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The Complete Net **Psionics** Hanbook

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Introduction

The idea of psionics has evolved tremendously since its introduction in 1st Edition as a 'sub-class'. In the days of 1st Edition it was about as common to have a character with psionics as it was to have a bard in the party. Since 2nd Edition, the whole thing has stayed the same, the chance of having a character with psionics still is the same chance of having a bard in the party. Luckily for all of us, bards have become possible for characters at 1st level and the psionicist character class was also born, quite a bit later I admit. The psionicist opens up new doors of possibility with their ability to penetrate any magic resistance. These characters can quickly make enemies of any mage foolish enough to tangle with them. Like mages though, they are weak at lower levels.

One of the biggest problem with psionicists is that there were no guidelines laid down for psionicists or DM's alike to create new powers. The only thing that was given was a whole book of powers. Luckily, most of the psionicist supporters have enough brains to use the given powers as a guideline and make their own. To make things easier, I have also made up rules for the psionics equivalent of 'researching' like a mage researches spells. Since a psionicist's powers come within themselves and not the environment and the magic power it provides, a psionicist goes about power 'research' in a different manner. More on that later in the netbook.

This is my first attempt at writing a netbook, but when I first heard of the netpsionics handbook, I decided to get involved and put in the dreamer kit I had tried to submit to Dragon Magazine. (Bloody fools said it was too long!) But since then, the

people compiling the netpsionics handbook have dropped off like proverbial flies. The first lost interest, the second (and last) lost net access. I was able to get something of the last compiler before he lost net access. He said he would get it back in the middle of September, but I couldn't wait that long! Call me impatient, or whatever you want, I have always loved the psionicist class and use it most often in a campaign if I can. The Complete Psionics Handbook (CPH) is the second AD&D book that I have read cover to cover, no breaks. The first being The Manual of the Planes (Good job Jeff Grubb! I loved it!) When the CPH first came out, the first thing I did was convert 2 monsters from 1st Edition. The first being a unique creature, who also happens to be the creature I took as one of my aliases. This creature, is of course, Charon, The Boatman of The Lower Planes, Master of The River Styx. (What can I say, when it comes to my alias, I use the FULL title) I found it so unfair that such a noble and powerful psionicist was left out of the CPH. The second monster I converted was his minions, formerly called the Charonadaemon, now called the Charonaloth in accordance with the renaming of the fiends in The Outer Planes Monstrous Compendium. Unfortunately, my work was in vain on the second, as it was released, finally, as Marraenoloth in the PlaneScape campaign.

After the former compilers of this book dropped out of the picture, I began to compile it myself, in hopes of keeping everything I receive as a submission for the book, and also to remove conflicts between powers. One conflict arose when I received the DreamField power. This was directly treading upon the powers of a dreamer psionicist. Instead of axing the power, as it was quite well done, I added a note in to describe the interaction between a dreamer and the use of this power, thus avoiding any conflict (unless the poor

psionacist using the power is silly enough to try it on a dreamer psionacist, in which case, let the conflict arise, it'll make it more fun! :-)

There is one area that is slightly different in approach. The idea of magical items for a psionacist. Generally, these won't be magical, and thus will be missed by any treasure hunters. However, some powers of the psionacist (Aura Sight and Object Reading for example) can detect the psionic power of an item. Some items will be created by the normal means specified with the Empower power. Others may be created by more arcane means. For example, a gem may contain the mind of a long dead psionacist and have his powers and PSP. One of the new items I created from the memory of a similar item in another game system is the multiplier. These items will increase the PSP pool that a psionacist has to draw from. How this is done is discussed in it's description later in the netbook.

I appreciate all the support that I have gotten in this from everyone who has submitted stuff, and just so that everyone knows, NOTHING was rejected for this net book. I have hatred for editors who believe themselves superior to writers and axe their work just because they didn't like it. Half of the job of editing, in my opinion, is to compromise and arrive at a solution that is mutually acceptable to both the writer and the editor.

You may notice that no entry in this netbook has the authors name beside it. That is because I find it too cumbersome to put the name beside everything. If you do want to know who did something in the netbook, I wish I could tell you, but the record I had of who did what has since been killed by several moves and a hard drive crash.

If you have something that would go good in the netbook, WHY DIDN'T YOU SEND IT TO ME BEFORE DAMMIT!!! I posted messages several times asking for more stuff for the netbook! If you made it AFTER I

released the netbook, then you have an excuse, otherwise, tsk tsk! Anyways, if you do have something for it, send it to me, it will be included in the next version.

New Classes

Ascetic Characters



Alignment Neutral Good

Ability Requirements: Wisdom 14, Constitution 12, Charisma 10

Prime Requisites: Wisdom, Constitution

Races Allowed: Any Mortal human but Brahman is everything)

Patron Deity: Brahman

One of the basic Vedic doctrines is that in order to achieve unity with the Brahman, it is necessary to release worldly desires. In accordance with this line of thought, many people shunned worldly pleasures and devoted themselves to meditation, hoping to achieve some spiritual intuition that would allow them to join the Brahman. Often, they took their efforts to the extreme, forsaking family, friends, possessions, and even food. Although such efforts may seem peculiar to western minds, it must be noted that these “ascetics” achieved many remarkable insights that allowed them to perform seemingly impossible

¹ A variation from the class/kit described in Legends & Lore™ p. 125.

feats and produce an incredible understanding of the true nature of the world.

Player characters who forsake their worldly possessions and devote themselves to spiritual enlightenment may become ascetics. A character who wishes to become an ascetic gives away all of the trappings (such as weapons, tools, magical components, etc.) saving only the clothing on his or her back².

The ascetic must meditate four hours per day, cannot possess any item other than a begging bowl and the clothing on his³ back, and must deny himself all pleasures of the flesh (such as eating fine food, drinking expensive wines, the taking of a hot bath, etc.).

Remember, meditation is not sleep. An ascetic needs to sleep, as any creature, regardless of the meditation. The ascetic can lend items that are necessary to perform important tasks, but they must be immediately returned or given away, however, or the ascetic loses all benefits of being an ascetic.

In return, the ascetic became a multiclass priest/psionicist using the better of each class regardless of the race. However, the ascetic casts wizard spells instead of priest spells, and gains new spells as if he were a wizard of the appropriate rank. Through his long hours of spiritual devotion, the character learns more and more about the true nature of the cosmos. He can use this knowledge in much the same way that wizards use their spells, except that he never needs material components to cast a spell and does not need to record the spells he knows in a spell book. Instead, his daily meditation serves to refresh these spells in much the same way that a priest's daily prayer restores his

² these items must truly be given away, not merely entrusted to another member of the party for safe-keeping.

³ The text uses “he” but of course you can change to she. Female ascetics are not strange since women are part of Brahman too.

powers. Generally, the ascetic chooses to learn non-destructive spells and normally specialize in divinations (Divination is the only school of magic an ascetic can be specialist).

An ascetic uses wizard THAC0 table and the psionicist hit point progression. The psionicist class progression is the same as the normal psionicist and, as a psionicist, the primary discipline of an ascetic must be Psymathesis. The priest class progression is presented hereinafter, just to summarize all changes. Brahman has no priest in the normal sense, for he is usually worshipped through one of his manifestations as another god, but all ascetics may be considered priests of Brahman.

Remember, an ascetic is not a wizard. Brahman is a very “different” god and he does not directly grant any power. The ascetics are very intelligent humans who study hard preparing his mind and body to understand the word, so, the origin of his magical powers is his personal enlightenment and knowledge about the nature of cosmos. “They know how things work and how to manage the energies of the nature to cast spells.”

As ascetics advance, they earn several other benefits – and suffer one additional detriment. First, each time an ascetic advances a level, he loses a point of Strength because of the physical deprivations to which he is subjecting himself (though he never falls below a Strength of 3). But he also gains a point to put into either Wisdom Constitution or Charisma (his choice). In this way, an ascetic can raise any or all of these ability scores to a maximum of 20 (but never more). All the benefits of being an ascetic are presented in the tables below.

The usage of the Reincarnation and Karma points optional rules is recommended. You can find it in Legend & Lore™ (pg. 126). A revised set of rules is presented in the end with some notes about the Brahman as a Greater God.

Role-Playing notes

First, I do not add any anti-munchkin rule since this is not the kind of character a munchkin will like (no +10 sword of godslayer, no ring of eternal toneskin, etc.). However, an ascetic can be very powerful. I recommend an enforcement on the role playing aspect. Here are some guidelines.

An ascetic is an extremist pacifist (remember Gandhi) and will do everything to avoid a fight. Ascetics must always avoid killing. His own death is not enough reason to kill anyone. The ascetic will only kill someone (and only in defense of the others) if he considers that person a distortion or an offense to the nature of the Brahman (e.g.: a very evil and powerful Demon or an Undead or some Nazi-like genocide).

An ascetic will likely to choose pacific psionic powers and spells. (See recommended and forbidden powers below.) The ascetic strongly believes in reincarnation, thus, he has no fear of the death. He will willingly risk his own life to help the others or to preserve the nature. The ascetic should help any creature in danger and must respect everything “Everything is part of Brahman”. An ascetic will become an adventurer to search knowledge or spiritual enlightenment, to defend the nature or to help a very important good cause.

The only thing that can be considered an enemy of the ascetics is the undead. An undead state is considered a great curse, so, the ascetic must help that poor soul (the undead).

