 bonus on saving throws vs Blast & Breath and a +4 bonus on all other saving throws. These modifiers have already been included in the Dwarven Battlemind Saving Throws below.

At ninth level, a dwarven battlemind may build an underground **vault**. Dwarves of the character's clan will be the first to live under his roof, but dwarves from other clans will also come and live nearby to be ruled by the character. A total of 3d6x10 1st level dwarves will move in to help maintain and defend the vault at no cost to the character. A Battlemind is expected to employ only soldiers of dwarven descent, but may hire members of other races for other tasks. Additional rules for dwarven vaults are detailed in the Campaigns chapter of ACKS Core.

Proficiencies: Alertness, Blind Fighting, Caving, Combat Reflexes, Combat Trickery (force back, knock down, overrun, sunder), Command, Craft, Divine Blessing, Divine Health, Dungeon Bashing, Dwarven Brewing, Endurance, Engineering, Fighting Style, Gambling, Goblin-Slaying, Illusion Resistance, Intimidation, Land Surveying, Leadership, Manual of Arms, Mapping, Mental Fortitude, Military Strategy, Mountaineering, Siege Engineering, Unflappable Casting, Weapon Focus

Dwarven Battlemind Experience, Hit Die, and Power Progression

Experience	Title	Level	Hit Dice	Damage Bonus	Total Disciplines	Total Sciences	Total Devotions	Power Throw
0	Observation	1	1d6	+1	-	-	-	-
2400	Awareness	2	2d6	+1	-	-	-	-
4800	Perception	3	3d6	+2	-	-	-	-
9600	Discernment	4	4d6	+2	-	-	-	-
19200	Insight	5	5d6	+2	-	-	-	-
38400	Judgment	6	6d6	+3	-	-	-	-
75000	Clarity	7	7d6	+3	-	-	-	-
150000	Focus	8	8d6	+3	1	1	3	10+
280000	Battlemind	9	9d6	+4	2	1	5	9+
410000	Battlemind	10	9d6+3	+4	2	2	7	9+
540000	Battlemind	11	9d6+6	+4	2	2	9	8+
670000	Battlemind	12	9d6+9	+5	2	3	10	7+
800000	Battlemind	13	9d6+12	+5	3	3	11	7+

Dwarven Battlemind Attack and Saving Throws

Level	Petrification and Paralysis	Poison and Death	Blast and Breath	Staffs and Wands	Spells	Attack Throw
1	11+	10+	13+	12+	13+	10+
2-3	10+	9+	12+	11+	12+	9+
4	9+	8+	11+	10+	11+	8+
5-6	8+	7+	10+	9+	10+	7+
7	7+	6+	9+	8+	9+	6+
8-9	6+	5+	8+	7+	8+	5+
10	5+	4+	7+	6+	7+	4+
11-12	4+	3+	6+	5+	6+	3+
13	3+	2+	5+	4+	5+	2+

Fighting 2, HD 1, Psionic 1, Dwarf 0

Experience: 1,000 + 500 + 550 + 150 + 200 = 2400

Tradeoffs: 1 power (Weapon selection Unrestricted to Broad), 1 power (Psionic combat 1 to 0)

Trade these two for 1 custom power at each of 3rd, 5th, and 7th level

Choices:

Savage Resilience, Scaly Hide AC 1, Wholeness of Body

I know RAW their Savage Resilience should be reduce days by class level -2. I don't think it's worth adding the complication there.

If you are curious about the level titles: <http://en.wikipedia.org/wiki/Battlemind> . Summary, "Battlemind" is describing their attitude, not their physical mind, and so do the rest of their level titles.

Elven Ardent

Elven Ardent

Prime Requisite: WIS

Requirements: Int 9

Hit Dice: 1d4

Maximum Level: 14

The elven ardent has forsaken their natural connection to magic in order to focus the power of their mind. The majority of elven ardents gain their power by allowing their emotions to rage unlimited within their mind, harnessing the energy generated thereto. In terms of appearance, this means that elven ardents almost always appear to others as one of two extremes; either wildly emotional if they allow others to see, or completely unemotional if they hide them all. Rare is the ardent who can allow only some of his emotions to show.

Elven ardents have no combat training of any kind. At first level, they strike an unarmored opponent with an attack throw of 10+. Thereafter, their attack throw improves by two points every six levels (as mages). They may not wear armor, and may fight only with a dagger, dart, sling, or club. They may not use a shield, wield a weapon two-handed, or fight with two weapons.

Elven ardents may manifest powerful psionic powers. At 1st level, the ardent chooses their **primary discipline**. This is their first introduction into the Way, and this discipline will always be considered their first and foremost. They can never learn more powers from another discipline (sciences or devotions) than they possess in their primary one. They begin play knowing one science and three devotions from this discipline. Every time they learn a new power, they can select from among available powers whose prerequisites they meet, or they may "slot" an existing power again to express mastery in it. Power Throws using that power gain a +1 bonus.

Psionic powers are fueled by *psionic strength points*, or PSPs. At first level, an ardent has 13 PSPs, plus the sum of their Wisdom, Intelligence, and Constitution modifiers. Thus, a level 1 ardent with a 16 WIS, a 15 CON, and a 12 INT has 16 PSPs (+2 from WIS, +1 from CON, +0 from INT).

Every time an ardent advances to a new experience level, their PSPs increase by a value equal to 13 plus their Wis modifier.

Psionic strength points are recovered at varying rates depending on activity. If the ardent is performing any degree of hard exertion in the course of an hour (such as fighting, running, maintaining any psionic power, or exploring dungeons), no PSPs are recovered. With simple activity such as walking or riding, the ardent recovers 3 PSPs per hour. If resting, sitting, or performing leisure activities such as reading or eating, this value increases to 6 PSPs per hour. If sleeping or using the Rejuvenation proficiency, this increases to 12 PSPs per hour.

All ardents are masters of psionic combat, and receive a +1 bonus to power throws when using psionic combat modes, a +1 bonus to MAC, and a +1 bonus to all saving throws against psionic powers. In addition, ardents automatically learn attack and defense modes as they increase in level.

At first level, the ardent learns the foundational attack and defense modes of Mind Thrust and Mind Blank.

At third level, the ardent learns the attack and defense modes Ego Whip and Thought Shield.

At fifth level, the ardent learns the attack and defense modes Id Insinuation and Mental Barrier.

At seventh level, the ardent learns the attack and defense modes Psychic Crush and Intellect Fortress.

Finally, at ninth level, the ardent masters all of the forms of psionic combat, learning the attack and defense modes Psionic Blast and Tower of Iron Will.

If an ardent chose to learn any psionic attack mode early, they gain a +1 bonus to their power throw for that attack mode at the level

which they would have learned it automatically, as if they had selected the power a second time.

The elven ardent, like all elves, is attuned to nature and gains a +1 bonus to surprise rolls in the wilderness. Their language training in youth taught them the languages Elf, Gnoll, Hobgoblin, and Orc. They may detect hidden and secret doors with a throw of 8+ on 1d20 when actively searching, or 14+ on casual observation.

They gain a +1 bonus to saving throws vs Petrification/Paralysis and Spells (already factored into the table below), and are immune to the paralysis a ghoul can inflict. Finally, when they build a fastness (see below), all normal animals within 5 miles will become friendly and helpful.

Upon reaching 9th level (Ardent), an elven ardent may found an elven fastness in a natural setting. Rather than impose upon nature, this keep must blend seamlessly with it. A total of 3d6x10 1st level elven NPCs will move in to help with it and defend the fastness at no cost to the character. Additional rules for elven fastnesses are detailed in the Campaign chapter of ACKS Core.

Also at 9th level, an ardent may perform psionic research to empower items, perform psychic surgery, and manifest High Sciences. Additional information on psionic research can be found in the [Psionic Campaigns](#) chapter.

Proficiencies: Alertness, Alchemy, Animal Husbandry, Animal Training, Arcane Dabbling, Battle Magic, Beast Friendship, Contemplation, Craft, Diplomacy, Harness Subconscious, Healing, Hypnosis, Illusion Resistance, Knowledge, Language, Lore mastery, Magical Engineering, Meditative Focus, Mental Fortitude, Mystic Aura, Naturalism, Quiet Magic, Profession, Prophecy, Rejuvenation, Sensing Power, Soothsaying, Unflappable Casting

Elven Ardent Experience, Hit Die, and Power Progression

Experience	Title	Level	Hit Dice	Total Disciplines	Total Sciences	Total Devotions	Power Throw
0	Ardent Char	1	1d4	1	1	4	10+
2325	Ardent Ember	2	2d4	2	1	7	9+
4650	Ardent Coal	3	3d4	2	3	9	9+
9300	Ardent Spark	4	4d4	2	3	12	8+
18600	Ardent Flame	5	5d4	2	4	13	7+
37200	Ardent Blaze	6	6d4	3	4	15	7+
75000	Ardent Pyre	7	7d4	3	5	16	6+
150000	Ardent Inferno	8	8d4	3	5	17	5+
300000	Ardent	9	9d4	3	7	19	5+
450000	Ardent	10	9d4+1	4	7	20	4+
600000	Ardent	11	9d4+2	4	8	21	4+
750000	Ardent	12	9d4+3	4	8	23	3+
900000	Ardent	13	9d4+4	4	9	24	2+

Elven Ardent Saving Throws

Level	Petrification and Paralysis	Poison and Death	Blast and Breath	Staffs and Wands	Spells
1-2	12+	13+	16+	14+	14+
3-4	11+	12+	15+	13+	13+
5-6	10+	11+	14+	12+	12+
7-8	9+	10+	13+	11+	11+
9-10	8+	9+	12+	10+	10+

11-12	7+	8+	11+	9+	9+
13-14	6+	7+	10+	8+	8+

Elven Ardent Attack Throws

Level	Attack Throw
1-3	10+
4-6	9+
7-9	8+
10-12	7+
13	6+

Tradeoffs: Fighting style for 1 custom power (Psionic Combat Mastery)
Psionic 4, Elf 0

Chapter 4: The Disciplines

TODO:

Description of each discipline (Psychometabolism, Psychoportation, Metapsionics, Psychokinesis, Clairisentience, Telepathy).

Description of how the psionic character's primary discipline might affect them and their style.

Chapter 5: Psionic Powers

The powers of each discipline can be found through these links.

Note for numbers: Base cost of a power is $2 + (2 * \text{Difficulty})$ PSPs, with half that as the maintenance cost per round. Powers that cost more or less than that have it as a modifier to the point-build effects of the power (that is, for example, Disintegrate costs more because it is more powerful than other 6-diff sciences. Its extra cost is a x.75 multiplier, bringing it from 80 to 60.) Similarly, powers that cost more or less than half the initial cost as maintenance per round have a duration multiplier other than x1.

[Psychokinetic Powers](#)

[Psychometabolic Powers](#)

[Telepathic Powers](#)

[Clairsentient Powers](#)

[Psychoportation Powers](#)

[Metapsionic Powers](#)

Clairsentient Powers

Clairsentient Sciences

Aura Sight

Difficulty 5 Range 150'

Initial Cost 12 Maintenance Cost 8/round

An aura is a glowing halo or envelope of colored light which surrounds all living things, invisible to the naked eye. A creature's aura reflects both its alignment and its experience level or HD. When a psionist uses the Aura Sight power, he can see auras. Interpreting an aura requires concentration, however. When using this power, a psionist may examine one aura and learn one fact about it per round. He must make a new power throw each time he wishes to interpret an aura; a failure indicates that he did not learn anything that round. The psionist may learn one of the following facts when he successfully interprets an aura.

- The target's alignment in certain circumstances (see below).
- The target's level or HD, within one of the following bands: 1-5, 6-10, 11-15, 16+.
- The target's current intentions towards the psionist and his allies, in general terms.

When attempting to detect a target's alignment, the psionist will be unable to interpret it unless the target has a particularly strong alignment. It is left to the Judge's discretion what constitutes a strong alignment; an undead or summoned Chaotic creature will always detect as Chaotic. A Chaotic high priest who has just finished sacrificing a unicorn to his dark god will detect as Chaotic. A Chaotic high priest who has not done anything evil recently may or may not detect as Chaotic, at the Judge's discretion.

When detecting a target's intentions, the psionist will not be able to determine any specific plans of the target, but rather the general thrust of their intentions. If the Judge is in doubt, the result of the target's reaction roll is a good place to begin.

Some objects and areas may possess an aura as well. A sinkhole of evil, for example, would have a Chaotic aura that means harm to the psionist (assuming, of course, that the psionist is a living Lawful creature; it might be helpful to him if he were a Chaotic undead creature.) In general, any item or area that would light up a detect evil/good spell will have an aura.

To interpret an aura, the psionist must stare intently at the target for a full round. From a hundred feet away in a crowded room, this is generally not noticeable; the same cannot be said if a psionist attempts to interpret the aura of someone he is in conversation with.

Clairaudience

Difficulty 4 Range Special

Initial Cost 10 Maintenance Cost 4/turn

By means of the Clairaudience power, a psionist creates a sensor that allows him to hear noises as if he were at the location of the sensor. The psionist does not need a line of sight to the target location (though it is easier to manifest this power if he can). The location of the sensor cannot be changed without ending this power and manifesting it again.

Clairaudience does not screen out background noise from the psionist's location; he can hear everything in both places. This can make it difficult to hear what is happening in one location if the other is extremely noisy. Clairaudience also does not give the psionist any inherent ability to understand what he is hearing; if he hears wood scraping on wood, it may be a chair sliding along the floor or anything else.

Clairaudience can be manifested at a variety of ranges, but long ranges make it more difficult to manifest. The following table shows the penalty to the psionist's power throw for various ranges.

Psionist can see the target location	+2
Up to 60 feet	0

Up to 150 feet	-2
Up to 500 feet	-4
Up to 1,000 feet	-6
Up to 1 mile	-8
Up to 5 miles	-10

If the psionist fails his power check by 10 or more, he may not attempt to manifest Clairaudience again for 1d10 hours.

Clairvoyance

Difficulty 4 Range Special

Initial Cost 12 Maintenance Cost 4/turn

By means of the Clairvoyance power, a psionist creates a sensor that allows him to see as if he were at the location of the sensor. The psionist does not need a line of sight to the target location (though it is easier to manifest this power if he can). The location of the sensor cannot be changed without ending this power and manifesting it again.

The psionist can still see through his own eyes while manifesting this power, seeing the images from this power superimposed on his normal vision. For this reason, most psionists close their eyes while manifesting Clairvoyance. If the psionist needs to see while maintaining this power (for example, being ambushed), he can simply choose to ignore the superimposed images without penalty, but it will then be impossible for him to keep track of the images.

Clairvoyance can be manifested at a variety of ranges, but long ranges make it more difficult to manifest. The following table shows the penalty to the psionist's power throw for various ranges.