Noble Creature:

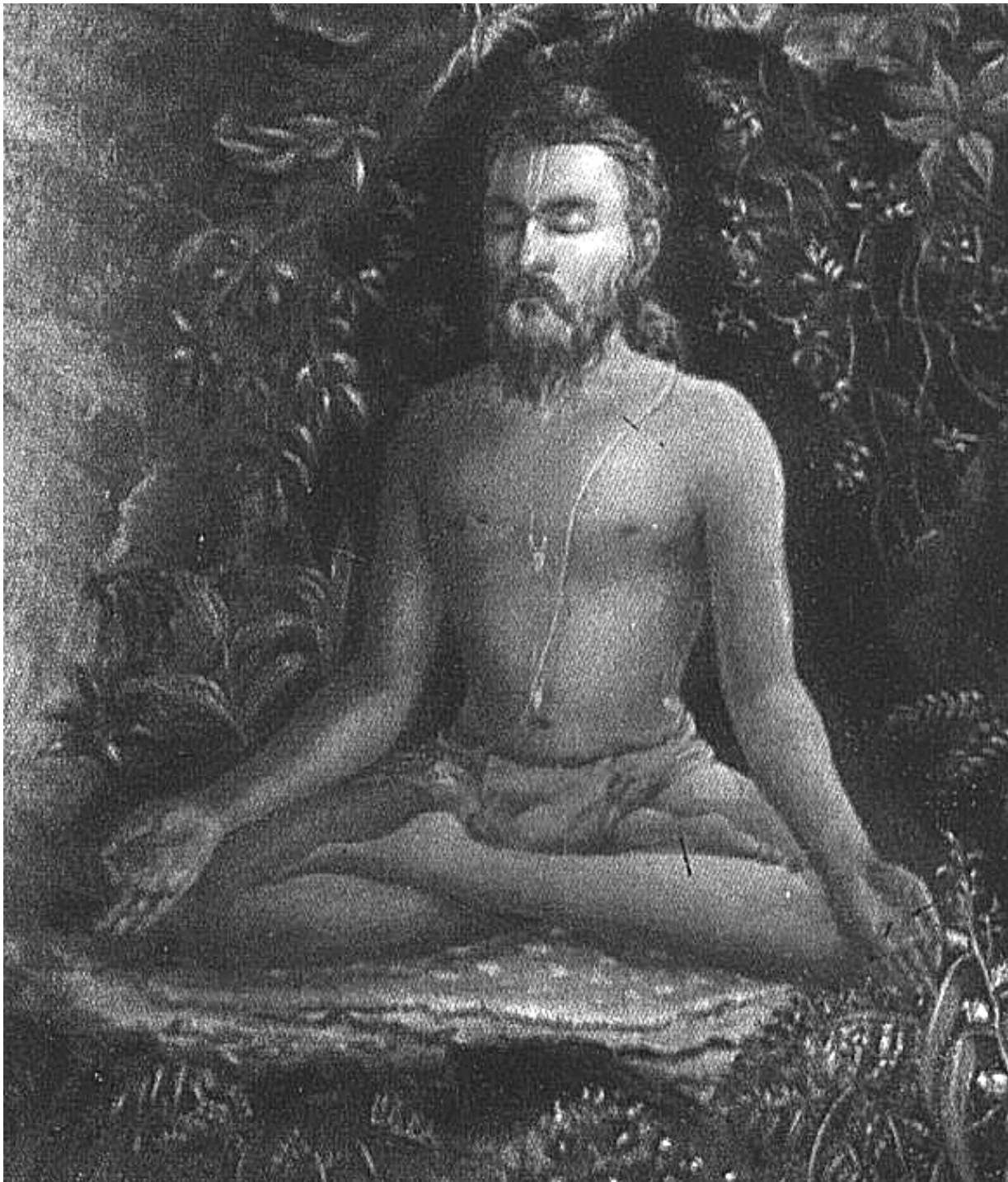
“- Look!!! a Vampire!!! Run!! Run!!”

The Ascetic:

“- No! We must help him. Free his poor soul.”

“- Give him, the freedom to a new Reincarnation.”

“- Poor vampire...”





Ascetic Progression Table

Avangion up to 30th level.

Clæric w ith mage spells up to 20th level /
Psionicist up to 20th level.

Priest Class (The psionicist class progression is
equal to normal psionicists)

Level	Experience	HD (d6)	THAC0	1	2	3	4	5	6	7	8	9	10
1	0	1	20	1									
2	1.500	2	20	2									
3	3.000	3	20	2	1								
4	6.000	4	19	3	2								
5	13.000	5	19	4	2	1							
6	27.500	6	19	4	2	2							
7	55.000	7	18	4	3	2	1						
8	110.000	8	18	4	3	3	2						
9	225.500	9	18	4	3	3	2	1					
10	450.000	10	17	4	4	3	2	2					
11	675.000	10+2	17	4	4	4	3	3					
12	900.000	10+4	17	4	4	4	4	4	1				
13	1.125.000	10+6	16	5	5	4	4	4	2				
14	1.350.000	10+8	16	5	5	5	4	4	2	1			
15	1.575.000	10+10	16	5	5	5	5	5	2	1			
16	1.800.000	10+12	15	5	5	5	5	5	3	2	1		
17	2.025.000	10+14	15	5	5	5	5	5	3	3	2		
18	2.250.000	10+16	15	5	5	5	5	5	3	3	2	1	
19	2.475.000	10+18	14	5	5	5	5	5	3	3	3	1	
20	2.700.000	10+20	14	5	5	5	5	5	4	3	3	2	1
21	3.000.000	10+22	14	5	5	5	5	5	4	4	4	2	1

In the 20th level the ascetic can choose to start
an avangion transformation (as described in
Dragon Kings™) or continue as a psionicist.
For DM's that do not allow progression to 30th

level an ascetic reach unity with Brahman at
21th (3.000.000 xp).

Ascetic Saving Throws (Priests/Psionicist)

Level	Paralyzation, Poison, or Death Magic	Rod, Staff, or Wand	Petrification, or Polymorph	Breath Weapon	Spell
1-3	10	14	13	16	15
4-6	9	13	12	15	14
7-9	7	11	10	13	12
10-12	6	10	9	12	11
13-15	5	9	8	11	10
16-18	4	8	7	10	9
19+	2	6	5	8	7

Psionics

Disciplines Learnable Order:

Ps y o c m b s d , l m P s y c h o k i n e s i s ,
C l i a e n t , T e l e p a t h y , M e t a p s i o n i c ,
P s y c h o p o r t i v e .

Recommended Devotions: A b s o r b D i s e a s e ,
C e l A d j u s t m e n t , L e n d H e a l t h , M a r t i a l
T a n c e , M i n d O v e r B o d y , L e v i t a t i o n ,
T i m e / S p a c e A n c h o r , I m m o v a b i l i t y , A s t r a l
P r o j e c t i o n , H e i g h t e n e d S e n s e s .

Recommended Sciences: T e l e k i n e s i s ,
C o m p l e t e H e a l i n g , P r e c o g n i t i o n .

Forbidden Psionic Powers: D i s i n t e g r a t e ,
D e t o n a t i o n , L i f e D r a i n i n g , D o u b l e P a i n ,
D e a t h F i e l d , ... A n y v e r y a g g r e s s i v e p o w e r
(D M d i s c r e t i o n) a n d o f c o u r s e a n y “ o n l y
f o r e v i l ” p o w e r .

Proficiencies

Bonus: E n d u r a n c e , R e j u v e n a t i o n , M e d i t a t i v e
F o c u s a n d M i n d O v e r M a t t e r .

Recommended: R e l i g i o n , S p e l l c r a f t , A n c i e n t
H i s t o r y , L a n g u a g e s (A n y)

Granted Powers

The ascetic gains the following powers. (Most
of powers are normal psionic powers)

Level Bonus & Granted Powers

1	Turn Undead. -1 Str/level, +1 Wis, Con or Cha/level. (Max 20, Min 3)
2	2 bonus devotions (must be of the recommended devotions list)
6	1 bonus science (must be of the recommended sciences list)
12	Heal (Self only) (as a fast Complete Healing - 1/day)
13	Automatically learn a new spell: Reincarnation
15	Ignore Death *
20	Do not physically age
25	Immune a non-magical damage (if not avangion)
30	Reach unity with Brahman **

* The ascetic has the ability to continue
functioning normally for 1d10 rounds after
reaching 0 hit points. During this time, any
manner of healing magic may be used to
restore the character to life by bringing his
hit points back to a positive value.

** Ascetic characters who attain the 30th level
have acquired an understanding of the
universes so exact that they become one
with the Brahman and are thus retired from
play. A more worthy or noble end for a
character is hard to imagine.

Notes About Brahman

Brahman is also known as Hiranyagarbha, Prajapati (both used in the early Vedic Age), and many other names. Here, Hiranyagarbha and Prajapati are used interchangeably. Brahman is the world spirit that enfolds all of existence and the divine essence that is hidden in all beings, and of which all beings are a part. Everything that exists—the gods, men, animals, plants, even rocks—is simply a manifestation of the Brahman.

According to legend, in the beginning there were only the waters. From the waters was formed a golden egg (Hiranyagarbha). Prajapati was hatched from the egg, speaking the sounds “bhur” “bhuvah,” and “sva,” thereby forming the earth, the air, and the sky. Prajapati/Brahman has very power that any god or mortal in the Indian mythos possesses, for all things are a part of him. In his true form, Brahman has a face on each side of his head. There is also a vacant spot on the top of his head where a fifth face was burned off by the gaze of the god Siva.

Role-playing Notes: Though he sees and hears all, Brahman is an aloof god and will involve himself in the affairs of men only when existence itself (i.e., Brahman himself) is threatened.

Brahman (Greater God)

Alignment: Neutral

Worship Alignment: any

Area of Control: everything

Symbol: four-faced head.

Brahman's Avatar

(fighter, wizard, priest, rogue and psionist 30)

Brahman's avatar can take any form, but most often appears as a four-armed, four-faced man. He can call upon any sphere or school of magic for his spells and he knows all psionic sciences and devotions. In his four hands, he carries four different weapons, each doing 1d10

damage: a scimitar, a dagger, a mace, and a short sword.

Str: 21 Dex: 21 Con: 21

Int: 21 Wis: 21 Cha: 21

MV: 20 SZ: any MR: 50%

AC: -5 HD: 30 HP: 207

#AT: 4 THACO: -1

Dmg: 1d10 (any weapon)+9

Special Att/Def: Brahman's avatar can only be harmed by magical spells or weapons. The attacker also suffers any damage or spell effect inflicted upon the avatar (because the attacker is part of the Brahman).