Psionist can see the target location	+2
Up to 60 feet	0
Up to 150 feet	-2
Up to 500 feet	-4
Up to 1,000 feet	-6
Up to 1 mile	-8
Up to 5 miles	-10

If the psionist fails his power check by 10 or more, he may not attempt to manifest Clairvoyance again for 1d10 hours. (Thus, if a 14th level psionist with a power throw of 1+ and a +2 Wisdom mod attempts to manifest Clairvoyance at a range of 5 miles, his final modified power throw is 1+ (-2 Wisdom) + 4 (difficulty) + 10 (range) = 13+. If he rolls a 3 or less on his d20, he may not attempt to manifest the power again for 1d10 hours.)

Object Reading

Difficulty 4 Range 60'

Initial Cost 16 Maintenance Cost 8/turn

By means of the Object Reading power, a psionist can read the past of an object that he holds. The information is gained over time, one piece per turn, in the following order. If the psionist ceases to maintain the power, and manifests it again on the same object later, he must begin again from the first piece of information.

- Last owner's race
- Last owner's gender
- Last owner's age
- Last owner's alignment*

- How last owner gained item
- How last owner lost item
- Begin again for the previous owner.

Learning a previous owner's alignment will function as detect good/evil; it will only show a result if the owner was strongly aligned or had specific intentions towards the psionist and his allies. Otherwise, the alignment will be detected as "No strong alignment".

Note that it takes a full hour to learn all available information about a specific owner. If the psionist wants to learn more than a few owners back, even if he can pay the PSPs, after eight owners or so it may become difficult for him to remain awake, at the Judge's discretion.

Precognition

Difficulty 5 Range Self

Initial Cost 24 Maintenance Cost n/a

By means of the Precognition power, the psionist looks into the future to foresee the probable outcome of a specific course of action. This foresight is limited to the near future; no more than 12 hours from the time of manifesting. Further, the manifester must describe the intended course of action in some detail (i.e, "We defeat their army" is insufficient detail; "We flank their army and attack at dawn with a two-pronged assault" is appropriate.)

The DM should make the power throw secretly. If it fails, the psionist is aware that it failed and sees nothing, with one exception; if the power throw is a natural 1, he sees a false vision as determined by the Judge.

If the power check succeeds, the psionist sees the most likely outcome of the actions described. The Judge has liberty in describing the scene and should use the result of the psionist's power throw as a guide in how much detail to include; the higher the roll, the more detail. Even when successful, precognition is not guaranteed; the psionist sees only one possible outcome, albeit the one the Judge believes to be most likely. Anyone who relies on precognition to the exclusion of caution and common sense is asking for trouble.

Regardless of the outcome, precognition is tiring. A psionist who uses this power must rest for at least three turns before he can manifest any other psionic powers.

Recall Death

Difficulty 6 Range 60'

Initial Cost 30 Maintenance Cost N/A

Prerequisites: Recall Agony

The psionist using the Recall Death power forces the target living creature to experience their own death, drawn from the future. (Any creature that is both living and immortal, somehow, is immune; only creatures whose death is inevitable are susceptible.)

A target who fails a saving throw vs Death dies. A target who successfully saves is shaken by the experience, suffering a -2 penalty to attack throws and damage rolls for 1 turn.

Sensitivity to Psychic Impressions

Difficulty 4 Range 60'

Initial Cost 12 Maintenance Cost 4/turn

With this power, the psionist gets a sense of the history of the area around him. He perceives the residue of powerful emotions which were experienced in the 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 elicited strong emotional or psychic energy leave their impression on an area. Everyday occurrences leave no residue for the psionist to detect.

The psionist may detect and interpret at most one event per turn. He may also seek for an event up to one year into the past per turn. Thus, if the Judge has determined that one event occurred here last year, one five years ago, and one ten years ago, the psionist would need to maintain this power for thirteen turns to identify all of them. On the first turn, he would seek one year back, and determine that an event occurred. On the second turn, he would identify that event. He would then spend four more turns looking back, finding one five years in the past; a turn to identify it; five more turns looking back; and a final turn to identify, for a total of $1 + 1 + 4 + 1 + 5 + 1 = 13$ turns.

True Sight

Difficulty 5 Range 120'

Initial Cost 12 Maintenance Cost 6/round

Prerequisite: Steadfast Perception

The True Sight power allows the psionist to see all things as they truly are. The psionist sees through normal and magical darkness, notices secret doors, sees the exact locations of displaced creatures or objects, sees through normal or magical disguises, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. The range of true sight conferred is 120'.

True sight, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. In addition, the effects of True Sight cannot be further enhanced with known magic or psionics, so one cannot use true sight through a crystal ball or in conjunction with clairvoyance.

Clairsentient Devotions

All-Round Vision

Difficulty 1 Range Self

Initial Cost 4 Maintenance Cost 2/round

While this power is being maintained, the psionist can see in all directions simultaneously. Besides its application with Clairvoyance, this power prevents anyone from sneaking up on, ambushing, or backstabbing the psionist without some form of concealment. However, he cannot avert his gaze from a monster with a gaze attack, and suffers a -4 penalty on his saving throws against gaze attacks. (He could still close his eyes.)

Aura Tracking

Difficulty 2 Range Self

Initial Cost 6 Maintenance Cost 3/turn

This power allows a psionist to track creatures by the traces their auras leave. While he maintains the power, he may track creatures as though he possessed the Tracking proficiency. If he already possesses the Tracking proficiency, he gains a +4 bonus to his proficiency throws (as if he had selected the proficiency an additional time).

Battle Meditation

Difficulty 3 Range 30'

Initial Cost 8 Maintenance Cost 4/round

By sensing the entire state of a battle, the psionist can gain insight and impart that insight to his allies. The psionist and all allies within 30' of him gain a +1 bonus to initiative rolls and AC.

Bone Reading

Difficulty 3 Range Touch

Initial Cost 16 Maintenance Cost 8/turn

By means of the Bone Reading power, the psionist can learn something about the creature whose bone he holds. Obviously, the psionist must have the bone of a deceased creature. If the creature whose bone the psionist holds is currently undead or alive, the

power fails.

The psionist may learn one piece of information per turn that he maintains this power. Information is learned in the following order.

- Deceased's race
- Deceased's gender
- Deceased's age
- Deceased's identity
- Deceased's appearance in life
- Deceased's alignment*
- Deceased's date of death
- Deceased's method of death

As with Object Reading, the deceased's alignment may only be detected if it was particularly strong or carried specific intentions towards the psionist and his allies. It will otherwise return a result of "No strong alignment".

Combat Mind

Difficulty 2 Range Self

Initial Cost 6 Maintenance Cost 4/round

The psionist who manifests the Combat Mind power gains hypercognitive abilities restricted to analysis of combat. He can instantly analyze his opponent's positions, strengths, and weaknesses, and apply that to gain a benefit in combat.

The result is to grant him a +2 bonus to attack throws and damage rolls.

Danger Sense

Difficulty 2 Range 30'

Initial Cost 6 Maintenance Cost 3/turn

The psionist who manifests danger sense is exceptionally difficult to take unaware. Whenever danger enters the range of this power (30' from the psionist), the Judge makes a power throw on the psionist's behalf. If successful, the psionist is alerted of the presence of danger and its general direction. He does not learn the specific threat, and it is possible that he will be unable to detect it even so alerted (if, for example, it is an invisible stalker).

Dead Man's Eyes

Difficulty 3 Range Touch

Initial Cost 10 Maintenance Cost 4/minute

The Dead Man's Eyes power allows the psionist to see the last moments of a corpse. The psionist must have both of the corpse's eyes, which have not suffered any significant damage, to manifest this power (though the eyes do not need to be in their original skull).

The image the psionist sees will begin 1 turn before the corpse's death and progress at 1 minute per minute; after one turn of maintaining this power, the psionist will have seen the corpse's last ten minutes of life. (Note that this means the total cost to see the corpse's last moment is 50 PSPs.)

If a high-level psionist desires, the vision may begin earlier. A 6th level psionist may begin the vision two turns before the corpse's demise; an 11th level psionist, three turns.

Detect Invisible

Difficulty 1 Range 60'

Initial Cost 4 Maintenance Cost 8/turn

While the Detect Invisible power is maintained, the psionist can see invisible creatures and objects within range as translucent shapes.

Detect Poison

Difficulty 1 Range 30'

Initial Cost 4 Maintenance Cost 8/turn

While the Detect Poison power is maintained, the psionist can see a glowing greenish-yellow aura around anything poisoned or poisonous within range.

Dowsing

Difficulty 3 Range Special

Initial Cost 12 Maintenance Cost 6/turn

Dowsing is the process of finding objects by sympathetic vibrations. In order to use Dowsing to find a substance, the psionist must have a sample of that substance. If the psionist wishes to find a type of item, he must have an instance of that type of item (to search for swords, for example, one must have a sword). Dowsing cannot locate specific or unique objects.

Initially, the power can only detect substances within a range of 90'. However, each turn that he maintains the search, the psionist may expand the radius by 30'. Initially, the power will detect only the nearest concentration of the substance, but by maintaining the power he may detect one such source per turn, from nearest to farthest.

Environment

Difficulty 3 Range Special

Initial Cost 16 Maintenance Cost N/A

The Environment power may be used one of two ways; to tag an object, or to find it.

The first way to use it allows the psionist to mark a particular object with a distinctive signature. Only an object that has been so marked is a legal target for the second use of this power. To mark an object, the psionist must touch it. A psionist may have no more than one such object marked per level of experience; if he attempts to mark another one, he must first release the mark on an earlier object.

The second use is to locate a marked object. A marked object may be targeted by this power at any range. If this power is successfully manifested on a marked object, the psionist receives a momentary 'snapshot' of all senses from the perspective of the object. He will receive visual, auditory, olfactory, and thermal information about the object's location.

Note that this power may not always give the psionist useful information; an object stored in the pocket of a warm-blooded creature, for example, looks much the same regardless of that creature's identity or location.

Radial Navigation

Difficulty 2 Range Self

Initial Cost 4 Maintenance Cost 8/hour

So long as the Radial Navigation power is maintained, the psionist knows his location in respect to a fixed starting location (where he was when he manifested the power). No matter how or where he moves, he always knows the distance and direction to his starting point.

He may not, however, be able to tell someone how to get back there. If, for example, he traveled through a maze, he may know that his starting point was 1,500 feet north, but may not know the intricate twists and turns required to actually get there. This can be particularly true with mazes with shifting walls or similar one-way paths.

Maintaining Radial Navigation gives the psionist a +4 bonus on Navigation throws to avoid getting lost. (Note that if the psionist

was already lost when first manifesting Radial Navigation, interesting things may result.)

Recall Agony

Difficulty 3 Range 30'

Initial Cost 12 Maintenance Cost N/A

By means of the Recall Agony power, the psionicist forces the target living creature to experience a future pain they will suffer. This power only functions against living creatures capable of feeling pain. At the Judge's discretion, creatures which do not understand pain (even if they are capable of feeling it) are also immune.

If the target creature fails a saving throw vs Paralysis, they are incapacitated with pain for 1d4+1 rounds. If they succeed in their saving throw, they are unaffected.

Steadfast Perception

Difficulty 1 Range Self

Initial Cost 4 Maintenance Cost 2/round

The Steadfast Perception power confers immunity to any spell, power, or effect which would alter the psionicist's senses. The psionicist still cannot see in the dark (assuming that they cannot normally see in the dark), but they are immune to any blindness or deafness effect.

In addition, the psionicist gains a +4 bonus to saving throws against illusions while this power is active.

Watcher's Ward

Difficulty 1 Range Self

Initial Cost 6 Maintenance Cost 2/hour

When using this power, the psionicist attunes to his surroundings and will become aware of any disturbance. The area attuned to can be as small as a doorway or as large as a circle 60' in radius. If the psionicist leaves the area he has attuned to, the power ends, though he may move about within the area as he wishes.

While this power is in effect, the psionicist automatically succeeds on any surprise roll caused by a creature in the area. (The psionicist would have a normal chance to be surprised by, for example, a crossbow bolt fired from 240' away.) He is instantly alerted if there are any noticeable changes in the area, but not what the nature of those changes are, only that something has occurred. (It is up to the Judge what constitutes a noticeable change; a fly landing would not alert the psionicist, but a fly transforming into an ogre would.)

Weather Prediction

Difficulty 1 Range Self

Initial Cost 8 Maintenance Cost N/A

The Weather Prediction power, as advertised, allows the psionicist to predict the weather in his current location. The forecast reaches 24 hours into the future, and will give the psionicist advance knowledge of both the general weather conditions and any specific weather events that the Judge believes are important. ("Scattered showers tomorrow" is sufficient; it is not necessary to inform the player that it will drizzle at 12:03 PM. However, if a hurricane will strike tomorrow, the time of its landfall is extremely relevant and should be shared.)

Psychokinetic Powers

Psychokinetic Sciences

Create Object

Difficulty 5 Range 60'

Initial Cost 16 Maintenance Cost 4/round

Prerequisites: Telekinesis

A psionicist with this power can force energy and matter from the surrounding area into the shape of an object of his choice. The created object exists only so long as he continues to pay the maintenance cost; when he ceases to pay, the object breaks into its constituent parts.

The object must be constructed entirely from available materials within 60 feet of the psionicist. However, if he also has the molecular rearrangement power, he may alter the construction of those materials. For example, a psionicist with the Molecular Rearrangement power as well as the Create Object power may create a fully functional rope out of plant fibers. A psionicist who possesses only the Create Object power could bind together plant fibers into a rope-like shape, but could not create an actual rope, only an improvised rope.

Only unworked or severely damaged materials may be used to construct objects with this power. A psionicist could not reshape a chair or an enemy's sword into another item. However, if he broke the chair or sundered the sword, he could then use this power on the broken pieces.

Finally, any object to be created must fulfill at least one of the following conditions.

- Fits entirely within a sphere no more than 4 feet in diameter
- Fits entirely within a cylinder no more than 20 feet long and 1 foot in diameter
- Fits entirely within a cylinder no more than 2 feet high and 6 feet in diameter
- Weighs no more than 1 stone

Disintegrate

Difficulty 6 Range 120'

Initial Cost 30 Maintenance Cost N/A

Prerequisites: Telekinesis, Soften

The Disintegrate power allows the psionicist to focus his mind on the destruction of a single creature or object (up to a 10'x10'x10' cube of material). The targeted creature or object is entirely disintegrated, leaving behind only a trace of thin dust. A disintegrated creature's equipment is unaffected.

A creature that makes a successful save vs Death is unaffected.

Detonate

Difficulty 6 Range 150'

Initial Cost 18 Maintenance Cost N/A

Prerequisites: Telekinesis, Molecular Agitation

A psionicist who uses the Detonate power charges an object within range with sufficient energy to cause it to explode. An object up to 10'x10'x10' may be targeted; that object is entirely destroyed, leaving behind only bits and pieces scattered throughout the blast area. Any creature within 30' of the object takes 3d10 points of damage, suffering only half damage with a successful save vs Blast.