Duties of the Priesthood

Brahman has no priests in the normal sense, for he is usually worshipped through one of his manifestations as another god. However, all ascetics seeking true spiritual enlightenment may be considered priests of Brahman, so anybody wishing to worship him directly must become an ascetic. The requirements for

becoming an ascetic are discussed in the introduction to this section.

Notes About Siva

Siva is power incarnate, a fierce ascetic who repeatedly brings the world to brink of annihilation by dancing in fire. He is the negative force of the cosmos. Anything that Siva touches is utterly annihilated and can never be reconstructed, raised, or reincarnated.

Though determined to destroy all of existence (all of Brahman) Siva does not consider himself evil. He is merely attempting to return everything to unity with the cosmic spirit. He is an impersonal god who seldom answers prayers.

Priests of Siva are noted for their monthly fire dance. After scouring the countryside in search of sacrifices (which includes everything from furniture to living beings), the priests spend several hours dancing in huge bon-fire. They end the ceremony throwing everything they collected into the fire.

I couldn't find anything about an encounter (Brahman x Siva) but since Brahman is everything (including Siva) maybe this encounter never happens and Brahman avatar has one burned face to include Siva as a part of Him. Another possibility is to show the part of Brahman that Siva were able to destroy (until now).

Optional Rule: Dharma, Karma, and Reincarnation⁴

Indian society is founded upon the concepts of dharma, karma, and reincarnation. If you wish to incorporate these concepts into your campaign, you may want to use the following optional rules.

A PC's dharma is a combination of character class and alignment. In order to follow his

dharma, a character must behave according to the alignment guidelines given in the Player's Handbook™. These tenets must be followed strictly, or the character will suffer a karma penalty (see below). For example, a Lawful Good character who participated in the theft of a magic sword would be violating his dharma, for he would be breaching his duty to respect the laws of the land.

In addition to alignment, each class carries with it certain dharmic duties. The duties for the standard AD&D character classes are summarized below but if your campaign incorporates non-standard or highly specialized character types, you may have to define your own dharmic duties:

Fighter: Fighters must always be brave, never allowing fear to dictate their actions. They must never hide from danger or flee while a friend or ally fights on.

Ranger: The requirements for Rangers are the same as they are for Fighters, but rangers must also show reverence to nature, never killing an animal or plant without reason.

Paladin: The dharma of a paladin is also much the same as that of a fighter, but the paladin must never tolerate evil. Further, the paladin must always help the weak or poor and be quick to give alms to beggars.

Wizard: Wizards must never pass up an obvious opportunity to learn about the forces that shape the world or the magic with which it is infused.

Specialist: Although basically the same as if is for wizards, the specialist gains an additional duty of the DMs devising that is related to his or her field of study.

Priest: The priest must devote himself to the worship of his god and must never allow an insult to his faith to go unavenged. He must try to recruit followers for his god whenever possible. Secular religions might place additional demands on these characters.

⁴ Revised version of the rules found on Legend & Lore™ p. 125-126.



Druid: The druid character must act in a way that is always complimentary to the natural world around him. He must never harm or destroy plants or animals without good reason.

Rogue Rogue characters must attempt to accrue wealth (usually for his own benefit, but occasionally for a cause or to help another). They can never leave a potential victim or inviting fortune untouched.

Thief Thieves have the same dharma as rogues but must rely on cunning, stealth, trickery or something other than brute force to accomplish their goals whenever possible.

Bard A bard must serve to entertain and enlighten. He must pursue knowledge in the form of tales and songs, not in the rigid manner of a wizard. He must pass up no chance to tell others of the wonders he has seen and the tales he has heard.

If a situation occurs which pits the dharma requirements of a character's alignment against those of his class, violating the requirements of either is still a breach of his dharma and results in the karma penalties outlined below. If a multi- or dual-class character has conflicting dharma requirements, the same rule applies.

Each time a character goes up a level, he receives a point of karma. In addition, a character who does a truly outstanding job of roleplaying his character according to the dharma requirements, such as finding a clever way to meet the conflicting demands of alignment and class dharma, may receive an additional point of karma (never more than one per session). If a character significantly violates his dharma (such as a lawful good character engaging in theft), he loses a point of karma (there is no limit to the number of points that may be lost in this way).

When a reincarnation spell is used, the player does not roll up a new character. Instead, he consults the row matching his number of karma points on the reincarnation table below, then rolls 2 d6 to see what he comes back as (ascetics modify their roll by +2)

Sometimes after a character death he/she should reincarnate naturally, but with no memories of the previous life and in any place (can be very far from the start. In any plane, or any world). This way the character will restart as a baby, of course.

Reincarnation Table

Karma points	2d6 roll				
	2	3-5	6-8	9-11	12
0	slug	table 1	table 2	table 3	table 4
3-5	table 1	table 2	table 3	table 4	human
6-10	table 2	table 3	table 4	human	human(1)
11-15	table 3	table 4	human	human(1)	human(2)
16-20	table 4	human	human(1)	human(2)	human(3)
20 +	human	human(1)	human(2)	human(3)	nirvana

Slug: The character is removed from play and the player must roll up a new one.

Tables The character's new reincarnation should be rolled in the tables below. If the

character is reincarnated as a monster of the type listed. See rules for creating new PC races in the *Dungeon Master's Guide*™. The Intelligence, Wisdom, and Charisma of the old character are transferred to new one (making

any necessary adjustments for race) and all other scores are rerolled. Additionally, the DM may choose to give physical disabilities to characters with bad karma, creativity is encouraged.

	Table 1	Table 2
00-05	Dog *	Lizard Man
06-19	Kobold	Orc
20-27	Troll	Centaur
28-39	Goblin	Bugbear
40-47	Yuan-ti	Ogre Mage
48-59	Hobgoblin	Hobgoblin
60-68	Lizard Man	Gnoll
69-78	Bugbear	Ogre
79-95	Orc	Half-Orc
96-00	DM Choice	DM Choice

* or any animal in the same level of intelligence.

Table 3: Roll in the reincarnation spell

Table 4: Roll for any player character race

Human The player transfers his old character's Intelligence, Wisdom, and Charisma to his new character. All other attributes scores are rerolled. Character begins at level one in the same class(es) as the previous character. In any "Human" option the DM may allow the player to choose between any player character race.

Human(1) The player transfers his old Intelligence, Wisdom, and Charisma to the new character and rerolls all other attributes. The new character retains the old one's class(es), but begins at 1d4 levels lower than the previous character.

Human(2) The player transfers all old ability scores to the new character, and begins one level lower in the previous character's class(es).

Human(3): The player may add 1d4 points to any single ability score of his old character (to maximum 18), and then transfer all of the old character's scores to new character. The new character begins at the same level as the old one and retains the previous character's class(es).

Nirvana: The character achieves unity with the Brahman and is retired from play. A completely new character is generated to replace the old one, but the new character receives +1 modifier on all of its abilities scores.

When a reincarnation spell is used the new body will appear having only vague memories of his previous life. All karma points from the previous character are lost, and the new character starts over at 0 karma. In any case, if a raise dead or similar spell is used on the previous character's body, both the reincarnation and the old character die and are removed from play.

NPC Ascetic Example

AD&D 2nd Edition

Homeworld Any (Including Dark Sun. Brahman is not a "normal god". It is a concept)

Rafiki "The Ascetic"

16 level Ascetic (Priest/Psionicist)

Alignment: Neutral Good

Str: 3 Int: 17 Con: 19

Dex: 3 Wis: 20 Cha: 17

Weight: 48 kg Height: 1.68m

Age: 48 Eyes: Black Hair: None (Black)

Description: Very thin and no hair. Skin like bronze dressed with a white tunic.

Wizard Spells: 5/5/5/5/3/2/1 (+ bonus for high wisdom: 2/2/1/1)

Psionics: 5 Discipline, 9 Sciences, 24 Devotions, All Defense modes

Granted Powers Turn Undead, Heal (Self only - 1/day), Ignore Death

Saving Throws: PP&DM: 4 RS&W: 8 P&P: 7 BW: 10 Spell: 9

Proficiencies: Hardness Subconscious, Hypnosis, Geography, Healing, Endurance, Rejuvenation, Meditative Focus, Herbalism, Mind Over Matter, Religion, Spellcraft, Ancient History, Languages (Elf, Dwarf, Halfling) Read/Writing (Common, Elf), Somatic Concealment, Psionic Detection.

Equipment An empowered wood staff (probably with a magic staff spell cast on it and/or a semipermanent spell).

He is normally caring one (and only one) empowered staff. This staff can be any of those kinds listed below. He makes his own staff and sometimes he gives it to any noble creature of Brahman he meets who proves to be of wisdom and good will. Later, he will make another staff to himself. Any staff will have traces of his own personality, this mean, pacifist, good, will like to help and heal every creature.

Rafiki's Staff of Healing

Alignment: NG PSPs: 40

Receptacle: 256 PSPs

Intelligence: 14 Ego: 10

Discipline: Psychometabolism

Sciences: Metamorphosis*, Regenerate

Devotions: Cell Adjustment, Mind Over Body

Semipermanency: Detect Disease

* this staff can transform itself in any tool.

Rafiki's Staff Against Undead

Alignment: NG PSPs: 36

Receptacle: 256 PSPs*

Intelligence: 15 Ego: 9

Discipline: Metapsionic

Sciences: Psychic Surgery

Devotions: Wrath, Receptacle*, Sais Field

Semipermanency: Protection from Evil, Detect Evil, Detect Undead

* this staff can fill its own receptacle.

Rafiki's Utility Staff

Alignment: NG PSPs: 28

Receptacle: 256 PSPs

Intelligence: 15 Ego: 7

Discipline: Psychokinesis

Sciences: Telekinesis

Devotions: Inertial Barrier, Levitation

Semipermanency: Detect Magic

Rafiki's Staff of Travel

Alignment: NG PSPs: 44

Receptacle: 256 PSPs

Intelligence: 16 Ego: 11

Discipline: Psychoportive

Sciences: Teleport

Devotions: Time/Space Anchor, Astral Projection, Ethereal Traveler, Dimension Door.