Molecular Rearrangement

Difficulty 5 Range Touch

Initial Cost 20 Maintenance Cost 10 per hour

Prerequisites: Telekinesis, Molecular Manipulation

A psionist with the Molecular Rearrangement power may alter the fundamental nature or properties of a material. This power cannot create matter or mass from nothing, nor can it alter an object's state (from liquid to solid, or solid to gas, and so on). It is best suited for converting one sort of element to another, but can also be used for more complex work, such as neutralizing a poison.

Converting one element to another is usually a simple operation, in which one ounce of material can be changed per hour. Typical conversions include lead to gold or bronze to steel. More complicated conversions, like changing metal to glass or a wooden goblet to a ruby goblet, take four times as long.

The creation of gold or gems from other items is possible, but it is no way to get rich quick. Converting one stone of copper into one stone of gold would take roughly 160 hours, or 20 days of solid work (assuming the psionist can support the expenditure of 8 hours per day of PSPs). This would give one a profit of 33 gp/day, or 990 gp/month. This is certainly a noticeable amount of profit; but no character below 7th level is ever going to have the 80 PSPs necessary to work for 8 hours a day, and a 7th-level character's GP threshold is 2,500 GP. (The actual GP per PSP for converting copper to gold is .4125, even assuming every single power throw succeeds.)

Any gems created by Molecular Rearrangement will be of the lowest quality, and be worth no more than an equal weight of gold.

Molecular Rearrangement is often used to create psionically tempered weapons. A psionist who wishes to utilize psionic research to create a +X weapon must know the Molecular Rearrangement power.

Project Force

Difficulty 4 Range 360'

Initial Cost 8 Maintenance Cost N/A

Prerequisites: Telekinesis

The Project Force power allows a psionist to deliver an instantaneous blast of force at a creature or object within range. The blast of force will deal 1d6 damage, and may knock a creature down or back. Tiny creatures (the size of a house pet or smaller) are knocked down and rolled 1d4x10 feet, taking 1d4 points of nonlethal damage per 10'. If flying, a tiny or smaller creature is blown back 2d6x10 feet and takes 2d6 points of nonlethal damage due to battering and buffeting. Small creatures, such as halflings or goblins, are knocked prone by the force of the power, or if flying are knocked back 1d6x10 feet. Man-sized creatures are unable to move forward for 1 round as they brace themselves against the force, or if flying are knocked back 1d6x5 feet. Creatures of ogre size or larger are not affected by the blast of force (except in taking damage).

An object targeted will be affected in whatever way you might imagine for a quick, intense force being applied; a lever may be pushed, a door slammed shut, a window broken, and so on.

Telekinesis

Difficulty 4 Range 60'

Initial Cost 6 Maintenance Cost 1+ /round

Prerequisites: None

Telekinesis allows the psionist to move objects or creatures through space without touching them. Moving small, light objects is relatively easy. As the target becomes more massive, the cost increases. A psionist may lift an object or creature weighing up to 1 stone at a maintenance cost of 1/round. For each stone of additional weight lifted in a round, the maintenance cost increases by 1 PSP. A psionist may not lift more than 2 stone per level in a round.

While maintaining Telekinesis, a psionist must concentrate. Each round that he continues to maintain Telekinesis, he may continue to move the same target or select a new target within range. An unwilling target is permitted a saving throw vs Spells to negate the effect on himself or an object he carries.

The psionist may move the target 20' in any direction each round.

Psychokinetic Devotions

Animate Object

Difficulty 1 Range 120'

Initial Cost 6 Maintenance Cost 3/round

With the Animate Object power, a psionist may target an object within range and bring it to life. An object weighing no more than 10 stone may be animated. Once animated, the object is mentally controlled by the psionist and acts as a 1 HD construct; it may attack with an attack throw of 10+ dealing 1d6 damage on a successful hit, and has an AC of 1 with the standard construct immunities and a combat movement rate of 30'. An animated object does not move fluidly, but jerks and hops around. A psionist does not need to maintain concentration, but may not animate more than one object at a time.

Animate Shadow

Difficulty 2 Range 30'

Initial Cost 6 Maintenance Cost 3/round

The Animate Shadow power is largely what its name describes; it allows the psionist to take control of a targeted shadow within range and move or alter it. The shadow must remain flat on a two-dimensional plane (such as a wall or floor), and must remain within range of the psionist at all times. It cannot make noise or interact with any creature other than visually. Within these limitations, the psionist has complete control over the shadow, and may make it appear to be a different type of shadow (the shadow of a dragon, for example, or the shadow of a table), or may move it, or may make it disappear entirely. When the psionist ceases to maintain Animate Shadow, the creature's shadow returns to normal.

Ballistic Attack

Difficulty 1 Range 120'

Initial Cost 4 Maintenance Cost N/A

The Ballistic Attack power allows the psionist to rapidly accelerate a projectile at a target within range. The psionist must be holding a valid projectile of some kind (whether it be a dagger, an arrow, a rock, or even a coin or any other small, hard object; a pillow will not serve as a projectile). The psionist must make a successful attack throw to hit his target with this projectile. If he succeeds, he deals 1d6 damage per level to the target, to a maximum of 3d6.

Control Body

Difficulty 3 Range 120'

Initial Cost 8 Maintenance Cost 8/round

The Control Body power allows the psionist to seize control of the target's body by means of attaching strands of force to his limbs, like a marionette and his puppet. The target is allowed a saving throw vs Spells to negate the effect. Should he fail, he retains control of his body from the neck up and retains his ability to make decisions. However, the psionist controls the actions of his body from the neck down, including the ability to make attacks. The target's attack throw is used, but suffers a -2 penalty.

The psionist must maintain concentration for the duration, or the effect is broken. If the target is forced to move outside the power's range, the effect is broken. If the target is forced to do something obviously suicidal, they are allowed an additional saving throw; if it succeeds, the effect is broken. Actions that are especially suicidal or against the target's nature may provide a bonus to the saving throw, at the Judge's discretion.

Control Flames

Difficulty 2 Range 60'

Initial Cost 6 Maintenance Cost 3/round

The Control Flames power allows a psionist to enhance, reduce, or animate an existing natural fire. A fire's size can be increased by

up to 100% or decreased by up to 50%, with a commensurate change in damage (+100% size will cause the fire to deal double damage, while -50% will cause it to deal half damage).

An animated fire can move up to 60 feet per round, and may be shaped like a person or an animal, or any other shape of the psionist's choice, as long as it covers no more than 10 square feet of ground. If a fire is moved away from a fuel source, it will burn for one more round, then go out.

An animated fire may also be used to engulf an opponent, dealing damage. Any creature in the area of an animated fire suffers 1d6 points of fire damage per round.

Control Light

Difficulty 2 Range 30'

Initial Cost 6 Maintenance Cost 4/round

A psionist with the Control Light power can manipulate existing light. He cannot create light from darkness, but he can create darkness from light. Some example effects of this power follow; the Judge may allow other similar uses.

- Deepen existing shadows, making them inky black. A thief or similar character Hiding in Shadows in the area gains a +4 bonus to his skill throw.
- Lighten existing shadows, making them light grey. A thief or similar character Hiding in Shadows in the area suffers a -4 penalty to his skill throw.
- Brighten a light source until it hurts to look at it. Anyone in the area suffers a -2 penalty to attack throws.
- Dim a light source until it resembles twilight. This is not sufficient to confer a penalty to attack throws, but will darken the area sufficiently to allow a thief or similar character to Hide in Shadows.
- Extend shadows into areas that are otherwise well lit. Only existing shadows can be extended, but their size can be increased by up to 200%.
- Extend light into areas that would otherwise be shadowed. A shadowed area can have its size reduced by up to 50%.

Control Sound

Difficulty 2 Range 480'

Initial Cost 6 Maintenance Cost 3/round

A psionist using the Control Sound power can alter existing sounds within 480' of him. He cannot, however, create sound out of nothing. A sound may have its sound increased or decreased by up to 100% (making it double the volume or silent), or may be altered on a more subtle level; the words spoken by a person within the area may be changed to different words, for example. Any character who can see the source of the original sound is entitled to a saving throw to recognize that the new sound is coming from the wrong place and has been altered somehow. (A character with the Lip Reading proficiency who can see a speaker's lips when the speaker's words are being altered automatically succeeds on this saving throw.)

Control Wind

Difficulty 3 Range 480'

Initial Cost 16 Maintenance Cost 10/round

A psionist using the Control Wind power can alter the existing wind state by up to 10 miles per hour or 25%, whichever is greater. The direction of the wind can also be changed by up to 90 degrees. This alteration is temporary and lasts only as long as the psionist continues to pay the maintenance cost.

Winds above 19 miles per hour prevent anything smaller than man-sized from flying and impose a -4 penalty on missile fire. Winds gusting at over 32 miles per hour can cause damage to ships and buildings, as well as making missile fire impossible, flight impossible for anything smaller than an ogre, and kicking up great clouds of dust. Winds over 55 miles per hour prevent all flight, knock down trees and wooden buildings, and threaten to swamp ships. Winds over 73 miles per hour are hurricane gales.

Create Sound

Difficulty 1 Range 150'

Initial Cost 4 Maintenance Cost 2/round

The Create Sound power does exactly what it says it does; it allows the psionicist to create sounds out of nothing. The psionicist may choose the location and source of the sound from anywhere within range. The sound can be as soft as a whisper or as loud as the psionicist can yell. The psionicist may alter the sound as he wishes each new round, as long as he continues to pay maintenance.

If the psionicist wishes to mimic a specific voice (other than his own), any listeners familiar with the voice are entitled to a saving throw vs Spells. If they succeed, they recognize that the mimicry is not quite true. Obviously, a psionicist must know what the voice to be mimicked sounds like; he cannot simply mimic the voice of the Emperor of Man without having heard said voice.

Inertial Barrier

Difficulty 3 Range 5' radius

Initial Cost 8 Maintenance Cost 4/round

The Inertial Barrier power summons an elastic sphere 5' in radius around the psionicist. Any nonmagical weapon, as well as any acid or fire attack, that passes through the barrier (in either direction) deals half damage. Note that the barrier is large enough to allow enemies to walk through it and attack the psionicist directly without being impeded.

The caster must remain stationary while maintaining the barrier, but may act normally otherwise.

Levitation

Difficulty 2 Range Touch

Initial Cost 10 Maintenance Cost 2/round

Levitate allows the psionicist to move himself, another creature, or an object up and down as desired. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. The psionicist can mentally direct the subject to move up or down as much as 20' each round, by concentration. The psionicist cannot move the subject horizontally, but the subject could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its normal land speed). A creature can carry its normal amount of weight when levitating (possibly including another creature).

A levitating creature that attacks with a weapon finds itself increasingly unstable; the first attack throw has a -1 attack penalty, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

Molecular Agitation

Difficulty 2 Range 90'

Initial Cost 6 Maintenance Cost 4/round

The Molecular Agitation power allows the psionicist to heat up the targeted creature or object. Skin blisters, water boils, etc. This deals 1d4 points of damage per level (to a maximum of 2d4), per round that the power is maintained, to the creature or object.

Objects that take a particular amount of damage from this power will light on fire or reach relevant heat thresholds, as shown below.

1 point - Paper, tinder, or other readily flammable materials ignite. Skin becomes red and irritated. Wood begins to darken.

5 points - Wood smolders and smokes. Metal becomes hot to the touch. Skin blisters. Hair smolders. Paint shrivels.

10 points - Wood ignites. Metal heated to this point deals 1d4 points of damage per round to anyone touching it. Skin burns away. Water boils. Lead melts.

15 points - Wet wood ignites. Gold melts.

30 points - Steel melts.

A metal item being wielded by a creature may be granted a saving throw vs Spells to avoid destruction. Should the creature make their saving throw, the item remains hot, but does not melt.

Molecular Manipulation

Difficulty 3 Range 15'

Initial Cost 10 Maintenance Cost 5/round

Molecular Manipulation allows the psionist to weaken the molecular bonds within an object or structure. When someone stresses the object or strikes a blow to it, it snaps.

The psionist can create a breaking point of approximately two square inches per round. Deterioration occurs in a plane (in two dimensions, not in three). One round's work is enough to fatally weaken most small objects; short swords, daggers, ropes, saddle straps, and the like. Two round's work will fatally weaken most carryable objects, including two-handed swords, spears, bows, backpacks, and the like. Larger objects will require more time and be at the Judge's discretion.

It is up to the Judge how this power affects large or oddly shaped items such as shields or doors. They should keep in mind that an object need not be in two pieces to be useless; for example, a boat at sea with a crack in its hull is unsafe regardless of the fact that it remains nominally in one piece, and a shield that is split halfway across offers little protection.

If the object being targeted is wielded by a creature, that creature is entitled to a saving throw vs Spell to negate the effects of this power. Even if that saving throw fails, an object being wielded may not break immediately; each time it is used, the wielder receives a saving throw vs Paralysis at a -4 penalty. If he fails, the object breaks.

Soften

Difficulty 1 Range 30'

Initial Cost 4 Maintenance Cost 2/round

This power resembles Molecular Manipulation, except that it weakens the entire object instead of across a small plane. The object softens overall, losing its rigidity and strength. Specific effects vary depending on the construction of the object.

Metal: For each round of softening, a metal object suffers a -1 penalty to attack throws and a -1 penalty to damage. The AC of metal armor is reduced by 1 point per round of softening. After 10 rounds, metal becomes soft and rubbery, but retains its general shape and will bounce back if it is manipulated.

Wood: Like metal, weapons made of wood (with either striking surface or haft being constructed of such) suffer a -1 penalty to attack throws and damage rolls per round of softening. After six rounds, wood becomes stringy and rubbery, but retains its shape. After ten rounds, the grain can be split easily and a punch can break through even the hardest and thickest chests or doors.

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. A weapon made of stone suffers a -1 penalty to attack throws and damage rolls if it is softened for two rounds, and an additional -1 (for a total of -2) if it is softened for five rounds.

If a magical item being wielded is targeted by this power, the user is allowed a saving throw vs Spell to negate the effect. In no case can living tissue (including a living tree) be affected by this power.

Psychometabolic Powers

Psychometabolic Sciences

Animal Affinity

Difficulty 4 Range Self

Initial Cost 12 Maintenance Cost 4/round

When a psionicist learns the Animal Affinity power, the specific animal he has an affinity for will be determined by the Judge, who may either choose or roll on the table provided. Once this is determined, you may manifest Animal Affinity to take on one or more qualities of the animal in question.

Choose any number of the following:

- Armor Class
- Movement rate and mode
- Attacks and damage
- Any special ability

You gain those qualities of the animal for the duration of the power, with commensurate physical changes to your body. For example, if your animal is Bear, Grizzly, and you choose to gain their attacks and damage, your arms will transform into bear arms and your face will become a hybrid of bear and your own race, to give you the necessary equipment to claw, claw, and bite.

Animal Affinities Table:

1	Ape, White
2	Piranha, Giant
3	Boar, Giant
4	Elk (Herd Animal, 4 HD)
5	Crocodile
6	Eagle, Giant
7	Elephant
8	Falcon, Giant
9	Griffon
10	Bear, Grizzly
11	Lion
12	Panther
13	Horse, Heavy
14	Hawk, Giant
15	Snake, Giant Rattler
16	Scorpion, Giant
17	Shark, Great White
18	Stag (Herd Animal, 3 HD)
19	Tiger
20	Wolf

(Note to Judges: Some of these are significantly more powerful than others. The table is provided as legacy support and as a place to get started; it is recommended that you select an animal that fits the character and has an appropriate power level yourself.)

Complete Healing

Difficulty 6 Range Self
Initial Cost 30 Maintenance Cost N/A
Prerequisite: Cell Adjustment

The psionicist who has mastered the Complete Healing power can heal himself completely of all ailments, wounds, and normal diseases. He must place himself in a trance for 24 hours to accomplish this healing; the trance is deep, and cannot be broken unless the psionicist loses 5 or more hit points. At the end of the 24 hour period, the psionicist wakes, restored to complete health (as though Regeneration had been cast on him) except for the 30 PSPs he used to manifest this power.

If the psionicist's power check fails, he awakens after 24 hours and realizes that he has not healed at all, not even the natural healing he would have received for a day of rest.

Death Field

Difficulty 6 Range Self
Initial Cost 30 Maintenance Cost 0/round
Prerequisite: Life Draining

The horrifying Death Field power allows the psionicist to destroy the life force of every living thing within 30 feet of him. Unfortunately, this includes himself.

At the time of manifestation, the psionicist may choose how much damage this power deals in d8's, up to a maximum of 1d8 per level. (Thus, a 14th level psionicist may choose to do 1d8, 10d8, or 14d8, and so on.) Damage is rolled once per round on the psionicist's initiative, and every creature in the area suffers that much damage (as noted, this includes the psionicist), for as long as the psionicist maintains concentration. Note that damage taken from a psionicist's own Death Field does not break his concentration.

Energy Containment

Difficulty 6 Range Self
Initial Cost 12 Maintenance Cost 1/round

When a psionicist who knows the Energy Containment power is attacked by an elemental attack (acid, cold, electricity, or fire) that allows a saving throw, they may be able to reflexively absorb it. The psionicist may attempt to manifest Energy Containment in place of making a saving throw. If they successfully manifest the power, they take no damage from the attack. If they fail to manifest it, they are treated as if they failed their saving throw.

When a character absorbs energy, he radiates visible light for a number of rounds equal to the points of damage he absorbed. The glow is definitely noticeable, but it is soft, and illuminates only an area with a 2-yard radius. The psionicist must continue to maintain the power for as long as he is glowing; if he fails to do so, the stored energy detonates, and he takes the remaining damage. (Design note: Not sure if I need the 'maintain or explode' mechanic, which the 2E power does not have, but I like it. Might change the speed of radiation to more than 1 point/round, so it's not just strictly 1 PSP/point. On the other hand, 1 PSP/point is better than the conversion rate for the straight healing powers, pretty significantly so. Weaker than Life Drain, though.)

Life Draining

Difficulty 4 Range Touch
Initial Cost 12 Maintenance Cost 6/round

A psionicist who knows the Life Draining power can absorb health from another creature. He must touch the creature to be drained from (requiring an attack throw if the target is unwilling), and must concentrate to maintain the power thereafter. If the target moves more than 60' away from the psionicist, the power ends, even if he had maintained concentration and continued to pay the maintenance cost.

While the draining continues, the target suffers 1d6 points of damage per round and the psionicist regains hit points equal to the damage dealt.

Metamorphosis

Difficulty 6 Range Self

Initial Cost 20 Maintenance Cost 10/turn

Prerequisite: Animal Affinity

This science resembles polymorphing, but it has a much wider application. The psionicist can change himself into anything with roughly the same mass as his body; a wolf, a condor, a chair, a rock, a tree. While in another form, he retains his own hit points and attack throw value, but gains the armor class, physical characteristics, and attack modes of the new form, if applicable. (A rock has a good armor class, but no attack modes or ability to move under its own power. A rock with legs is, however, a legal thing to metamorphose into.)

The psionicist may continue to change into other forms while maintaining the power, but each change requires a minimum of one full round of concentration, and may require much longer as determined by the Judge (altering oneself from a rock to a tree is more difficult than altering from a human to an elf). In general, it will take one round to transform from one creature of the same type to another, five rounds to change to a different kind of creature, one turn to change from a creature to an object, and two or more turns for extremely complicated transformations (such as a rock with legible writings carved into it).

Shadowform

Difficulty 5 Range Self

Initial Cost 12 Maintenance Cost 3/round

Prerequisite: Ectoplasmic Form

The Shadowform power allows the psionicist to transform himself into living shadow, along with his clothing, armor, and up to 2 stone per level of carried equipment. He can blend perfectly into shadow and travel with a movement rate of 120'. However, he can only travel through darkness and shadow; areas of bright light are impassable.

While in shadowform, the psionicist is invisible, and can be detected only by those means which would detect an invisible creature. He is also incorporeal, and cannot harm anyone physically (nor be harmed by them) or manipulate any corporeal object, but he can use any psionic power that does not require him to interact with a material object normally. (Telekinesis would be fine, but Graft Weapon would not.)

Psychometabolic Devotions

Absorb Disease

Difficulty 1 Range Touch

Initial Cost 12 Maintenance Cost N/A

A psionicist who manifests the Absorb Disease devotion may touch a creature suffering from a nonmagical disease and cure that disease. For them, anyway. He himself is infected with the disease in their place.

(This devotion is most commonly used by psionicists who know the science Complete Healing.)

Adrenalin Control

Difficulty 2 Range Self

Initial Cost 6 Maintenance Cost 3/round

The psionicist who can control his own adrenalin can increase his strength to that of an ogre temporarily, gaining a Strength score of 18 for the duration. This grants him a +3 bonus on attack throws and damage rolls, as well as all other benefits of an 18 Strength.

Aging

Difficulty 3 Range Touch

Initial Cost 12 Maintenance Cost N/A

With the Aging power, a psionicist can age a living creature they touch by 1d4 years. (x1.5 for dwarves or gnomes, x2 for elves and similarly long-lived races.) This aging is much more gentle than other, similar but more powerful, effects; there is no chance of any adverse effect (such as sudden death) occurring except those that may occur as a direct result of the target's age increasing. (If, for example, their age is increased past the base maximum for their race, they are affected exactly as if that had occurred naturally. On the other hand, if someone is aged from 20 to 21, they are merely a year older with no other effects.)

Biofeedback

Difficulty 2 Range Self

Initial Cost 6 Maintenance Cost 3/round

The Biofeedback power allows the psionicist to control their own body on a low enough level to assist them in combat. Cushioning vulnerable places with additional blood, or by flexing muscles, increases the psionicist's AC by 1 point and causes him to suffer only half damage from nonmagical weapons (both missile and melee).

Body Control

Difficulty 2 Range Self

Initial Cost 6 Maintenance Cost 6/turn

This power allows a psionicist to adapt his body to a hostile environment. The change must be keyed to a specific surrounding (usually one that the psionicist is in or planning to enter soon), such as water, acid, extreme heat, extreme cold, etc. If the power is successfully manifested, the psionicist not only survives, he fits in like a native organism. He can breathe and move normally, and he suffers no damage simply from being in that environment.

Note that an attack in any form does not constitute an environment. A psionicist adapted to subarctic temperatures is still vulnerable to a cone of cold as normal.

Body Equilibrium

Difficulty 1 Range Self

Initial Cost 2 Maintenance Cost 2/round

The Body Equilibrium power allows a psionicist to adjust the weight of his body to adapt to whatever surface he is standing on. Thus he can walk on water, quicksand, or even a spider's web without breaking through, though he moves at half speed when walking across water or any other liquid. If he is falling when he manifests this power, he will fall at only 120 feet per round, slow enough to escape injury.

Because of his lightness, the psionicist is treated as a Tiny creature for the purposes of wind effects (such as Gust of Wind) while this power is active.

Body Weaponry

Difficulty 2 Range Self

Initial Cost 6 Maintenance Cost 3/round

Body Weaponry allows the psionicist to convert one of his arms into a weapon. Any one-handed melee weapon may be so created. His arm is converted into wood or metal as appropriate for the weapon, and behaves in every respect like a normal weapon of the chosen type, except that it cannot be disarmed or otherwise stolen from the psionicist. (This does make the psionicist's arm vulnerable to such spells as warp wood and such attacks as a rust monster; if the psionicist's arm is destroyed while it is a weapon, it will not regenerate when the power ends. It is recommended that you not alter your arm into a metal weapon when facing a rust monster.)

Spider's Leap

Difficulty 1 Range Self

Initial Cost 4 Maintenance Cost N/A

A psionicist who manifests this power may make a single mighty leap. He may leap up to 10' vertically and 30' horizontally from a

standing start. In addition, during this leap, he suffers no damage for falling up to 60'; if he falls further than 60', treat the fall as 60' shorter.

Cause Decay

Difficulty 2 Range Touch

Initial Cost 8 Maintenance Cost N/A

The Cause Decay power allows a psionist to destroy an inanimate object touched, up to 5' by 5' by 5'. Note that the entire object must be no larger than 5' on a side; this power cannot be used to destroy part of a larger object. An unattended object receives no saving throw. An object currently being wielded requires the psionist to make a successful attack throw to touch it. After a successful touch, a nonmagical item is destroyed; a magical item allows the wielder to make a saving throw vs Death, and if successful, the item is unaffected.

An item destroyed by this power decays into nothingness and is disintegrated.

Cell Adjustment

Difficulty 3 Range Touch

Initial Cost Up to 20; see text Maintenance Cost Up to 24/round; see text

Cell Adjustment allows the psionist to heal wounds and cure nonmagical diseases. Only one of the two functions may be performed each time the power is manifested.

Attempting to cure a disease incurs an initial cost of 20 PSPs. Maintenance is not possible; the disease is either cured with a successful manifestation, or the psionist fails and it is not cured, though he may try again.

Healing wounds (restoring HP) incurs an initial cost of 6 PSPs. The psionist may then spend up to 24 PSPs per round, to restore one hit point per 6 PSPs expended.

Cell Adjustment does not use positive energy and cannot be used to damage undead.

Chameleon Power

Difficulty 1 Range Self

Initial Cost 4 Maintenance Cost 4/turn

The psionist who manifests this power can blend into his surroundings, to the point of becoming nearly invisible. He gains a +8 bonus to throws to hide in shadows, and can always hide in shadows on a throw of 12+ even if he has no other ability to do so.

Chemical Stimulation

Difficulty 2 Range Self

Initial Cost 8 Maintenance Cost 6/round

The Chemical Stimulation power allows the psionist to secrete a powerful acid from his hand. Any object that he holds in his hand will be damaged, and be destroyed after three full rounds in his grasp.

In addition, any creature touched by the psionist (requiring an attack throw) will suffer 1d4 points of damage, and must make a successful saving throw vs Poison or be crippled by pain (helpless) for 1d4+1 rounds.

Displacement

Difficulty 2 Range Self

Initial Cost 6 Maintenance Cost 3/round

The psionist who manifests this power appears to be slightly off from his true location. The result is that he gains a +2 bonus to Armor Class and saving throws.

Ectoplasmic Form

Difficulty 2 Range Self

Initial Cost 10 Maintenance Cost 8/round

With this power, the psionist converts himself to ectoplasm (a fine-spun, smoky substance). While in ectoplasmic form, the psionist cannot attack (though he may manifest psionic powers that do not require him to interact with the physical world). He may move 30' per round, and can flow below doors and through any other space that is not airtight. While in ectoplasmic form, the psionist has an AC of 11 and is immune to nonmagical weapons.

Enhanced Strength (Flagged for review)

Difficulty 3 Range Self

Initial Cost 16 Maintenance Cost 8/round

When he manifests this power, the psionist becomes as strong as a giant. He attacks as an 8 HD monster or as his own class and level, whichever is better. His attacks deal double normal damage. In addition, he may hurl boulders up to 200' for 3d6 damage, and gains a +16 bonus to open doors. The Strength bonus granted by this power may not be stacked with any other powers or magical effects which enhance strength, but it does stack with a psionist's natural strength; a weak psionist has the strength of a weak giant, while a strong psionist has the strength of a strong giant!

Expansion

Difficulty 1 Range Self

Initial Cost 6 Maintenance Cost 1/round

The psionist who manifests this power can expand his own body proportions in any dimension; height, length, width, or thickness. He may expand any or all of these dimensions by up to 50% (of normal) each round, to a maximum of four times normal size.

An expanded character gains a bonus to his throws to open doors (+4 per 50% size increase) due to increased leverage, but does not deal any additional damage as his strength has not actually increased.

Flesh Armor

Difficulty 2 Range Self

Initial Cost 6 Maintenance Cost 4/round

Manifesting this power transmutes the psionist's skin into a protective substance, granting him AC 7. If he is wearing armor, the benefit of Flesh Armor replaces that of his armor (thus, if a psionist is wearing leather and normally has AC 2, manifesting Flesh Armor grants him AC 7, not AC 9.)

The protection granted by Flesh Armor weighs nothing, has no magnetic properties, and in no way encumbers the psionist.

Graft Weapon

Difficulty 3 Range Touch

Initial Cost 8 Maintenance Cost 1/round

A psionist who manifests the Graft Weapon power melds the touched one-handed melee weapon into his arm. The weapon becomes an extension of his arm, granting him bonuses to attack throws and damage rolls of +1, plus an additional one per five levels of experience (to a maximum of +3 at 10th level or higher).

If a magical weapon is grafted, the bonus is instead only an additional +1 to attack throws and damage rolls.

While this power is being maintained, as may seem obvious, the psionist has only one hand.

Heightened Senses

Difficulty 3 Range Self
Initial Cost 6 Maintenance Cost 1/round

This power allows the psionicist to heighten all five of his senses, with the following effects.

- He may see 100 times as far as normal, and suffers only a -1 penalty to attack throws at medium range and -2 at long range.
- He may track groups by scent, as if he had the Tracking proficiency.
- He gains a +4 bonus on throws to hear noises and detect secret doors.
- He may notice secret doors that he passes by on a roll of 18+.
- He gains a +1 bonus to avoid surprise.

Immovability

Difficulty 1 Range Self
Initial Cost 4 Maintenance Cost 2/round

A psionicist who manifests this power greatly resists being moved. A Strength throw of 30+ is required to forcibly move him (this Strength throw is modified as if it were a throw to open doors).