Semipermanency: Tongues

Rafiki's Staff Against Evil Psionics

Alignment: NG PSPs: 80

Receptacle: 256 PSPs

Intelligence: 16 Ego: 20

Discipline: Telepathic

Sciences: Psionic Blast, Tower of Iron Will

Devotions: Contact, Illusion, Ego Whip, Mind Blank,

Mental Barrier, Thought Shield, Intellect Fortress

Semipermanency: Detect Psionics, Detect Evil

Psionics

218 PSPs

Disciplines: Psychometabolism, Psychoportive, Metapsionic, Telepathy, Psychokinesis.

Sciences Telekinesis, Energy Containment, Metamorphosis, Regeneration, Teleport, Empowerment, Personality, Psychic Surgery, Psionic Blast

Devotions:

Psychometabolic (10): Cell Adjustment, Lend Health, Enhanced Strength, Mind Over Body, Photosynthesis, Biofeedback, Heightened Senses, Body Equilibrium, Chemical Simulation, Ectoplasmic Form

Psychokinetic(2): Inertial Barrier, Levitation.

Metapsionic(3) Receptacle, Wrench, Stasis Field.

Psychoportive(6): Time/Space Anchor, Astral Projection, Ethereal Traveler, Teleport Lock, Dimension Door, Teleport Trigger.

Telepathy(3) Illusion, Ego Whip, Contact

Preferred Spells⁵:

Of course, he will memorize attack spells when necessary but he will always spent, at least, one slot in divination (“Any time is time to improve my knowledge about the Brahman”), and he will not like to use killing spells. I include spells from all levels, thus, you can change the character to fit your campaign.

Cantrips: Compass, Shoo, Polish, Shine, Sort, Tie, Warm, Clean, Count, Protection from Sun, Umbrella

- 1) Amour, Enlarge/Reduce, Detect Magic, Detect Undead, Sleep, Shield, Chromatic Orb, Identify, Corpselight, Comprehend Languages, Copy, Protection from Evil, Gaze Reflection, Mount, Light
- 2) Wish, Forget, Continual Light, Strength, Cloak from undead, Detect Evil, Death Reall, Detect Invisibility, Detect Life,

Hypnotic Pattern, Detect Psionic, Invisibility, Know alignment

- 3) Clairvoyance, Wizard Sight, Alimir's fundamental breakdown, Dispel Magic, Hold Undead, Hold Person, Ward Against Undead, Spirit Armour, Protection from Evil, 10' Radius, Wraithform, Tongues, Suggestion
- 4) Magic mirror, Locate creature, Detect scrying, Nystul's Lightburst, Nystul's Radian Arch, Stoneskin, Fire Aura, Remove Curse, Minor Spell Turning, Otiluke's Dispelling Screen
- 5) Contact other plane, False vision, Hold Monster, Magic Staff, Lower Resistance, Dismissal, Feeblemind, Advanced Illusion, Invulnerability to Normal Weapons, Wall of Force
- 6) Reincarnation, True Seeing, Legend Lore, Improvise, Anti-Magic Shell, Contingency (Stoneskin or Minor Globe), Globe of Invulnerability, Modrakain's Lucubration, Revelation, Invulnerability to Magical Weapons
- 7) Ray of Pain, Truth, Smpiemancy, Prismatic Spray, Spell Turning, Banishment, Power Word: Stun, Sands of Time
- 8) Screen, Sunburst, Serten's Spell Immunity, Symbol, Wildzone
- 9) Ward of Foresight, Modrakain's Disjunction, Spellstrike Chain Contingency (Anti-Magic Shell or Spell Turning, Invul. Magical Weapons)
- 10) Prolific Forestation

Background & Personality:

Rafki became a traveler to search for knowledge and spiritual enlightenment. Then he travels a lot trying to learn and achieve spiritual enlightenment and maybe, in the future, to reach unity with Brahman. Today, he knows lots of strange and different places and races. He can be a great source of information and will try to help any good creature.

⁵ Books: PHB, ToM, Dragons kings, Forgotten Realms, Greyhawk...

He will appear very poor (only an old man without hair and with a poor tunic and a wood staff) but he is very intelligent and have a amazing wisdom.

He will not eat meat or any fine food. He won't drink alcohol or even soft drinks. He will forbid himself any worldly pleasures. ("to faster achieve unity with the Brahman, it is necessary to release worldly desires.") Please, do not make him a irritating fanatic vegetarian. Of course, he may eat meat if he is in a place (or time) when vegetarians do not exists. He will not offend his hosts refusing everything. He may eat anything but will always prefer very simple food. Fruits, vegetables, water (at natural temperatures, not cold), milk, are good examples. He will always eat only a few and he may pass some days without anything (fasting).

He will be celibate and chaste. He will prefer to sleep in the floor (stone or wood) and will spent all his spare time in meditation, at least, 4 hours per day (but often much more). Sometimes, he will pass days or mouths in meditation (DMs should read the meditation section in The Will and the Way accessory).

Rafiki will always talk with a calm and slow voice. He will always think before he acts and when he acts he will show his wisdom. He will respect people faith ("All Gods are manifestations of the Brahman, different aspects of the same thing"). He will try to explain his philosophy and make people understand the nature of the Brahman, but will not offend anybody and will not force anyone. ("Bahman is the end of all paths, some creatures choose different paths but sooner or later they will reach Him")

Rafiki talking about his philosophy:

"To reach the unity with the Brahman..."

"You must know the world."

"You must know how the world functions, how the natural powers flows."

"So, go!..., go in The Way of the Knowledge.

Try to understand the world..."

"And this wouldn't be enough."

"You must know yourself and increase your Will."

"To increase your Will you must go on the Way, The Way of the Unseen."

"Every creature has the Will but only a few can follow the Way"

"To reach the unity with Brahman you must walk in both ways..."

"You must walk in The Way of The Middle"

Role playing notes:

Rafiki is an extremist pacifist and will do everything to avoid or prevent a fight. He must always avoid killing. He will only kill someone (and only in defense of others) if he consider this one a distortion or an offense to the nature of the Brahman (e.g.: a very evil and powerful Deity or a Undead or some Nazi-like genocide).

Rafiki strongly believes in reincarnation, thus, he have no afraid of death. He will willing risk his own life to help others or to preserve nature.

Rafiki will help any creature in danger and will respect everything, 'cause "Everything is part of Brahman", as he will always repeats. He should appear on an adventure as a knowledge source or as a help in a very good cause. He will always try to defend the nature or to help any good cause.

He may ask a PC to help him in a search for knowledge or to help the poor. He may give his empowered staff to any character who helps him in a good cause, but he will not like if the character asks for payment to help the poor. In this case he may offer his staff but the staff will do nothing for this character and will probably be given without charges (0 PSPs or in the end of Semipermanency) - remember, he is **neutral** good, not **lawful** good, so justice and goodness are above law.

The only thing that can be considered an enemy to him is the undead. An undead state is considered a great curse, so he must help that poor soul (the undead).

Rafiki talking about an undead:

“We must help this poor creature. Free his poor soul.”

“Give him the freedom to a new Reincarnation.”

“Poor vampire...”

Rafiki’s frequently used expressions:

“Everything is part of Brahman”

“Give peace a chance”

“Calm down, violence generates violence”

“He is an” (*anything*) “but he is part of Brahman too”

“Poor soul... We must pray now”

“Brahman bless us” (or you, or him,...)

“Ooh! Poor creature! Poor Soul! Trapped in this state... as an undead”

Rafiki, when referring to a very evil person or act:

“This thing is a degenerated creature of Brahman”

“This is a distortion to the nature of Brahman”

Rafiki, when he is forced to kill a very evil guy or to destroy an undead:

“Go! corrupted creature of Brahman. Go! and restart again, maybe you will be better when you come back, in your next reincarnation”



The Hand's Assassin



I was in doubt about this name “The Hand” since I’m familiar with the Portuguese version “Tentáculo” which means tentacle (and it sounds better to me). I put the original name in title only to avoid any confusion. From this point forward I will use **Tentacle**. However, the characters (Elektra, Psylocke) are better references.

References: Assassins from The Hand, an organization created in Marvel comics.

Bibliography: Elektra - A Assassin⁶, Elektra lives¹, Daredevil¹, X-Men¹ 30-32 (Psylocke¹)

Warning: This kit does not contain anti-munchkin rules, thus, use it carefully, read the comics and try to create a similar character. This kit is better as a NPC kit.

Tentacle Assassin

Alignment: Lawful Evil, Neutral Evil (Chaotic Good - Renegade)

Ability Requirements: Strength 10, Dexterity 13, Intelligence 13, Wisdom 13

Prime Requisites: Dexterity, Intelligence, Wisdom

Races Allowed: Human

Tentacle is an organization of rental assassins commanded by the powerful Mandarin. Mandarin is the mysterious ruler of this powerful organization and his powers are not totally known. Nobody knows the personal motivations of Mandarin but his organization is famous for its efficiency, efficacy and honor to those who can afford it. Every agent obeys a strictly code of honor (like the Ninjas) and they can never leave the organization alive. When an agent reaches high levels (20 or more), the organization normally offers a management job. From this point forward she can deliver missions to her subordinates, assuming responsibilities for any fails.

If an agent doesn’t fulfill a mission or tries to abandon the organization, she is marked as “renegade” and will be hunted to death. Once killed, her body comes back to the organization to be an example or to be resurrected as a mindless zombie with full abilities but without ambitions or desires [Elektra lives].

An agent can become a rebel thanks to an alignment change, thus, it is possible to find a chaotic good agent but she probably won’t live to come upon anyone. There are some rumors of a high level rebel (called Elektra) who was able to survive all assassination attempts, but, it is just rumors.

⁶ © Marvel Entertainment Group, Inc.



All agents are reasonably independent and are free to perform individual tasks. However, when a mission is ordered it must be executed. Failure means death. Good performance in a mission is, sometimes, rewarded (with a magic weapon or any kind of treasure) depending on mission's danger and efficacy on results.