A psionicist who is currently immovable cannot be forced back or knocked down.

Lend Health

Difficulty 1 Range Touch
Initial Cost 4 Maintenance Cost N/A

The Lend Health power allows the psionicist to heal others by expending his own life force. He may transfer up to 10 hit points each time he manifests this power (taking up to 10 damage and healing the target by an equal amount).

Lend Health does not use positive energy and cannot be used to damage undead.

Mind over Body

Difficulty 3 Range Touch
Initial Cost 2 Maintenance Cost 10/day

The Mind over Body power allows the psionicist to suppress his need for food, water, and sleep. So long as he maintains the power and meditates for a minimum of one hour per day, he suffers no ill effects for the lack of any of these three things.

The psionicist may maintain this power for a maximum of one day per level, or five days, whichever is more.

When this power ends, the psionicist collapses in exhaustion, and must have complete bed rest, along with appropriate food and water, for a duration equal to twice the duration he spent maintaining this power.

The psionicist may extend this power to others as well. To do so, he must pay an additional 10 PSPs per person for each day, and must spend an additional hour of meditation per day for each person beyond the first. Each person being aided must be in physical contact with the psionicist during the entire period of meditation. When this power ends, all persons being aided are exhausted just as the psionicist is.

Reduction

Difficulty 1 Range Self
Initial Cost 6 Maintenance Cost 1/round

The Reduction power allows a psionicist to shrink himself to tiny size, the reverse of expansion. He may shrink to as small as six inches tall. If he remains motionless while smaller than one foot in height, he can avoid being spotted with a throw of 3+ on d20. When his

height is below two feet, he can only deal normal damage to opponents less than or equal to twice his height; larger opponents suffer only 1 point of damage per successful hit.

Share Strength

Difficulty 3 Range Touch

Initial Cost 6 Maintenance Cost 4/round

Prerequisite: Enhanced Strength

The psionicist who manifests this power enhances the strength of the touched creature at the expense of his own. The touched creature becomes as strong as a giant (as per Enhanced Strength), while the psionicist becomes as weak as a pixie. He may carry no more than 5 stone of weight, and may deal no more than 1 point of damage with any successful attack for the duration.

Suspend Animation

Difficulty 3 Range Touch

Initial Cost 12 Maintenance Cost N/A

The psionicist using this power can place himself or another willing creature touched into a state of suspended animation for a length of time at most equal to one week per level. When using the power, he declares how long it will be until he wakes.

The target of this power cannot be prematurely woken except by dispelling the power. The target is unconscious (as if asleep). While in suspended animation, the target's physical state completely mimics death to any observer (although magical detection of life or thoughts or the like will reveal that the creature is alive). Damage inflicted to a creature in this state is reduced by 50%, and poison, paralysis, or energy drain attacks are ineffective. However, any poison that retains its effective duration after the power ends will affect the creature upon waking (though this poison would have to be applied very near the end of the power to have any chance of lasting that long). The creature does not need to eat, drink, or breathe while in suspended animation.

Psychoportation Powers

Psychoportation Sciences

Banishment

Difficulty 5 Range 60'

Initial Cost 16 Maintenance Cost 8/round

Prerequisites: Pocket Dimension

The Banishment power allows the psionicist to hurl a targeted creature into a pocket dimension. The creature to be targeted must have no more than two HD per level of the manifester, and is entitled to a saving throw vs Spell. If it fails the save, it will be banished for as long as the power is maintained.

While banished, the creature cannot affect anything but itself and cannot be affected by anything but itself. If it has abilities that it would like to use while banished (for example, a banished cleric may heal themselves), time passes at the same rate inside the pocket dimension as outside, allowing them to take one action per round as normal. When the psionicist ceases to maintain the power, the creature will return to the exact location it left, unless that location has changed. If the location is occupied or has become otherwise unsafe (for example, digging a pit below it, lighting it on fire, etc), the creature will return to the nearest unoccupied safe location. (When multiple locations are equally valid, determine the exact return point randomly.)

Dimensional Screen

Difficulty 6 Range Self

Initial Cost 12 Maintenance Cost 12/round

Prerequisites: Dimensional Door

The Dimensional Screen power allows the psionicist to surround himself at a radius of 5' with a protective screen. Almost any matter or energy which touches this screen from the outside is teleported to the other side of the psionicist. Almost any matter or energy which touches the screen from the inside is destroyed. The screen will permit the passage of light and air, as well as anything carried on air (that is to say, the screen does not filter the air, and will provide no protection against poisonous gases).

The result of this screen is to provide the psionicist immunity to all attacks which are not based on light, air, or are purely mental; they are teleported past him as if he did not exist. However, he also may make no attack which is not based on light, air, or is purely mental.

Probability Travel

Difficulty 6 Range Touch

Initial Cost 30 Maintenance Cost 10/turn/creature

Prerequisites: Dimension Walk

Probability Travel is almost identical to the Dimension Walk devotion, excepting that the psionicist may bring along up to one creature per level. The maintenance cost is based on the number of creatures traveling, including the psionicist (thus, a psionicist bringing along two creatures would need to pay 30 PSPs/turn maintenance.)

The power is otherwise identical to Dimension Walk (below).

Summon Outer Creature

Difficulty 5 Range 10'

Initial Cost 18 Maintenance Cost 9/round

Prerequisites; Teleport

The Summon Outer Creature allows the psionicist to reach outside the bounds of his current reality to bring back a creature from

elsewhere. The creature summoned must have no more HD than twice the manifester's level, to a maximum of 18 HD, and may have no more than three special abilities.

If the Judge desires, a specific list of creatures to summon may be created. If not, any elemental or fantastic creature is appropriate. Creatures from outside may appear normal, or may appear as horrors, at the Judge's discretion.

The psionist must concentrate to control the creature, which appears within 10' of him. Should he lose concentration, the creature will seek to attack him. (This is less of a threat than it appears, as the psionist may simply stop maintaining the power and the creature will disappear.)

Summon Elemental Energy

Difficulty 6 Range 0'/Touch (See text)

Initial Cost 20 Maintenance Cost Varies

Prerequisites: Teleport

The Summon Elemental Energy power allows the psionist to call forth an idealized incarnation of an element of his choice. Each of the four elements has its own manifestation.

Air - The energy of air comes forth as a great blast of wind that affects all creatures in a cone 40' long and 20' wide from the psionist. The effect depends on the size of the creature. Tiny creatures (the size of a house pet or smaller) are knocked down and rolled 1d4x10', taking 1d4 points of nonlethal damage per 10'. If flying, a tiny or smaller creature is blown back 2d6x10' feet and takes 2d6 points of nonlethal damage due to battering and buffeting. Small creatures, such as halflings or goblins, are knocked prone by the force of the wind, or if flying are knocked back 1d6x10' feet. Man-sized creatures are unable to move forward against the force of the wind, or if flying are knocked back 1d6x5' feet. Creatures of ogre size or larger may move normally within a gust of wind. In addition, the blast of wind deals 3d6 points of damage to creatures caught within it regardless of size. A successful saving throw vs Blast negates both the damage and any buffeting effects the wind might have.

Missile attack throws within or through a gust of wind are at a -4 penalty, as are proficiency throws to hear noise. The force of the gust automatically extinguishes any candles, torches, or other unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly, with a 50% chance of being extinguished. A gust of wind will also do anything that a sudden blast of 50mph wind would be expected to do, such as fan a large fire, overturn delicate awnings, create a spray of dust, or blow vapors out of range (Judge's discretion).

Earth - The energy of earth forms a wall of stone where the psionist touches the ground. He must touch the ground, and the wall grows out of it. The wall is 1' thick, 15' tall, and 50' wide. The wall will last as long as the psionist maintains it, at a cost of 2/round.

Water - The energy of water forms a wall of water, appearing much as a tsunami, that appears in front of the psionist and moves away from him at 20'/round. The wall is 60' wide and 10' high. Any creature that the wall passes through must save vs Blast or be caught up in the wall and dragged along for one round. A creature being dragged along may take no action. After one round of being dragged along, the creature will be left behind; they will be prone, but able to take actions normally. The wall lasts so long as the psionist maintains it, at a cost of 10/round.

Fire - The energy of fire manifests as a line of flame, 60' long and 5' wide, emanating from the psionist's outstretched hand. It deals 1d6 damage per level of the psionist, to a maximum of 7d6. Creatures caught in the flame are entitled to a save vs Blast for half damage.

Teleport

Difficulty 5 Range Touch

Initial Cost 24 Maintenance Cost N/A

Prerequisites: Dimension Slide, Summon Object

By means of the Teleport power, the psionist may transport the touched creature to a designated destination, which may be any distance away. When the power works properly, the transported creature, carrying up to its full encumbrance load, will arrive at

ground level in a suitable open place. If transporting an unwilling target, it is entitled to a saving throw vs Spells to avoid teleportation. The chance of the teleportation working correctly will depend on how familiar the manifester is with the location and layout of the destination; the greater familiarity, the more likely success.

A "very familiar" place is one the manifester has been often, such as his home. Places that are "studied carefully" include those known well, either because the manifester can currently see it, he has been there often, or has used other means (such as Clairvoyance) to study the place for at least one full hour. Places that are "seen casually" are those that the manifester has seen more than once, but which he is not very familiar. Places that are "viewed once" include any that the manifester has seen a single time.

Familiarity	On Target	Off Target	Lost
Very familiar	01-95	96-99	00
Studied carefully	01-80	81-90	91-00
Seen casually	01-50	51-75	76-00
Viewed once	01-30	31-65	66-00

A creature arriving "On Target" arrives in the desired location. A creature arriving "Off Target" arrives 1d10 * 10 feet away from the target in a random direction (including above and below); should this location be occupied by solid matter, the creature is instantly killed. If they appear mid-air, they fall as normal. A creature "Lost" simply does not arrive at all; it is not known what occurs to them. Note that the manifester cannot intentionally teleport himself or another creature into thin air, off target, or into solid matter.

Timeless Body

Difficulty 6 Range Self

Initial Cost 4 Maintenance Cost 20/round

Prerequisites: Time Shift

When this power is manifested, the psionicist's body is locked in time. He cannot be affected by any means or effect; anything that would cause a change in his body or mind does not occur. He may move or pick up items as normal, but may not be moved by any force other than his own locomotion (including his own powers or those of other allies).

However, these effects are merely delayed, not prevented. So long as he continues to maintain this power, they remain deferred; when he ceases to maintain this power, all such deferred things affect him at once. Thus, continue to note anything that occurs to the psionicist.

As an example, a psionicist is severely wounded (seven hit points remaining) and manifests this power in hopes of making it to healing before he dies. Over the course of the next few rounds, he is struck by an ogre for 11 points of damage, targeted by a hold person spell (against which he fails his save), and manifests the Teleport power in an attempt to flee to his stronghold where his henchman will (hopefully) find a healer for him. None of these affect him or change him in any way; he is still conscious, he is not paralyzed, and he does not teleport anywhere. The next round, he ceases to maintain the power, and all deferred effects occur simultaneously; he takes 11 points of damage, is paralyzed, and teleports to his stronghold, where he arrives paralyzed and with -4 hit points. Hopefully his henchmen will realize that he is dying and not just paralyzed!

Wormhole

Difficulty 6 Range Touch

Initial Cost 30 Maintenance Cost 30/round

Prerequisites: Dimensional Door, Teleport

The Wormhole power allows the psionicist to combine the effects of a Dimensional Door and a Teleport. It creates a portal in thin air adjacent to the psionicist. Any willing creature passing through this portal is instantly transported to the portal's destination, up to 100 miles distant, if the Wormhole functions properly. The Wormhole's teleportation effect has an identical chance of error to the Teleport power (see above).

The Wormhole is of sufficient size to permit one man-sized creature per level of the psionicist to pass through each round. (An ogre-sized creature counts as two man-sized creatures, giant-sized creatures as six. Elephant-sized or larger creatures count as 24 or more man-sized creatures, and can never fit through a Wormhole.) Any creature which passes through the Wormhole is dazed and may take no action for 1 turn, though they may still defend themselves and are not helpless.

Psychoportation Devotions

Acceleration

Difficulty 2 Range Self

Initial Cost 6 Maintenance Cost 3/round

By means of the Acceleration power, the psionicist speeds himself up, allowing him to move faster and attack more frequently. His movement rate is doubled, and he may make twice as many attacks per round for as long as the power is maintained.

His ability to manifest powers or use items is unchanged.

Deceleration

Difficulty 2 Range 30'

Initial Cost 8 Maintenance Cost 4/round

The reverse of the Acceleration power, the Deceleration power allows the psionicist to slow down a targeted creature. The target is entitled to a saving throw vs Spells; if successful, the power has no effect. If failed, they move at 1/2 speed and may only make half as many attacks per round for as long as the power is maintained. (For creatures with only one attack, this means that they may attack only every other round.)

Dimensional Door

Difficulty 3 Range 10'

Initial Cost 12 Maintenance Cost 6/round

The Dimensional Door power allows the psionicist to create a pair of linked portals. One such portal opens within 10' of him, and the other portal opens anywhere within 120' of him. The portal is of sufficient size to allow only a single man-sized creature to pass through each round. Any creature which passes through one portal comes out the other portal.

Any creature which passes through a portal is disoriented, and can take no action for 1 round. (They may still defend themselves and are not considered helpless.) The psionicist must concentrate to maintain the portals. If he loses his concentration, both portals disappear at the end of the round. (This does mean that a psionicist may travel through his own dimensional door, but it will disappear at the end of the round he uses it.)

Dimension Slide

Difficulty 2 Range Self

Initial Cost 8 Maintenance Cost N/A

The Dimension Slide power allows the psionicist to teleport a short distance, no more than 10'. Unlike the vast majority of psionic powers, this power does not require a full round to manifest and need not be declared before rolling initiative. In fact, it may be manifested in place of movement for the round; the psionicist may attack after teleporting.

If the psionicist teleports behind a creature, the effect is identical to a successful Acrobatics proficiency throw, allowing the bonuses for attacking from behind.

The psionicist must remain on the same horizontal plane he started on via this teleport. (In other words, he cannot teleport up or down; only horizontal movement is allowed).

Dimension Walk

Difficulty 3 Range Self
Initial Cost 12 Maintenance Cost 6/turn

With dimension walk, a psionicist can travel from place to place in his own dimension by piercing other dimensions at right angles. This allows him to travel much more rapidly than he can normally, as well as being much safer in an ideal situation. However, it is quite easy to get lost, and the psionicist may not bring anyone with him.