The Mandarin has a permanent contact (made with psionic surgery) with all agents and he can use it to locate or punish an agent, or give info about important missions. Some of the area managers from the Hand are able to use this method of contact to deliver missions to an agent.

The honor of the Tentacle is well known everywhere. Lucky is anyone the Tentacle considers "honored", this means, Mandarin himself considers this particular individual (friend or foe) an equal. This lucky individual will never be molested by an agent and can only be challenged with the complete ceremony and in adequate conditions (no special advantages). This grants, at least, a fair fight in the organization point of view, of course.

Every agent must look for a local area base from time to time for physical and mental training. All bases are secret and only the agents know how to find one. There are one (and only one) local area base in every big city or capital.

Agents always learn martial arts and how to use oriental-like weapons (listed hereinafter). They must build or acquire their weapons on local area bases. They can spend proficiency slots without additional charges, as fighters, psionicists or rogues.

Below you will find a table resuming all assassins' abilities and the progression as a thief. In parvè T H A C O, attacks/round (1W#AT) Two-weapon fight attacks/round (2W#AT) with sai, dagger or short swords, natural armor class, bonus psionic powers and abilities, normal backstab, experience and hit dice. Agents gain martial arts proficiency free.,

Agents can specialize (earning the bonus listed below) in one weapon (normally katana) or in one style of two-weapon fight (sai, dagger or short sword) spending two weapon proficiency slots for each specialization. Agents start 2 years older than normal due to the extended martial training time.

Agents must respect three restrictions: 1) They can never use any kind of armor, or they will not gain any bonus and become unable to use any special abilities. 2) The organization is more important than their lives, they must fulfill all organization's desires (no choice, no negotiation, honor is everything) 3) Agents cannot attract attention to themselves, thus, they cannot retain or exhibit wealth and they can only have very few followers (1-3). Tentacle agents are very powerful, thus, the few restriction should be strongly used and role-played very well.



Progression Tables

Thief Class up to 30th level / Psionicist up to 30th level

Thief Class Progression Table

Level	Experience	HD (d6)	THAC0	1W#AT	2W#AT	AC	Bkst.
1	0	1	20	1	-	10	x2
2	1,250	2	19	1	-	9	x2
3	2,500	3	19	1	2 (-2)	8	x2
4	5,000	4	18	1	2 (-2)	8	x2
5	10,000	5	18	1	2 (-2)	7	x3
6	20,500	6	17	1	2 (-1)	7	x3
7	40,000	7	16	3/2	2 (-1)	7	x3
8	70,000	8	16	3/2	2 (-1)	6	x3
9	110,500	9	15	3/2	2	6	x4
10	160,000	10	15	3/2	2	6	x4
11	220,000	10+2	14	3/2	2	5	x4
12	440,000	10+4	13	3/2	2	5	x4
13	660,000	10+6	13	3/2	2	5	x5
14	880,000	10+8	12	3/2	2	4	x5
15	1,100,000	10+10	11	3/2	2	4	x5
16	1,320,000	10+12	11	2	2	3	x5
17	1,540,000	10+14	10	2	2	3	x5
18	1,760,000	10+16	10	2	2	2	x5
19	1,980,000	10+18	9	2	3	2	x5
20	2,200,000	10+20	9	2	3	1	x5*
21	2,500,000	10+22	9	2	3	1	x5*
22	2,800,000	10+24	9	2	3	0	x5*
23	3,150,000	10+26	8	2	3	0	x5*
24	3,500,000	10+28	8	2	3	-1	x5*
25	3,900,000	10+30	8	2	3	-1	x5**
26	4,300,000	10+32	8	2	3	-2	x5**
27	4,750,000	10+34	7	5/2	3	-2	x5**
28	5,200,000	10+36	7	5/2	3	-3	x5**
29	5,700,000	10+38	7	5/2	3	-3	x5**
30	6,200,000	10+40	6	5/2	3	-4	x5***

* Save vs. Death of Die

** Save vs. Death at -2 or Die

*** Save vs. Death at -4 or Die



Special Abilities

Level Bonus Psi. Powers & Abilities

1	All Round Vision
2	
3	Two Identical Weapons (hit-2)
4	
5	Danger Sense
6	
7	Switch Personality
8	
9	Two Identical Weapons
10	
11	
12	Astral Projection
13	
14	
15	
16	Can use Wizard Scrolls and Items
17	
18	
19	
20	The Hand's Empower Ceremony
21	
22	Advanced Domination
23	
24	Incite Berserker Rage
25	
26	Raise Dead (Ceremony)
27	
28	Mental Magic Resistance
29	
30	Mandarin Level

Saving Throws

Level	Paralyzation, Poison, or Death Magic	Rod, Staff, or Wand	Petrification, or Polymorph	Breath Weapon	Spell
1-4	13	14	10	16	15
5-8	12	12	9	15	13
9-12	11	10	8	13	11
13-16	10	8	7	12	9
17-20	9	6	6	11	7
21+	8	4	5	9	5

They receive all thieving skills as a normal thief.

Bonus sionic powers are learned automatically regardless of access to the respective discipline. If the agent already knows the power the power score is increased by 2.

Order of Disciplines

Thought Agent: T l æ p a c
C i k e æ n t t i
M e p t o n a c , i
P s y h o m æ b t æ , l i
P s y h o k i c n e t
Psychoportive.

Executioner: T l æ p a c
Ps y o maebt æ, l i
Me pt onic, i
Ps ly o k i c n e t
C i k e a n e n t i
Psychoportive.

None Complete Psionics Handbook
(DM) Dragon Magazine #204
(DK) Dragons Kings
(WW) The Will and The Way

Recommended Sciences: Bonding (DM), Domination, Hallucination (WW), Mass Domitniao n , i M id d l k , i M d p w M i n d f a e W W ,) P o b e , u S p e n r Invisbly, Switch Personality, Ejection, Tower of Iron Will

Clairsentient:

Recommended Devotions: Danger Sense, All-Round Vision, See Sound, Combat Mind, Feel Light, Hear Light, See Ethereal (WW), Sensitive to Observation (WW), Watcher's Ward (WW)

Recommended Sciences: Death Field, Complete Healing, Energy Containment, Life Draining, Shadow-form.

Metapsionic:

Recommended Sciences: Psychic Surgery,
Astral Projection, Split Personality,
Empower.

Recommended Devotions: Cannibalize,
Cognitive Trance (WW), Iron Will (WW),
Fighting Trance, Magnify, Psionic Sense,
Splice, Psychic Blade (WW).

Psychokinesis:

Recommended Sciences: Telekinesis,
Mental Projection, Project Force,
Telekinetic Flight (WW)

Recommended Devotions: Ballistic Attack,
Control Body, Deflect (WW), Inertial
Barrier, Levitation, Molecular Manipulation,
Static Discharge (WW).

Psychoportive:

Recommended Sciences: Probability Travel

Recommended Devotions: Astral Projection,
Dimensional Blade (WW), Time Shift,
Shadow Walk (WW)

Related Information

Various Oriental weapons can be found in
PHBR1 (The Complete Fighter's Handbook) on
page 118, PHBR4 (The Complete Wizard's
Handbook) page 48, and PHBR10 (The
Complete Book of Humanoids) page 114.
Reproducing all of these here is possible, but
will not be done for copyright reasons. If you
need them, asking on the net should get them,
and has less chance of attracting the attention
of sharks.

In addition, the spell that is mentioned that is in
the Dragon Kings accessory will not be
included, as it also a copyright violation.
Anyways, it is a good accessory, especially
considering how badly done the rest of the
game world is.



Cerebral Knight

The cerebral knights are a class of characters, who train in both psionics and the art of warfare. They believe that in order to become master warrior (or knight) it is just as important train and discipline the mind as it is to exercise and develop the body. In fact, the two must go hand in hand, because the body and mind are one, and must thus be trained together.

Anyone who is eligible to become a psionist, and has a strength and constitution of at least 13, may become a cerebral knight. Thus the ability requirements are: STR 13, CON 13, INT 12, WIS 15. A cerebral knight may NOT be multi-classed, and must be lawful in alignment (there is in fact a very strict ethos, which must be followed at all times, see below).

Cerebral knights advance as shown on the table below. They get d8's for hit dice and are allowed the fighter constitution bonus as well as percentile strength. They may become proficient with any weapon, and are allowed to specialize in a single one. They use the fighter combat values and get multiple attacks just as fighters do. They may use any magical item allowed to either fighters or psionists, but may never own more than 10 such items. In addition, they have the same armor restrictions as psionists do (or suffer the same consequences if the optional rules about heavy armor are used).

Cerebral knights do not gain access to the metapsionic discipline, but are free to choose any of the others. Unlike psionists, they do not gain defense modes automatically, but have to learn them (defense modes can always be learned, even if the cerebral knight does not have access to the telepathic discipline). In order to learn a psionic power, the psionist must spend psionic power slots. It costs 1 slot

Level	Experience Points	Hit Dice (d8's)	Psionic Disciplines	Power Slots
1	0	1	1	4
2	3,000	2	1	6
3	6,000	3	1	8
4	12,000	4	2	10
5	25,000	5	2	12
6	50,000	6	2	13
7	100,000	7	2	14
8	200,000	8	2	15
9	400,000	9	3	16
10	700,000	10	3	17
11	1,000,000	10+2	3	18
12	1,300,000	10+4	3	19
13	1,600,000	10+6	3	20
14	1,900,000	10+8	4	21
15	2,200,000	10+10	4	22
16	2,500,000	10+12	4	23
17	2,800,000	10+14	4	24
18	3,100,000	10+16	4	25
19	3,400,000	10+18	5	26
20	3,700,000	10+20	5	27

to learn a devotion, and two slots to learn a science (it is permitted to save psionic power slots and spend them in the future). The cerebral knight starts out with 10 PSP's and at every level (including first) rolls a d10 to see how many additional PSP's are gained. They do get extra PSP's for high wisdom scores just as psionists do. This is summarized below

WIS Score	Bonus PSP's
15	0
16	+1
17	+2
18	+3
19	+4
20	+5
21	+6
22	+7
23	+8
24	+9
25	+10



A cerebral knight starts out with 4 weapon and 4 non weapon proficiencies. New proficiencies are gained every 3 levels. There is a -3 penalty for using a weapon without being proficient in it. Non-weapon proficiency

Level	Paralyzation, Poison, or Death Magic	Rod, staff, or Wand	Petrification or Polymorph	Breath Weapon	Spell
1-2	14	16	13	17	15
3-4	13	15	12	16	14
5-6	12	14	11	15	13
7-8	10	12	10	13	12
9-10	9	11	8	12	10
11-12	8	10	7	11	9
13-14	6	9	6	9	8
15-16	5	8	5	8	7
17-18	4	6	3	7	6
19-20	3	5	2	5	5
21+	2	4	2	4	4

Cerebral Knights belong to a very strict and disciplined order. Loyalty to the order, and strict adherence to the code of conduct is of paramount importance. The code of conduct is summarized below:

- 1) The Knight owes absolute loyalty to the order and shall always follow its commands to the best of his/her ability.
- 2) The Knight shall obey the commands of higher order knights. Higher order knights shall not abuse this for personal gain.
- 3) The Knight shall always treat other Knights with respect and courtesy. Fighting between knight (other than for practice or demonstration) must be avoided at all cost.
- 4) The Knight shall never abuse his/her abilities and training, as this reflects badly upon the order as a whole.
- 5) The Knight shall be diligent in his/her training, and shall not look for training outside the order, nor shall he/she offer to train others (except as authorized by the order).

slots may be spent on general, warrior or psionics proficiencies.

Cerebral knights use the following saving throw table:

Besides those powers already mentioned, the cerebral knight gains the following as he/she advances in level.

- 4th Level (Initiate)
- +1 to initiative
 - is surprised only on a 1 or 2 (d10)

- 8th Level (Knight)
- +1 to initiative
 - +1 to save vs mind affecting spells
 - is only surprised on a 1
 - immune to 1st level illusions

- 12th Level (Master)
- +1 to initiative
 - +2 to save vs mind affecting spells
 - immune to 2nd level illusions
 - +1 to hit and damage
 - is never surprised
 - may open his/her own school and train cerebral knights

18th Level (Grand Master)

- +2 to initiative
- immune to mind affecting spells
- +2 to hit and damage
- immune to all diseases

All bonuses are cumulative

The Great Master is the overall head of the order of cerebral knights. This office is always conferred for life onto the 'most worthy candidate' by a general assembly of all masters. This 'most worthy candidate' is not necessarily the highest level cerebral knight in the world, in fact any master may occupy this position, but the Great Master has some authority over (and responsibility to) all other cerebral knights (even those of higher level).

Jedi

Jedi Class Description

Alignment: Any Lawful
Ability Requirements: Strength 2, Constitution 12, Wisdom 14, Charisma 13 (only for the good side)
Prime Requisites: Strength, Wisdom, Charisma (good side)
Races Allowed: Any
Patron Deity: The Force (It is not a deity, It is the natural Force)

Warning: This it does not contain anti-munchkin rules, thus, use it carefully, watch the movie and try to create a similar character.

I will not explain what is a Jedi since, I suppose, if you are reading this you had seen the Star Wars Trilogy. However, for game purposes a Jedi is a lawful fighter that use his own Will and his mental power to increase his abilities. A mighty warrior who follow the Way of the Unseen, who can reach his Will and use The Force.

There are two kinds of Jedi, two sides of the Force: good and evil. It is possible to be a Lawful Neutral Jedi but he must choose one side and his alignment certainly, gradually be twisted towards good or evil.

Change sides is possible, but it means change alignment. The most common change is good to evil, from the hard way to the easy way, from the right side to the dark side.

Evil to good changes are possible but very rare and the evil Jedi will need help from a good Jedi that cares for him. The Evil Jedi,

probably, will die after the change. They destroy your own bodies and can't live without the dark force.

A Jedi is a psychokineticist, this mean, his primary discipline is psychokinesis. A Jedi must learn Telekinesis as his first science, and must follow the Jedi order when trailing the Way. As a psionist a Jedi cannot wear armor or he will suffer the penalties described in the complete psionics handbook.

Order of Disciplines: Psychokinetic, Telepathic Clairvoyant, Metapsionic, Psychometabolic, Psychoportive.

Every Jedi master the secrets of the Lightsaber. This secret can only be passed throw the Jedi Master to his only follower and only in the 9th level. If any Jedi betray this principle he will be punished by his master. The Lightsaber will have a weak ego at this level and may not work in other hands. All Jedis learn how to make his own weapon, but his knowledge is enough only to build that particular weapon. The Jedi must provides all the materials (metal, etc.) and the necessary equipment. He uses his mental powers in the process (something similar to empower or molecular rearrangement), so, only Jedis can reproduce this method and only Jedis can uses this kind of weapon. A Jedi can only have one weapon at a time. He can only make another if the first was destroyed.

The punishment to betray a Jedi principle is different in each side or situation. A good master may get the traitor and ease his knowledge with Psychic Surgery or Mindwipe. In this case the traitor will forget everything about Jedis and all levels and powers will be lost. He wouldn't remember that he had been a Jedi. In dark side betray means certain death (or maybe worst).



A dead Jedi (12th level or higher) may appear to an young disciple or follower to teach him or give some guidance.

A Jedi can try to master the High Science of Psychokinesis (Megakinesis) after the 20th level. (See: The Will and The Way)

A Jedi from the dark side go up on levels more quickly (+50% in XP) but he loses a point in comeliness (or charisma) per level. Loyalty is measured by the fear he can make on his followers and henchmen (Jedi level in the charisma table). The evil Jedi sacrifice his physical appearance to go up in levels.

All Evil Jedi are direct or indirect followers of the Emperor. The Emperor is the master of all evil Jedis and the ruler of his own country (planet, city-state, solar system, galaxy or anything the DM wishes). He is a very evil,

ugly, cruel and powerful Jedi (20th level fighter 30th level psionicist and maybe something more that nobody knows).

The Emperor apparently do not grow older (Who is able to know? With that ugly face aging seems nothing). Some legends told that he has more than 800 years. One thing is certainly his always was the Emperor and nobody remember when another. He is known as the Emperor and nobody knows his real name ("if that ugly, repulsive, hideous, revolting, #\$\$@@ had a name it will not make any difference").

Jedi Progression Table

Fighter up to 20th level / Psionicist up to 30th level

Jedi Fighter Class & Powers Progression Table

Level	Experience	HD(d8)	THAC0	Init.	Damage	AC	W. Eq.	#AT
1	0	1	20	-	-	-	-	1
2	2,000	2	19	-	-	-	-	1
3	4,000	3	18	-	-	-	-	1
4	8,000	4	17	-	+1	-	-	1
5	16,000	5	16	-	+1	-1	+1	1
6	32,000	6	15	-	+1	-1	+1	3/2
7	64,000	7	14	+1	+1	-1	+1	3/2
8	125,000	8	13	+1	+1	-1	+1	3/2
9	250,500	9	12	+1	+2	-2	+2	3/2
10	500,000	9+2	11	+1	+2	-2	+2	3/2
11	750,000	9+5	10	+1	+2	-2	+2	3/2
12	1,000,000	9+7	9	+1	+2	-2	+2	2
13	1,250,000	9+10	8	+1	+2	-2	+3	2
14	1,500,000	9+12	7	+2	+2	-2	+3	2
15	1,750,000	9+15	6	+2	+3	-3	+3	2
16	2,000,000	9+17	5	+2	+3	-3	+3	2
17	2,250,000	9+20	4	+2	+3	-3	+4	2
18	2,500,000	9+22	3	+2	+3	-3	+4	2
19	2,750,000	9+25	2	+2	+3	-3	+4	2
20	3,000,000	9+30	1	+3	+4	-4	+4	5/2

The psionist progression is the same as the normal psionist. Forget psionist hit points, this table include everything, except XP.

Init.: Initiative bonus

Damage: Damage bonus

AC: Armor Class bonus

W.Eq.: is the Weapon Equivalence of the lightsaber use it when deciding what kind of creatures it can hit. (e.g. at 9 level the lightsaber is able to hit any creature damaged only by +2 or better weapon to hit.)

#AT: Number of attacks per round

The Lightsaber (Jedi's Weapon Powers Progression)

Level

- 1) The weapon is equivalent to a bastard sword, The Jedi knight must use it two handed to get full bonus, half bonus (rounded down) if used one handed. No bonus with any other weapon (This include All of them AC, Damage, Initiative, ...).
- 5) The weapon radiate a dim light and always appears to be clean and shining.
- 9) At this level the Jedi gains access to all secrets about the construction of the Lightsaber. After one week of training he can construct his first true Lightsaber. The weapon will radiate an intense light, can reduce it's size and it is comparable to a +2 weapon. The weapon intelligence at this level is 6, with ego equal to 2.
- 12) The weapon intelligence increase to 8 and ego to 6.
- 15) The weapon has the abilities of a Sharpness. (It is a sharpness in all game aspects) The intelligence increase to 12 with an ego equal to 10.

17) The weapon intelligence is equal to the Jedi with an ego equal to 20.

20) Fighter Level Limit. Use psionists progression throw 30th level from Dragon Kings (Dark Sun Accessory).

Jedi Saving Throws (Fighter/Psionist)

Level	PP&DM	RSW	P&P	BW	Spell
1-2	13	15	10	16	15
3-4	13	15	10	16	15
5-6	11	13	9	13	14
7-8	10	12	9	12	13
9-10	8	10	8	9	11
11-12	7	9	8	8	10
13-14	5	7	6	5	8
15-16	4	6	5	4	7
17+	3	5	4	4	6

Jedi's Recommended Psionic Powers List

Order of Disciplines: Psychokinetic, Telepathic, Clairsentient, Metapsionic, Psychometabolic, Psychoportive.