After manifesting the Dimension Walk power, a psionicist finds himself engulfed by an inky greyness that is virtually without features. The effect is one of extreme sensory deprivation. The psionicist may travel through this grey realm at a speed of up to 7 leagues (21 miles) per turn. He cannot see where he is or where he is going when in this realm, and has only his instincts to guide him. He must make a Navigation throw of 22+ each turn, modified by Wisdom as if he was attempting to open a door (that is, +4 to the throw for each point of Wisdom modifier). If he has the Navigation proficiency, he receives a +4 bonus as normal. Similarly, the Radial Navigation clairsentience power will assist as normal. If he succeeds in all Navigation throws called for over the course of this power, then when he steps out of it, he will find himself at his chosen destination. If he fails one or more, however, the Judge will select his location within a radius based on the number of failed throws and his travel speed. For example, if the psionicist was traveling at the maximum rate of 7 leagues (21 miles) per turn, and he failed a single Navigation throw, he may have ended up anywhere within a 21 mile radius of his destination. If he failed two, he is within 42 miles of his destination, and so on.

It is up to the psionicist to determine his location when he exits; this power does not assist him in any way. Aside from getting lost, dimension walking is completely safe.

Dream Travel

Difficulty 3 Range Self
Initial Cost Special Maintenance Cost N/A

Dream Travel is a powerful but unreliable means of getting from point A to point B. On the other hand, if all you desire is to get from "here" to "away", it is excellent at that. The psionicist may even take other creatures with him, although doing so is more difficult than traveling alone.

To use Dream Travel, the psionicist must be asleep, and must declare an intended destination within 500 miles. The Dream Travel power has an initial cost of 1 PSP/10 miles to the intended destination, or 10, whichever is larger. If the psionicist fails his power throw, he sleeps through the night and must attempt again the next time he sleeps. If he succeeds in his power throw, he begins fashioning a dream that involves traveling from his present destination to his intended destination.

As the psionicist travels in his dream, his mind reaches out to dreamers nearby, using them almost as handholds to pull himself along. This is both the power and the risk of dream travel, as their dreams will influence his own, and will almost certainly alter his destination in some way. The psionicist must fight to maintain control of his dream and stay on target.

For each hex containing a significant population of living creatures between the psionicist and his intended destination, the psionicist must make a saving throw vs Spells. A failed throw indicates that the dream travel has been taken over by the dream of a creature living in that hex, and the psionicist (and his party) will wake up somewhere inside that hex instead of in his intended location. What constitutes a significant population is up to the Judge, but in general, any hex that is not a barren wasteland will contain a population significant enough to affect this power.

Should the psionicist wish to take passengers along, he suffers a -1 penalty to his power throw for each passenger. In addition, the saving throw vs Spells to pass by a hex with a significant population must be made against the worst target value of all those traveling.

Duo-Dimension

Difficulty 2 Range Self
Initial Cost 8 Maintenance Cost 4/round

With this power, the psionicist may become two-dimensional, possessing height and width, but no depth. The primary advantage of this lies in the fact that he no longer exists from the side, and is thus immune to any attacks and spells originating from those

directions, as well as being invisible from those directions. He may travel through the thinnest of cracks, so long as there is sufficient vertical clearance.

The psionist may move and attack as normal, and has no resistance to attacks originating from the front or back. While two-dimensional, he suffers double damage from any successful attack.

Pocket Dimension

Difficulty 3 Range 10'

Initial Cost 12 Maintenance Cost 4/turn

This devotion allows the psionist to create a small storage area in extradimensional space. The storage area is a cube 5 feet on a side, and can contain any amount of weight that will fit in the space provided. It is accessed by a glowing doorway or hatch; the psionist may reshape the doorway to allow various items to fit through, but it can never be more than five feet on a side. When closed, the access point is invisible.

The access point always remains in the same place relative to the psionist, much as a floating disk does. It floats in the air at the height of his chest, approximately two feet away (allowing him to reach in comfortably). Objects in the storage space have no weight while stored there. When the psionist ceases to maintain the power, all of the objects contained in the storage space appear, centered around the location of the access point.

Shadow Walk

Difficulty 3 Range 90'

Initial Cost 8/16 Maintenance Cost N/A

By means of the Shadow Walk power, a psionist may step into one shadow and emerge from any other shadow within range. If he can see the shadow he wishes to emerge from, this power's cost is 8 PSPs; if he cannot see it, the cost is 16 PSPs.

This power is ineffective in bright daylight or deep darkness. The psionist may only step into a shadow at least the size of his own body. It is most effective in twilight or a dungeon lit by flickering torchlight.

Skate

Difficulty 1 Range Touch

Initial Cost 4 Maintenance Cost 2/round

The touched creature skates along the ground with little to no friction; only enough to allow them to retain control of their movement. They may move at double their normal speed, and ignore any effects of terrain so long as the terrain remains solid and no more than one-half an inch in height. (Thus, a skating creature would ignore the effects of pebbles and gravel on the ground, but would remain susceptible to caltrops or large chunks of rubble.)

Spatial Distortion

Difficulty 2 Range 90'

Initial Cost 8 Maintenance Cost 4/round

The Spatial Distortion power allows a psionist to compress or expand space within the area of effect (a cube 20' on a side). He may either double the space or halve it, such that the 20' cube could become 40' or 10'.

In order to be affected, an object must be entirely within the area of effect. The transition in or out of the area of effect is unnoticeable, except for its effects.

Possible uses of this power include widening a chasm to prevent enemies from leaping it (or shortening it to allow allies to leap it), widening an area to allow a fireball to strike more enemies, or widening an area to create a feast larger than your grand hall has space

for.

An example of the effects this could have is with the fireball spell. A psionicist targets an area to widen it, making a 20' cube 40' on a side. To all creatures outside the area, this is still a 20' cube, but to those creatures inside the area, it is a 40' cube. The enemies thus form up at what is a normal density to them, but is double the density from the perspective of those outside. A wizard then casts a fireball into what is, to him, a 20' cube; because he is outside the area, the spatial distortion does not affect him, and his fireball affects the entire cube.

(Note: This power can be extremely confusing to adjudicate. Ask your Judge for permission before selecting it.)

Stop

Difficulty 3 Range 30'

Initial Cost 10 Maintenance Cost 5/round

The Stop power allows the psionicist to negate the movement of the targeted humanoid creature (as Hold Person) entirely, paralyzing it. The targeted creature is entitled to a saving throw vs Paralysis to negate the effect.

Summon Object

Difficulty 1 Range 30'

Initial Cost 4 Maintenance Cost N/A

The Summon Object power allows a psionicist to target an unattended object within range and summon it to his hand. Different psionicists will have different manifestations of this power; one psionicist may cause the object to fly through the air into his hand, while another may teleport the object. In either case, the effect is the same; the object is in the psionicist's hand.

Any object to be summoned must weigh no more than two stone.

Teleport Trigger

Difficulty 3 Range Self

Initial Cost 12 Maintenance Cost 6/hour

Prerequisites: Teleport

The Teleport Trigger power allows the psionicist to specify a situation or event in which he will automatically manifest the Teleport power. At the time he manifests this power, he must declare both the trigger itself and the destination of the Teleport. The trigger must be very specific, and the Teleport will not occur unless the psionicist is aware that the trigger has been met. (For example, "When a nearby volcano erupts" would not teleport the psionicist unless he is aware that a nearby volcano has erupted. If he is unconscious, for example, he would be unaware no matter how near he is.)

When the trigger is met, the psionicist automatically attempts to manifest Teleport. If he succeeds in his power throw, he teleports away. If he fails, the Teleport Trigger is expended without effect. He must additionally pay the full normal cost for Teleport; if he has insufficient PSPs, the Teleport Trigger is expended without effect.

Time Shift

Difficulty Special Range Self

Initial Cost Special Maintenance Cost N/A

By means of the Time Shift power, the psionicist can travel through time. However, it is a limited form of time travel, and restricted to the one direction that everyone can already travel through time; into the future.

The psionicist may travel one, two, or three rounds into the future. The Time Shift power has a difficulty equal to the number of rounds traveled, and has an initial cost of 6, 10, or 16 PSPs, as seen in the table below.

Rounds Traveled	Difficulty	Initial Cost
1	1	6
2	2	10
3	3	16

When this power is successfully manifested, the psionicist disappears. He appears in the future, with everyone frozen about him, and he may act or move while he waits for time to catch up to him. A psionicist who travels one round into the future has one round to set up, a psionicist who travels two rounds has two rounds, and a psionicist who travels three rounds has three. The psionicist is gone for the remainder of the round in which he manifests this power, plus the number of rounds he travels, and reappears at the beginning of the next round. (Thus, a psionicist who travels one round disappears for the remainder of the round he manifests it in, then is gone for one full round, then reappears at the beginning of the round after.)

The psionicist does not exist for any intervening events before his reappearance and will have no knowledge of them, except what knowledge he can infer from watching the frozen tableau. Nothing that occurs while he is gone can affect him in any way, except by what it might leave behind. (For example, a transmute rock to lava spell would not affect him while he was gone; but the lava is still there when he returns.)

A psionicist who uses this power to gain an advantage in combat receives a +4 bonus on his initiative roll the first round he returns, and may attack a creature from behind if he stands behind them waiting to attack and wins initiative, with all relevant bonuses.

Time/Space Anchor

Difficulty 3 Range 360'

Initial Cost 6 Maintenance Cost 3/round

The psionicist who manifests the Time/Space Anchor power locks down the area around him and protects it from manipulation via time and space. Any creature within range that wishes to teleport or use any power or spell which affects time (this includes almost every Psychoportation power) must first succeed on a saving throw vs Spell. On a failed save, the spell or power fails without effect.

Telepathic Powers

Note on "Contact" as an initial cost: Many (most) telepathic powers list Contact as their initial cost. This means that the target must be contacted by one of the psionic attack modes before the power can be used on them. A power with merely Contact listed costs no PSPs of its own; a power listed as Contact + X costs X PSPs in addition to requiring that the target be contacted.

Many telepathic powers have a range of "Unlimited". This does not mean that they can actually be manifested at infinite range in most situations, as they still require contact, and contact is restricted by the range of the psionic attack modes. It does mean, however, that should a telepath achieve contact, and then maintain it, the power may be activated or maintained at any range so long as contact is maintained.

Telepathic Sciences

Domination

Difficulty 5 Range 30'

Initial Cost Contact Maintenance Cost Varies

Prerequisite: Mindlink

By means of Domination, the psionicist can project signals from his own mind into the mind of the target living creature, forcing the affected creature to do anything the psionicist wishes. In order to target a creature with Domination, the psionicist must first attain contact via use of one of the psionic attack modes. There is no initial saving throw permitted against Domination; however, if the target is forced to do something against their nature or obviously self-destructive, a saving throw vs Spells is permitted. Even if that save is failed, another one is permitted each time the psionicist wishes to force them to act against their nature.

Domination can be an expensive power to maintain. The psionicist must pay twice the target's MAC in PSPs each round.

Ejection

Difficulty 4 Range Self

Initial Cost Varies Maintenance Cost N/A

Ejection is the psionicist's last line of defense against hostile contact or mind-affecting powers. When utilizing the Ejection power, the psionicist ends all contacts against him and ends all mind-affecting spells or powers that were targeted directly at him. (Thus, a charmed psionicist would no longer be charmed, but a psionicist under the influence of a hypnotic pattern would not be aided.) The base cost of Ejection is twice the user's own MAC.

Ejection may be used while the psionicist is under the effect of a mind-affecting spell or power that would normally preclude taking actions.

Ejection can be risky for the user. When it is used, the psionicist must make a saving throw vs Death. If he fails, roll 1d8 on the table below.

1	Lose 1 point of Constitution permanently.
2	Lose access to all psionic powers for 1d10 hours.
3	Lose access to all sciences for 1d10 hours.
4	Lose access to one discipline (selected by Judge) for 1d10 hours.
5	Lose access to all devotions for 1d10 hours.
6	Lose 1d10 hit points.
7	Lose 1d10 + 10 additional PSPs.
8	Lose 1d10 additional PSPs.

Fate Link

Difficulty 5 Range 2 miles

Initial Cost Contact Maintenance Cost 5/turn

Prerequisite: Mindlink

By means of the Fate Link power, the psionist binds his own mind together with another living being that he can see. Should either member of the linked pair experience pain, both feel it; if either loses hit points, the other suffers the same amount of damage. (The same is not true for healing magic). If either dies, the other must immediately make a saving throw vs Death to avoid the same fate.

Note that the range of 2 miles is the maximum range at which the power can be maintained; if the two linked are more than two miles apart, the power ends. However, as the psionist must be able to see the target to manifest the link, the range at which the link is created is generally less than two miles barring the aid of a crystal ball or long-ranged clairsentient powers.

Mass Domination

Difficulty 6 Range 30'

Initial Cost Contact Maintenance Cost Varies

Prerequisite: Domination

This power is identical to Domination except that it may target up to five living creatures, each of which must be contacted individually. The maintenance cost of twice the target's MAC must be paid for each targeted creature.

Mindlink

Difficulty 4 Range Unlimited

Initial Cost Contact Maintenance Cost 4/round

Mindlink allows the manifester to communicate telepathically with a creature that he has contacted. Mindlink enables two-way communication, but not mind reading; both the psionist and the target receive only thoughts that the other wishes to send. Language serves as no barrier; even a psionist who shares no common languages with a target may communicate telepathically. Distance affects the psionist's ability to make contact, but has no other effect so long as the power is maintained.

Mindwipe

Difficulty 6 Range Touch

Initial Cost Contact Maintenance Cost 8/round

Prerequisite: Mindlink

The Mindwipe power acts as a crude psionic lobotomy, erasing large swaths of the target's memory. It cannot be used for surgical removal of specific memories, but only to destroy. Use of the Mindwipe power is, much like the reversed form of divine spells, common only for Chaotic characters and in dire circumstances.

Once the psionist has attained contact, successfully manifested Mindwipe, and touched the target, he must maintain concentration. For each round that he concentrates, the target is permanently drained of one level or Hit Die.

Probe

Difficulty 5 Range Touch

Initial Cost Contact Maintenance Cost 10/round

Prerequisite: ESP

The Probe science allows a psionist to dig deeply into a target's subconscious mind and extract whatsoever information he desires. It is similar to ESP, but much more powerful. The target is allowed a saving throw vs Spells, and if successful, the Probe power can read only his surface thoughts. If he fails, however, the psionist may learn the answer to one question per round that he maintains the power, in addition to reading the subject's surface thoughts as they occur. The information gained is not necessarily true, but it is always true to the best of the target's knowledge. At the Judge's discretion, some extremely complicated or simple questions may take

more or less than one round to discover the answer to (examples: "What is the entire floor plan of your ten-floor stronghold? and "Where is the ketchup?").

A telepath may Probe a subject who is conscious or resisting. It may even be carried out in the middle of a melee, provided the psionicist successfully touches (i.e., makes an attack throw against) the target. If a target who is currently being Probed attempts to cast a spell or manifest a psionic power, the psionicist knows both that a spell is being cast (or power manifested) and the general effects of the spell or power.