Complete Psionics Handbook = None

The Will and The Way = (WW)

Dragon Magazine #204 = (DM #204)

Dragon Kings - Hardcover = (DK)

Psychokinesis:

Recommended Sciences: Telekinesis, Project Force, Psionics (DM #204), Telekinetic Flight (WW)

Recommended Devotions: Ballistic Attack, Deflect (WW), Inertial Barrier, Magnetize (WW), Mass Manipulation (WW), Molecular Manipulation, Molecular Bonding (WW), Momentum Theft (WW), Return Flight (DK), Static Discharge (WW)

Telepathy

Recommended Sciences: Domination, Mindlink, Probe, Bonding (DM #204)

Recommended Devotions: Amnesia (WW), Attraction, Awareness, Conceal Thoughts, Contact, Daydream, Empathy, Identity Penetration, Invincible Foes, Invisibility, Life Detection, Mind Bar, Mysterious Traveler (DK), Passive Contact (WW), Psychotropic Suggestion, Psychic Messenger, Send Thoughts, Sight Link, Suppress Fear (WW), Telepathic Projection, Truthsayer

Clairsentience

Recommended Sciences: Aura Sight, Precognition, Detection (WW), Spirit Lore (WW)

Recommended Devotions: All-Round Vision, Combat Mind, Danger Sense, Feel Light, Hear Light, Know Course (WW), Know Location, Know Direction, Predestination (DK), Radial Navigation, Safe Path (WW), Sensitive to Observation (WW), Watcher's Ward (WW)

Metapsionic

Recommended Sciences: Appraise, Psychic Surgery, Split Personality,

Recommended Devotions: Cannibalize, Cognitive Trance (WW), Convergence, Fighting Trance (WW), Iron Will (WW), Martial Trance, Probability Manipulation (WW), Psionic Sense, Retrospection, Splice

Psychometabolism

Recommended Devotions: Adrenaline Control, Biofeedback Body Equilibrium, Caffeine Enhanced Strength, Graft Weapon, Heightened Senses, Mind

Over Body, Strength of the Land (DK), Suspend Animation

Psychoportation

Recommended Devotions: Astral Projection, Dimension Blade (WW), Time/Space Anchor

Forbidden Sciences (good side only)

Detonate, Create Object, Disintegrate, Annihilation, Death Field, Metamorphosis, Life Draining, Regenerate (WW), Shadow-form, Poison Simulation (WW), Mind Link (WW), Switch Personality, Teleport, Time Travel (WW), Wormhole (WW), Summon Planar Creature, Banishment, Ultrablast (WW), Psychic Cohe, Vader's Suffocate, Emperor's Lightning bolts, and, of course, all "only for evil" powers.

* The DM can forbid any science or devotion that he thinks "do not fit". (I recommend you to get most of the recommended powers).

Jedi's Empowered Items

A Jedi may try to empower his lightsaber with another interesting powers. This can make very interesting results. Here, I list some Jedi Items.

- Luke's Special Lightsaber

Alignment: LG PSPs: 44

Receptacle: 256 PSPs

Intelligence: 16 Ego: 20

Discipline: Psychokinesis

Sciences Telekinetic Flight (I can go anywhere)

Devotions: Static Discharge, (+ shock)

Return Flight, (go and back)

Inertial Barrier, (stop missiles)

Molecular Manipulation, (create the breakpoint and cut anything)

Compact (I can make me smaller)

- Yoda's Protection Robe

Alignment: LG PSPs: 52

Receptacle: 500 PSPs

Intelligence: 18 Ego: 13

Discipline: Psychokinetic

Sciences Telekinetic Barrier (Wall of Force)

Devotions: Deflect, (stop attacks)

Inertial Barrier, (stop missiles)

Molecular Bonding, (auto fixing robe)

Deflection (better AC)

Levitate Others (Master go up)

- Vader's Evil Lightsaber

Alignment: LE PSPs: 72

Receptacle: 400 PSPs

Intelligence: 17 Ego: 20

Discipline: Psychometabolic

Sciences Energy Containment, Life Draining

Devotions: Gift Weapon, Enhanced

Strength, Strength of the Land,

Adrenal Control, Aging

(Damage + Aging), Cell Adjustment.

- Emperor's Empowered Rod

Alignment: LE PSPs: 116

Receptacle: 600 PSPs

Intelligence: 18 Ego: 29 + Ruby: 200 PSPs

Discipline: Metapsionic

Sciences Appraise, Suppress Magic, Aura Alteration (I am LG)

Devotions: Receptacle*, Convergence

(I and my master against you),

Iron Will, Probability

Manipulation, Matter Trance,

Psionic Sense, Stasis Field,

Magnify, Psionic Vampirism,

Psychic Blade (I can fight too).

* this staff can fill his own receptacle.

Psionicist Specialists

Specialist	Barred Disciplines	Ability Requirements
Clairsentientist	Psychometabolism	CON 11
	Psychokinesis	INT 15 *#
		WIS 16
Psychokinet	Clairsentience	DEX 12 *
	Telepathy	CON 11
		INT 15
Psychometabolist	Clairsentience	WIS 15
	Psychopotential	STR 11 *
		CON 16
Psychopotential	Clairsentience	INT 12
	Psychopotential	WIS 15
		STR 11 *
Psychopotential	Psychometabolism	CON 15 *#
	Telepathy	INT 13
		WIS 15
Telepathist	Psychokinesis	CON 11
	Psychopotential	INT 12
		WIS 16
		CHR 14 *

* This ability modifies the Psionicist's inherent potential like INT and CON (use table 5 of PHBR5). The DM may rule, that this modifier may be used every time a character advances a new level (in addition to the modifier of the WIS-score).

Example: Clara, a Telepathist, has a WIS of 17, a CON of 16, an INT of 12, and a CHR of 16. Her inherent potential is 26 (24 points for her WIS-score, +1 for her CON-score, and +1 for her CHR-score). If she advances to a new level, the DM may rule that she gains 13 PSPs (10 base, +2 for her WIS, +1 for her CHR).

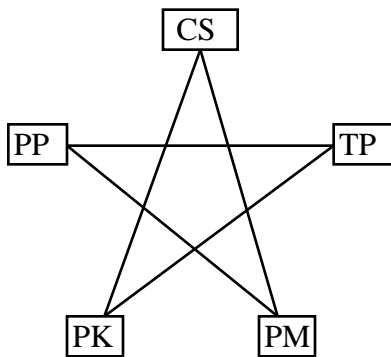
Obvious there is a disadvantage for the Clairsentientist and the Psychopotential. These Specialists add DOUBLE their modifier for INT/CON to their inherent potential. They proceed like any other Specialist when advancing to a new level.

Example Thomas, a Psychopotential, has a WIS of 17, a CON of 16, and an INT of 13. He

has an inherent potential of 26 (24 for WIS, 2* +1 for his CON, nothing for his INT). He advances one level and his DM gives him 13 additional PSPs (10 base, +2 for WIS, +1 for CON).

Opposition Disciplines

Primary Discipline <--> Barred Disciplines



CS: Clairsentience
PK: Psychokinesis
PM: Psychometabolism
PP: Psychoportation
TP: Telepathy

Metapsionics are not opposed by any other Discipline, so every Specialist may learn powers from this Discipline without restrictions (at sufficient level).

Specialists gain a +1 bonus to their Power Scores for powers of their chosen Discipline (also their Primary Discipline), but they suffer a -1 penalty for powers of each other Discipline (except MP), and they must not learn any power of their barren Disciplines.

Specialist Power Progression

Level	Total Disciplines	Total Sciences	Total Devotions	Defense Modes
1	1	1	4	1
2	1	2	6	1
3	1	2	8	2
4	1	3	10	2
5	2	3	12	3
6	2	4	13	3
7	2	5	14	4
8	2	5	16	4
9	2	6	17	5
10	3	6	18	5
11	3	7	19	5
12	3	8	20	5
13	3	8	22	5
14	3	9	23	5
15	4	9	24	5
16	4	10	25	5
17	4	11	26	5
18	4	11	28	5
19	4	12	29	5
20	4	12	30	5
21	4	14	32	5
22	4	16	35	5
23	4	19	40	5
24	4	21	45	5
25	4	23	50	5
26	4	26	55	5
27	4	28	60	5
28	4	30	65	5
29	4	33	70	5
30	4	35	80	5

Here is a short characterization of the various Specialists:

Clairsentientist:

He behaves a little like a Diviner, always curious of what is ahead or behind him (or in future and in the past). With access to Telepathy and Psychoportation, he may travel in space and time to learn and even may read the thoughts of other people. He does not care

too much for the matter itself and what You can do with it, nor for the powers within his body (no access to PK, PM) but for learning and knowledge instead.

Psychokinetic:

He behaves like a playing child, animating everything, probing the materials and changing them. He would be content to have a piece of metal changing it in form, animating it, moving the molecular structure, and just trying

what is possible to do with it. He would move the piece by will, teleporting it and studying if the structure has changed. He is not interested in the thoughts and memories of living subjects (no access to Telepathy and Clairsentience), but what he can do with them instead. He would experiment with the matter of his body like he had experimented with the piece of metal.

why to change and animate matter? Mind is ruling!

Psychometabolist:

The Psychometabolist is interested in the union between body and mind. What can You do with Yourbody, what can Yourmind change on Yourbody. He is not so curious about far away surroundings but in his environment NOW and HERE (no access to Clairsentience and Psychoportation). He is content with changing and probing his body like the Psychokinet is changing and probing his surrounding matter.

Psychoportant:

The Psychoportant isn't really there - he is everywhere, jumping in time and space. He has no use of Psychokinesis: going there and doing it himself. If You need a shovel: jump home and fetch it. He uses the Clairsentience to see where to go before going there and he uses the Psychometabolism to adapt his body to any new environment he jumped to.