Superior Invisibility

Difficulty 4 Range 240'

Initial Cost Contact Maintenance Cost 4/round/creature/delusion

Prerequisite: Invisibility

Superior Invisibility function as Invisibility (see below), with some important exceptions. The invisible creature makes no sound and has no smell, though he can still be felt if touched. If he attacks someone, he automatically breaks contact with the target of the attack; he remains invisible to other creatures. Finally, Superior Invisibility requires only one power check to deceive any number of contacted creatures.

Switch Personality

Difficulty 6 Range Touch

Initial Cost Contact + 30 Maintenance Cost N/A

The Switch Personality power allows a psionicist to shuck off his mortal form and trade bodies with the target. A switch occurs if the target fails a saving throw vs Spell. In such a case, the target's mind enters the psionicist's body, and the psionicist's mind enters the target's body. This switch is permanent, and lasts until the psionicist uses this power to reverse it.

Each character gains the other's physical attributes, but retain their own knowledge and skills. In game terms, this grants them the physical attributes and hit points of their new body, but they retain their own attack throws, saving throws, mental attributes, class levels, proficiencies, and so on; identical to Magic Jar. A body with extra limbs does not allow a character to make extra attacks, and no special abilities are gained.

The process is quite traumatic, and takes a full turn to complete. During this time both characters are helpless. When it is complete, they must both make saving throws vs Death; failure causes them to fall into a coma for 1d100 hours.

Bodies that have undergone a personality switch tend to degenerate. Each day, the possessor of a body lacking its right mind must make a throw of 18+, minus four times the body's Constitution modifier (as the mechanics for forcing open doors, but with Constitution.) On a failure, the body loses one point of Constitution. These losses are temporary, but cannot be restored until the body has its own mind once more. When that occurs, the body will recover one point of Constitution per day.

Note that if the psionicist's own body should be killed while he is in another body, he will be trapped in the decaying new body. His options will be either to have his old body resurrected, or to simply steal a new body when his current one becomes too decrepit. Transforming to undead will negate any effects of decay and prevent it from occurring in the future.

Telepathic Devotions

Attraction

Difficulty 3 Range 120'

Initial Cost Contact Maintenance Cost 4/round

The target of this power (one living creature) is filled with an overwhelming attraction for a person, place, or thing of the psionicist's choice. The target will do whatever seems reasonable to get near the object of the attraction.

What is reasonable depends on the situation and the target; in other words, it is up to the Judge. The target is fascinated, but does

not suffer from blind obsession, and will not leap into a raging fire or jump off a cliff (unless, of course, he is immune to fire or can fly, in which case those might be entirely reasonable things to do).

Aversion

Difficulty 3 Range 120'

Initial Cost: Contact Maintenance Cost 8/turn

The target of this power (one living creature) is filled with an overwhelming aversion to a particular person, place, or thing of the psionicist's choice. He will do everything he can to avoid the object of his aversion. He will not approach within 20 yards, and if within 20 yards already, he will back away at the first opportunity.

Note that this aversion is not blind fear, and the target may act normally so long as he remains more than 20 yards away from the subject of his aversion, nor will he flee mindlessly away; if he is currently engaged in melee, a defensive withdrawal is much more likely than a blind flight. (Of course, planting an aversion to combat is sufficient to remove most targets as a threat.)

The aversion is planted for one turn when maintained once, and cannot be maintained for longer than that unless contact is maintained for the full duration as well.

Awe

Difficulty 1 Range Self

Initial Cost Contact Maintenance Cost 4/round

Living creatures contacted by the psionicist may be affected by the Awe power. Using the Awe power, the psionicist instills great respect into those affected; they have no desire to serve or befriend him, but they will not attack him or hinder him unless forced to do so. They will act to avoid angering or upsetting him whenever possible, and given the option, will prefer to avoid him entirely. (This does not mean that they will do whatever he says. For example, a guard at a noble's gate will still not allow a psionicist using the Awe power past; he will simply be very polite in his refusal and make the incident disappear instead of harassing the psionicist or calling in backup to throw him out by force. A very useful power, but not one that will allow him to simply bend people to his will.)

Conceal Thoughts

Difficulty 2 Range Self

Initial Cost 4 Maintenance Cost 4/turn

This devotion protects the psionicist against psionic or magical ESP, probes, mindlink, life detection, and other powers or spells which read or detect thoughts. It grants the psionicist an effective spell resistance throw of 9+ against all such effects (when targeted, the psionicist may throw a d20, and if he rolls a 9 or higher, the effect is negated.) This throw is in addition to any saving throw permitted by the spell or power.

The creature attempting to read the psionicist's thoughts is aware that the psionicist is concealing his thoughts, should he succeed in so doing.

Contact

Difficulty 1 Range Special

Initial Cost Varies Maintenance Cost Varies

Any psionicist can contact a mind by using the psionic attack modes, but telepaths specialize in it. (As well they should, given how vitally important it is to their discipline). The Contact devotion allows a psionicist to increase the versatility of his ability to contact minds.

The Contact power is special in that it is not used on its own. It is used to modify psionic attack modes or contacts that have already been made. The Contact power can be used in one of two ways.

1 - Targeting. When using a psionic attack mode to contact a mind (and only when using one to contact a mind), a psionicist who

knows the Contact devotion may target additional creatures. For a cost of 10 PSPs plus 5x the cost of the psionic attack mode being used, he may target up to 5 living creatures within 30' of each other; for 10 PSPs plus 10x the attack mode's cost, he may target any living creature within a 20' radius centered anywhere within range. When used in this fashion, Contact does not require a power throw; instead, the psionist must make his power throw for the psionic attack once against each target. Contact may not be used to augment Psionic Blast in this fashion.

2 - Maintenance - Contact only lasts a single turn normally. A psionist who knows Contact may manifest Contact (making a power throw as normal) for an initial cost of 10 PSPs. If he succeeds, he may maintain contact with his target for a maintenance cost of 5/turn. This is most commonly used to allow the psionist to maintain contact with separated allies.

Daydream

Difficulty 1 Range Unlimited

Initial Cost Contact Maintenance Cost 2/round

By means of the Daydream power, the psionist causes the target's mind to wander. This power is only effective against those with an Intelligence of 14 or less who are not focusing hard on the task before them, but just going about their business as usual.

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. Those with the appropriate thief skills receive a +4 bonus on their throws, and even those without the skills may succeed in such tasks with a throw of 16+. In addition, a target on watch who is affected by Daydream qualifies as distracted; even without a successful Move Silently throw, the target must make an 18+ Hear Noise throw to hear anyone moving past him. (Of course, a successful Hide in Shadows throw is still required if you wish to walk through his line of sight.)

Empathy

Difficulty 1 Range 20'

Initial Cost 2 Maintenance Cost N/A

The psionist manifesting the Empathy power can sense the general needs, drives, and emotions of all living creatures within 20' of him. Thirst, hunger, fear, fatigue, pain, rage, hatred, uncertainty, curiosity, hostility, friendliness, love; all these and more can be sensed.

It can be difficult to sort out which emotion is from precisely which direction. If the psionist is the only living creature he is aware of within the radius, then it can be used to detect others. However, if he is surrounded by his party members or other living creatures, it can take between one round and one turn (at the Judge's discretion) to sort out the precise source of any given emotional state.

ESP

Difficulty 2 Range Unlimited

Initial Cost Contact Maintenance Cost 4/round

The ESP power allows the psionist to read a target's surface thoughts. Only living creatures may be targeted. Unlike the arcane spell ESP, it requires no period of tuning in, merely contact. Also unlike the spell, the target cannot be changed.

As long as the psionist maintains the power, he may listen to the surface thoughts of the target creature. Rock more than 2 inches thick will block the effect, as will a thin coating of lead or gold. ESP cannot retrieve subconscious thoughts or memories, nor can the psionist control what the target thinks; it merely provides a metaphorical ear to hear the target's inner monologue.

False Sensory Input

Difficulty 3 Range Unlimited

Initial Cost Contact Maintenance Cost 4/round

This devotion allows the psionist to falsify the target's sensory input - making the victim think that he sees, hears, smells, tastes, or feels something other than what he actually 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 an explosive cough, but not rustling paper. Oil could be made to taste like garlic, but not like water.

Identity Penetration

Difficulty 1 Range Unlimited

Initial Cost Contact Maintenance Cost N/A

By means of the Identity Penetration devotion, the psionist can discern the target's true identity regardless of any masks, polymorphs, illusions, disguises, etc.

This is a telepathic effect and so the psionist will learn the identity that the target thinks of themselves as, which may not necessarily be the same name that he knows them by. (An insane villain may think of themselves as Loren Soth, while the psionist knows him by the name Knight of the Black Rose; this power would reveal that he is Loren Soth, and the psionist may not recognize him.)

Inflict Pain

Difficulty 2 Range Touch

Initial Cost 6 Maintenance Cost N/A

Inflict Pain allows the psionist to telepathically inflict great agony upon his target. Like the reversed forms of divine spells, use of this power is common only for Chaotic characters and in dire circumstances.

A target subjected to the Inflict Pain power (requiring a successful attack throw if the target is not helpless) must make a saving throw vs Paralysis. If they fail, they are incapacitated for 1d4+1 rounds with pain and nausea. If they succeed, they are unaffected.

The effectiveness of Inflict Pain as an interrogation technique is left to the Judge's discretion.

Invincible Foes

Difficulty 3 Range Unlimited

Initial Cost Contact Maintenance Cost 6/round

The target of this devotion (one living creature of up to 5 HD) believes that any blow struck against him will cripple or kill him. While under the effect of this power, if the target suffers even a single point of damage, he falls to the ground in horrible pain. He will not recover for one full turn, even if the psionist ceases to maintain this power.

Even if the target of this power is not struck, his behavior is likely to change as he believes that the next blow struck will kill him.

The Invincible Foes power may also be reversed; in reverse, the target believes that each blow he strikes is fatal. He will see false images of his foes lying on the ground before him; any foe that he strikes is effectively invisible to him until they make an attack (against him or any other; any attack breaks the effect of that particular foe). A creature that he hits may simply get up and walk away, or maneuver into position to strike him from behind (gaining a +2 bonus to hit, and allowing use of the Ambushing proficiency as well as the Backstab power of thieves and related classes). After he watches three opponents that he believed were dead get up and attack again, the target must make a saving throw vs Spells. Failure indicates he believes that his opponents are unkillable and acts accordingly.

Invisibility

Difficulty 2 Range 120'

Initial Cost Contact Maintenance Cost 2/round/creature/delusion

By means of the Invisibility devotion, a psionist can cause the target to be unable to see one or more things of his choice. Psionic invisibility is a subtractive process; the psionist deletes the awareness of the target, unlike magical invisibility, which affects the target.

The psionist must individually contact each mind he wishes to deceive. Once they are all contacted, he must make a successful Invisibility power throw for each of them. Each target that he successfully manifests the Invisibility power on cannot see the targets chosen for invisibility.

The psionist may make invisible as many characters or things as he desires. However, he must pay the maintenance cost for each delusion. For example, if he wishes to make the party's weapons invisible to a pair of guards (let us say for the sake of argument that the party has four weapons to make invisible), that would be four items, times two creatures, is a total of eight delusions; the psionist would need to pay sixteen PSPs per round to maintain it. If a new guard then walked by, he would be able to see the weapons normally; only the two contacted guards would be affected.

Life Detection

Difficulty 1 Range Self

Initial Cost 4 Maintenance Cost 2/turn

The Life Detection power allows the psionist to sweep an area for the presence of living minds. It requires one turn to scan an area 60' in radius around the psionist. One turn of scanning will detect the presence or absence of living minds in the area. A second turn will allow the psionist to sort the minds into one of two broad categories; the first being humans, demihumans, beastmen,, giant humanoids, and mammals, the second being birds, reptiles, amphibians, fish, and fantastic creatures. A third turn of scanning the same minds will allow the psionist to identify which of the previous sub-categories they belong to. (If the Judge believes that a creature should have its thoughts detected, but it is not listed in either category, generally more intelligent or complicated creatures go in the first category and less intelligent or complicated in the second.)

Mind Bar

Difficulty 3 Range Self

Initial Cost 8 Maintenance Cost 4/round

The Mind Bar devotion protects a psionist against mind-affecting powers, spells, and special abilities, as well as possession, granting him a magic resistance throw of 9+ against any such effect. It will not protect against effects which read thoughts, only those which bend them.

The exception to the previous caveat is that Mind Bar will protect against all telepathic powers, regardless of their effect.

Phobia Amplification

Difficulty 1 Range 30'

Initial Cost Contact Maintenance Cost N/A

The Phobia Amplification power allows the psionist to reach into the target's mind and force them to believe that they are currently being threatened by their greatest fear. If they fail a saving throw vs Death, they flee in fear for 2 turns (as Cause Fear).

Post-Hypnotic Suggestion

Difficulty 3 Range Self

Initial Cost Contact + Special Maintenance Cost N/A

The Post-Hypnotic Suggestion power allows the psionist to implant a reasonable suggested course of action in the target's mind, along with the situation that will trigger this action. When the situation arises, the Judge or psionist (as appropriate for the situation) makes a power throw, with a -1 penalty for each day that has passed since the suggestion was implanted. If the power throw is successful, and the course of action is reasonable, the target will act on it.

A reasonable course of action is one which does not violate the target's alignment, cause him to act greatly against his nature, or is obviously suicidal. If the suggested course of action is not reasonable, the target simply will not do it.

When the suggestion is implanted, the psionist must pay a cost equal to twice the target's MAC in addition to contacting them.

Psychic Impersonation

Difficulty 2 Range Self

Initial Cost 10 Maintenance Cost 4/hour

This power enables the psionicist to replace his own aura and thought patterns with those of his target for as long as the power is maintained. To all forms of thought detection, alignment detection, or any other form of magical or psionic detection (except as noted below), the psionicist will appear to be the subject.

The psionicist's physical appearance does not change in any way, and if he actually wants to impersonate his target (as opposed to simply not being himself), it is recommended that he disguise himself somehow.

The Probe or Identity Penetration telepathic powers can determine that the psionicist is not who he seems to be. In the case of Probe, the psionicist must fail his saving throw for it to be able to tell the difference.

Psychic Messenger

Difficulty 2 Range 200 miles

Initial Cost 4 Maintenance Cost 4/round

The Psychic Messenger power allows the psionicist to create an insubstantial, 3-D image of himself, which can appear anywhere within 200 miles of himself and deliver a message. Everyone present can see and hear the messenger. Communication is one-way; the psionicist has no idea what is happening around his messenger (or, if he was picking a distance randomly, even what is there in the first place) unless he is using some other effect.

Send Thoughts

Difficulty 2 Range Unlimited

Initial Cost Contact Maintenance Cost 2/round

The Send Thoughts power allows for one-way communication, allowing the psionicist to send his thoughts into the target's mind. The psionicist can then send information or simply attempt to distract the target.

If the target is attempting to cast a spell as the psionicist mentally yells at him, he must make a saving throw vs Spells. If this saving throw fails, the spell is ruined.

If the target is in melee as the psionicist distracts him, he suffers a -2 penalty to attack throws.

Sight Link

Difficulty 2 Range Unlimited

Initial Cost Contact Maintenance Cost 4/turn

The Sight Link power allows the psionicist to tap into the target's optical system and see what they see. (The psionicist's own vision is unaffected; he can see both scenes with equal clarity). If the target is subjected to a gaze attack, the psionicist must also make an appropriate saving throw as if he had seen the gaze or suffer its effects.

Sound Link

Difficulty 2 Range Unlimited

Initial Cost Contact Maintenance Cost 4/turn

The Sound Link power allows the psionicist to tap into the target's auditory system. He hears whatever the linked creature hears (as well as his own hearing being unaffected). If the target is subjected to an auditory attack (by harpies, sirens, etc), the psionicist must also make the appropriate saving throw or be affected.

Taste Link

Difficulty 2 Range Unlimited

Initial Cost Contact Maintenance Cost 4/turn

Possibly the least useful of the Sense Link powers, Taste Link functions as Sight and Sound Link do. If the linked creature takes poison orally, the psionist must save vs poison to avoid passing out and severing the link. The psionist cannot actually be poisoned in this way, however.

Telepathic Projection

Difficulty 2 Range 30'

Initial Cost Contact Maintenance Cost 4/round

This power allows the psionist to send emotions to any contacted creatures within range. Their emotional states can be modified, but not completely altered (a creature in a rage can be made less angry, but cannot be made joyful).

Metapsionic Powers

Metapsionic Sciences

Aura Alteration

Difficulty 5 Range Touch

Initial Cost 12 Maintenance Cost 16/hour

Prerequisites: Aura Sight (Clairsentience)

By means of the Aura Alteration power, a psionicist can alter the touched target's aura. An unwilling target is permitted a saving throw vs Spells to negate the effect.

When altering the aura, the psionicist may choose what the target will detect as to all forms of magical and psionic detection powers. He may choose to have the target detect either as positive and negative for each of the following.

- Good/Evil
- Dangerous
- Poisonous
- Undead
- Charmed
- Cursed

For example, a psionicist may wish to send a charmed guard back into the lair of an evil wizard who is known to be paranoid and might check his guards for charm. The psionicist uses Aura Alteration to cause the guard to detect as negative for charmed. When detect charm is cast on the guard, the caster believes that the guard is not charmed.

Reddopsi

Difficulty 5 Range Self

Initial Cost 12 Maintenance Cost 8/round

Prerequisites: Ejection (Telepathy)

By means of the Reddopsi power, the psionicist creates a field 20' in radius around him in which psionic powers do not function. Any psionic ability which would enter the field fails. If a creature or item with an ongoing psionic effect that is being maintained enters the field, the effect ends immediately. Psionic effects which do not require maintenance (such as empowered weapons) are not affected.

The psionicist must maintain his concentration to maintain the Reddopsi field; if he ceases to concentrate, he may no longer maintain the power.

Psionic Blast

Difficulty 4 Range 60' long and 20' wide cone

Initial Cost 10 Maintenance Cost N/A

Psionic Blast is one of the five attack modes used to establish contact with an unwilling mind. A cone of psychic energy is blasted out from the psionicist, up to 60' long and 20' wide. Any thinking creature in the area must make a saving throw vs death. If they fail, you have established contact with the target's mind. If this power is used against a mind that is already contacted, the target must save vs death. Failure causes him to lose 80% of his current hit points, but only in his mind. He will pass out when the remaining 20% of his hit points are lost but will suffer no other ill effects. The hit points return (as well as consciousness, if necessary) after six turns.

Tower of Iron Will

Difficulty N/A Range Self

Initial Cost 6 Maintenance Cost N/A

Tower of Iron Will is one of the five psionic defense modes used to defend a psionist's mind against unwanted contact. At the end of each round in which a manifester has this psionic defense mode active, he may make a power throw. If successful, one tangent is removed from his mind. However, he suffers a -2 penalty to MAC and saving throws against psionic powers.

Metapsionic Devotions

Cannibalize

Difficulty 1 Range Self

Initial Cost 0 Maintenance Cost N/A

Prerequisites: Biofeedback (Psychometabolism)

The Cannibalize power allows the psionist to consume his own health to fuel his psionic powers. He may trade points of Constitution for psionic strength, at the rate of 8 PSPs per point of Constitution. He may not go over his normal maximum PSPs by means of this power.

Points of Constitution cannibalized will heal over time. For each full week of uninterrupted rest the psionist receives, one point of Constitution cannibalized heals.

Convergence

Difficulty 3 Range 60'

Initial Cost 12 Maintenance Cost 6/round

Prerequisites: Mindlink (Telepathy)

The Convergence power allows multiple psionists to pool their abilities and fight as one. Each psionist must know the Convergence devotion and must successfully manifest it in the same round. All psionists must be within range of all others to join the Convergence. When the Convergence is formed, one psionist must be declared as the leader.

Once the Convergence has been formed, all PSPs from all participating psionists are added together to form a single pool. All powers manifested and maintained by any participating psionist draws from this single pool. Note that each psionist must maintain the Convergence power on their own, and thus, the total cost to the pool is six times the number of psionists participating.

Each psionist may still take actions on their turn as normal, but must remain within range of all other participants. Each psionist may manifest any power known by any participating psionist as if they knew it. Any psionist whose base power throw is worse than that of the leader receives a +1 bonus to all power throws they make during the Convergence.

The Convergence may be contacted as if it were a single creature, and any power used against the Convergence with "Contact" as a prerequisite affects all participants. However, the Convergence receives the benefits of all defense modes manifested by all participating psionists, and the drawbacks only of the one manifested by the leader.

The leader may end the Convergence at any time. Each participating psionist may choose to drop out at any time. Rumors abound of modified versions of this power in which the leader may force participating psionists to remain in the Convergence against their will.

Ego Whip

Difficulty 2 Range 30'

Initial Cost 6 Maintenance Cost N/A

Ego Whip is one of the five psionic attack modes used to establish contact with an unwilling mind. Ego Whip targets one thinking creature within 30'. After successfully manifesting this power, you must make a power throw against the target's MAC. (A target's MAC is normally equal to their level or hit dice, plus two.) If your secondary power throw succeeds, you have established contact with the target's mind. If this power is used on a mind that is already contacted, the target is dazed for 1d4 rounds, during which all their d20 rolls and throws suffer a -5 penalty. In addition, a dazed target cannot cast any spells above 3rd level or spend more than 20 PSPs on a single psionic power.

Id Insinuation

Difficulty 2 Range 60'

Initial Cost 5 Maintenance Cost N/A

Id Insinuation is one of the five psionic attack modes used to establish contact with an unwilling mind. Id Insinuation targets one thinking creature within 60'. After successfully manifesting this power, the target must make a saving throw vs death. If they fail, you have established contact with the target's mind. If this power is used against a mind that is already contacted, they can take no action for 1d4 rounds as their id attempts to seize control of their mind. (They may still defend themselves and suffer no AC penalty and are not helpless.)

Intellect Fortress

Difficulty N/A Range Self

Initial Cost 4 Maintenance Cost N/A

Intellect Fortress is one of the five psionic defense modes used to defend a psionist's mind against unwanted contact. While it is active, the psionist and allies within 10' of him gain a +4 bonus to MAC. However, the psionist and allies within 10' of him suffer a -4 penalty to saving throws against psionic powers.

Magnify

Difficulty 3 Range Self

Initial Cost Varies Maintenance Cost Varies

Prerequisites: Ability to use psionic research to Empower items

The Magnify power allows the psionist to amplify the damage, range, and all other numeric effects of a chosen power. He must manifest the Magnify power in one round, then in the next round, manifest the power to be Magnified.

A psionist may choose x2 or x3 as his magnification multiplier. The initial cost of Magnify is 25 times the magnification (thus, 50 or 75 PSPs). If the psionist fails to manifest a power in the round after manifesting Magnify, he receives half of the initial cost back, as if he had failed to manifest Magnify.

Mental Barrier

Difficulty N/A Range Self

Initial Cost 3 Maintenance Cost N/A

Mental Barrier is one of the five defense modes used to defend a psionist's mind against unwanted contact. While it is active, the psionist gains a +4 bonus to saving throws against psionic powers. However, the psionist suffers a -4 penalty to MAC.

Mind Thrust

Difficulty 1 Range 30'

Initial Cost 2 Maintenance Cost N/A

Mind Thrust is one of the five psionic attack modes used to establish contact with an unwilling mind. It targets one thinking creature within 30'. When you successfully manifest this power against a target, you gain a tangent on their mind. When you have three tangents, you establish contact with their mind. If this power is used on a mind that is already contacted, and the creature has psionic powers, they lose the use of one randomly determined power for 2d6 days. Beyond establishing contact, Mind Thrust has no effect on targets without psionic powers.

Mind Blank

Difficulty N/A Range Self

Initial Cost 0 Maintenance Cost N/A

Mind Blank is one of the five psionic defense modes used to defend a psionist's mind against unwanted contact. While it is active, the

psionicist gains a +1 bonus to MAC and saves against psionic powers. Mind Blank may be left active for any length of time, and may remain active while the psionicist is asleep.

Psychic Crush

Difficulty 3 Range 120'

Initial Cost 8 Maintenance Cost N/A

Psychic Crush is one of the five psionic attack modes used to establish contact with an unwilling mind. It targets one thinking creature within 120'. After successfully manifesting this power, you must make a power throw against the target's MAC. (A target's MAC is normally equal to their level or hit dice, plus two.) If your secondary power throw succeeds, you have established contact with the target's mind. If this power is used on a mind that is already contacted, the target suffers 1d8 points of damage.

Receptacle

Difficulty 3 Range Touch

Initial Cost 50 Maintenance Cost 1/turn

The Receptacle power allows a psionicist to store psionic strength in an item. It can be used on one of two kinds of items.

The first kind is a specially prepared item by means of psionic empowerment. Preparing this item is described under Psionic Research. It will have a storage capacity determined by its empowerment, and the psionicist may fill it at the rate of 1 PSP/turn. Some psionically empowered vessels are rechargeable, and some may only be filled to capacity once.

The second kind is a valuable gem. Any gem worth 100 gp or more may be used to store PSPs, and may store 1 PSP for every 100 gp of value, rounded down. (Thus, a gem worth 690 gp may store 6 PSPs.) The gem must be filled to capacity before it can be used, and it cannot be refilled. Like a psionically empowered item, it requires 1 turn to place 1 PSP into the gem. Drawing stored PSPs out of a gem damages it, and this damage is clearly visible to anyone examining it; the gem's value is reduced by 100 GP for each PSP drawn out of it. It crumbles to dust when the last PSP is retrieved.

Thought Shield

Difficulty N/A Range Self

Initial Cost 1 Maintenance Cost N/A

Thought Shield is one of the five psionic defense modes used to defend a psionicist's mind against unwanted contact. While it is active, the psionicist gains a +4 bonus to saving throws against psionic powers. However, whenever anyone successfully establishes a tangent on the psionicist, they establish an additional tangent.

Chapter 6: The Psionic Campaign

Psionic Research

WIP

Psionic research is available to psionicists of 9th level and above, and to other manifesters with the 9th level or higher of psionic ability. (Of the four classes included in this document, that would be the psionicist and the elven ardent; the dwarven battlemind and soulknife will never gain sufficient psionic power to perform psionic research.)

Psionic research may be performed in furtherance of one of three goals. It may be used to empower a psionic item, to perform psychic surgery, or to manifest a High Science. Full descriptions of each are below, but a short summary:

Empower Psionic Items - Creating psionic items is not entirely like creating magical items. A psionic item is empowered with a PSP capacity, which may be either a one-time pool or a refillable pool. If all the psionicist wishes is a receptacle, they may stop there. If they wish the item to be able to use powers, it must then be empowered with the knowledge of a discipline and with one or more powers. It will then be able to use its own PSP pool to manifest the powers it is empowered with.

Perform Psychic Surgery - Psychic surgery may be used to make psionic powers permanent, remove permanent psionic powers, inflict or cure madness, or change a psionic character's powers known.

Manifest a High Science - The High Sciences (one per discipline) are the ultimate expression of that discipline's powers. Manifesting one is a long and involved process, and is analagous to a wizard casting a ritual; the High Science is not manifested on the spot, but rather, empowered into a psionic item, which can be then activated at a later date.

Empowering a Psionic Item

TBD

Notes:

Psionic items may never have more than one discipline empowered in them

Permanent psionic items must have at least 100 GP of gem value for every 1 PSP to be empowered with

A psionicist may never empower a psionic item with more PSPs than he himself possesses

Creating psionic items should be long, difficult, and expensive, like creating magic items

The cost to put PSPs into an item needs to be nonlinear

A psionicist needs to attune to a receptacle (taking 12 hours) to be able to draw PSPs out of it; this prevents them from just making a dozen 10 PSP receptacles and having it be as good as a 120 PSP receptacle, especially since it's harder to find a 12000 GP gem than a dozen 1000 GP gems.

50 PSPs is one 'empowerment' worth. Multiple empowerments can be put into the same item, and they stack, but the cost doubles for each one past the first. (Remember that a doubled double is a triple.)

The base cost to empower PSPs into an item is 250 gp * PSPS.

The cost to empower an item as a receptacle is the base cost again (so the cost to make a receptacle is PSPs * 500).

Empowering it with a discipline is free; each science costs 1,000 GP, and each devotion costs 500.

So making an item which can disintegrate 1/day needs 30 PSPs (7500 GP) plus 1000 = 8500 gp. (A scroll of disintegrate would cost 3,000 GP). Wizards are better at disintegrating than psionicists are, which is why the difference. If disintegrate only cost 14, the base cost for a diff 6 science, it would cost a total of 4500. The extra 1500 gp is fine by me and you will see why).

All psionic items are intelligent, at least at the level of an animal. The more PSPs they have the smarter they are. A sufficiently intelligent item can manifest its powers on its own without requiring an action from the user.

Power throws: do psionic items have to make them? If they do, I need to reduce their cost.

Performing Psychic Surgery

Even more TBD than psionic items.

Manifesting High Sciences

The most TBDest.

One High Science per discipline.

High Sciences are extremely versatile and can be manifested in multiple different ways; Megakinesis (the Psychokinetic High Science) might be able to create a wall or lift things or enable multiperson flight and so on.

Psionicists can only manifest the High Science of their own primary discipline, which is why the versatility is important.

TODO: Psionic strongholds. Psionic population distributions. Primary disciplines and how people react to them. Psionic and magic interactions. Alternate rules for psionics (non-random or random PSPs, different psionic combat setups, etc).

Chapter 7: Psionic Monsters

TODO: Monsters!