Telepathist:

He lives in his mind. His main interests are his thoughts and what You can do with them (or how to get other people doing it). He is not so interested in traveling physically - just mentally. He lives in an home (his body) and often goes traveling by visiting other 'homes' - contacting other mind, seeing through other eyes, hearing through other ears. He has no use for Psychokinesis and Psychoportation. Just a thought and You get far away (in mind) and

New Psionicist Kits

Amazon

Description: The description of amazons here is the same as in PHBR1, PHBR3, and PHBR4. There are no special requirements to satisfy in terms of ability scores. The only requirement is that the character must be female.

Role: Amazon psionicists enjoy high respect in Amazon society for their strong discipline of mind and body, and the considerable power they wield. They are particularly prized as makers of psionic weapons via Empower. Their role in Amazon society and outside it is very much the same as the Amazon Sorceress described in PHBR4. One other point is that Amazon psionicists are always lawful in alignment much as the Ascetic Warrior (see Dragon #191 for a description of the Ascetic Warrior kit) because of the rigid discipline they subject themselves to.

Preferred Disciplines: An Amazon psionicist takes her first discipline from either Telepathy or Psychokinesis, or Psychometabolism because of the offensive powers in those disciplines. As a second discipline, she may choose from any of the ones listed as acceptable for a first discipline, or from Metapsionics. After that, she is free to choose as she wants.

Recommended Devotions: Control Body, Inertial Barrier, Molecular Agitation, Adrenalin Control, Biofeedback, Body Weaponry, Cell Adjustment, Displacement, Enhanced Strength, Flesh Armor, Graft Weapon, Mind Over Body, Share Strength, all telepathic attack modes, Invincible Foes, Life Detection, Mind Barrier, Martial Trance, and Combat Mind.

Recommended Sciences: Telekinesis, Detonation, Project Force, Animal Affinity,

Domination, Ejection, Mindwipe, Psionic Blast, Empower.

Barred Disciplines: None.

Secondary Skills: Required: Groom.

Weapon Proficiencies: Required: None. Recommended: Spear, Long Bow (normally psionicists cannot use long bows, but amazons are exempt from this).

Nonweapon Proficiencies: Bonus Proficiencies: Riding (Land-Based), Animal Training, Meditative Focus. Recommended: (General) Animal Handling, (Warrior) Animal Lore, Armor Bearer/Fletcher, Hunting, Running, Survival, Tracking, (Psionicist) Harness Subconscious, Rejuvenation.

Equipment: Amazon psionicists may purchase armor made of padded leather, studded leather, or hide. In addition, they may use a small shield. In weapons, they are limited to the following: short bow, hand axe, throwing axe, long bow, spear, and short sword.

Special Benefits: Amazon psionicists receive all the special benefits described for amazons in PHBR1, PHBR3, and PHBR4. In addition, similar to the benefit received in melee, an Amazon psionicist, receives a +1 bonus to her power checks in the first round of telepathic combat against any male opponent from a male-dominated society who has never encountered an amazon before, or someone like her. He will underestimate her, and be "sloppy" in his attack and defense. This only applies to the first round of combat. Thereafter, the battle proceeds in a normal fashion.

Special Hindrances: An Amazon psionicist suffers all the hindrances described in PHBR1, PHBR3, and PHBR4 for amazons of other classes.

Wealth Options: 3d4 x 10 gp

Races: Same restrictions and allowances as those made in PHBR1, PHBR3, and PHBR4.

Only humans commonly take this kit though because of the low level limits on other races.

Ambassador

Description: Ambassadors are political psionics who perform a variety of functions for a sovereign including negotiations and ~~deba~~ation with other nations. As well, ambassadors may function as political spies or even, if such a role is needed, the one calling the shots when dealing with a foreign country. The minimum requirements are Charisma and Intelligence of at least 14.

Role: Ambassadors are used mostly in communication with other empires, and as such, are not prone to adventuring. Unless the adventure has a political nature, this kit would be almost useless. Ambassadors are usually used for negotiating treaties and making ~~deba~~ations of other countries. Most ambassadors will be nobles of some sort and will usually have some sort of connections within the government. Because a psionist has access to many powers that are not detectable to magical means, they can do many things that a normal human could not. In rare instances, an ambassador may even be used to telepathically control another leader or manipulate them in treaty negotiations. This sort of action would not normally be taken because if it ever were discovered, the next thing the ambassador would most likely do is announce a declaration of war. Also, because many of the powers of a psionist are not restricted by common magical means, they can get away with things not normally done. For example, an ambassador psionist could enter a castle that is protected from entry via teleport spell. This would allow an ambassador psionist to get more unique and difficult jobs done.

Preferred Disciplines: For obvious reasons, the first discipline a psionic ambassador would take is Telepathy. However, depending on the sovereign, Psychoportive powers may be taken first. Clairsentient powers would probably also be a good second or third choice. Psychometabolic might be taken later, if more militant operations are needed, or just for simple protection. Psychokinetic and Metapsionic disciplines would most likely not be taken till much later, if at all.

Recommended Powers: The powers chosen will depend most likely on the type of ambassador created. Some good disciplines would be ESP, and Truth Ear. As well, Dimension Door and other such quick methods of traveling would be recommended. If spying missions are also in the ambassadors' profile, then some of the Clairsentient powers like Clairvoyance and Clairaudience would be invaluable. As well, Aura Sight would be useful in determining how one should act around the leader.

Barred Disciplines: None.

Secondary Skills: Required: Scribe.

Weapon Proficiencies: Required: None. Recommended: Dagger (it is small, concealable, and least likely to be confiscated)

Nonweapon Proficiencies: Bonus Proficiencies: Etiquette, Heraldry. Required: Reading/Writing. Recommended: Local History, Modern Languages, Reading Lips.

Equipment: Most of the equipment of the ambassador will be expensive clothing, perhaps gifts for a foreign leader (usually provided by the ambassador's sovereign) scrolls, ink, and other items that would be used in negotiations or treaties. Very little, if any, combat or adventure oriented gear would be needed or wanted.

Special Benefits: Ambassadors are usually given special treatment by leaders. In our modern world, a good example is diplomatic immunity, which allows an ambassador to

avoid prosecution from a crime. This, however, would most likely not be common, if in existence at all, because of the very nature of most medieval countries. Some benefits would be things like free room and board, free food, free clothing, access to such things as baths, tailors, healers and other high society luxuries. As well, ambassadors would have some influence with leaders and would be able to round up money at a moment's notice, as well as collect on favors. The extent of the benefits should be decided by the DM.

Special Hire: Because an ambassador's job is to convince and to persuade, they are often watched carefully. As well, most common folk see ambassadors as just another rich person with no interest in their welfare. As well, ambassadors are prime targets for assassinations and kidnappings.

Wealth Options: 3d4 x 100 gp

Races There are no race restrictions, as ambassadors are in almost every government.

Assassin

Description: Psionicist assassins are very subtle in their style, reflective of the options that psionics open for them. This kit is different from the assassin kit in Dragon #191 though there is significant overlap in powers and psionic powers recommended. Players are urged to examine both kits before choosing one to use. This kit enlarges upon the concept of an assassin psionic. There is a large list of recommended sciences and devotions, but it is not necessary to take all or even most of those to be a good assassin. Rather, a modus operandi should first be chosen for the assassin, then the powers that best implement that approach should be chosen. Of course, examining the powers first before choosing a modus operandi can be useful to get a feel for

the options available. For example, one type of assassin might rely heavily on Psychometabolic powers, perhaps using Metamorphosis to disguise themselves as a piece of furniture, then using something like Death Field to make the kill, or Life Draining if the victim falls asleep on the psionicist (this could happen if the psionicist is a bed for example). In one instance, a player turned himself into a bed, waited till the victim fell asleep, then quickly changed into a small guillotine, and chopped the victim's head off. Another assassin who prefers telepathy and metapsionics might use his/her psionic powers to first capture someone who has easy access to a victim, and use Psychic Surgery to attach Repugnance to the person captured in such a way that the person will attack and try to kill the intended victim on sight. Another possibility, if the assassin has an accomplice, is to capture someone who has easy access to the intended victim, switch personality with the person captured and have a henchman keep the captured person now in the psionicist's real body captive while the psionicist goes off to commit the assassination. The psionicist could use psychic impersonation to avoid detection, gain a private audience with the victim, use body weaponry to fashion his/her hand into a dagger, commit the crime, and teleport away.

Almost all psionic disciplines can be useful to an assassin, but Psychokinesis is never taken since it lacks the subtle touch, and assassins much prefer to avoid combat. There are no special ability requirements to being an assassin, however, assassins are never of good alignment, and usually are evil.

Role: The description of the roles of assassins in PHBR2 and the assassin kit in Dragon #191 pretty well covers all the relevant material.

Preferred Disciplines: Psychometabolism, Telepathy.

Recommended Devotions: danger sense, teleport trigger, dimension door, aging, body equilibrium, body weaponry, cause decay, chameleon power, double pain, ectoplasmic form, heightened senses, reduction, see sound, attraction, conceal thoughts, daydream, esp, false sensory input, inflict pain, invisibility, life detection, post-hypnotic suggestion, psychic impersonation, repugnance, sight link, sound link, any of the attack modes, splice.

Recommended sciences: clairaudience, clairvoyance, death field, illdaining, metamorphosis shadow-form, teleport, dominion, mindwipe, probe, superior invisibility, switch personality, appraise, aura alteration, psychic surgery.

Barred Disciplines: Psychokinesis.

Secondary Skills: Required: None.

Weapon Proficiencies Required: None. Recommended: Dagger.

Nonweapon Proficiencies: Bonus Proficiencies Hypnosis, Meditative Focus. Recommended: Gem Cutting, Harness Subconscious Rejuvenation, and any of the nonweapon proficiencies recommended for thief assassins in PHBR2.

Equipment: What is normally allowed for a psionicist.

Special Benefits: Assassin psionicists may take any of the proficiencies recommended/equipped for thief assassins in PHBR2 without having to use extra slots as is normal when taking proficiencies outside those groups normally accessible to a character.

Special Hindrances Assassin psionicist suffer the same reaction roll penalty given to thief assassins in PHBR2 with NPCs who know their profession (-4 penalty), and an additional penalty of -2 with non-assassin psionicists who loathe psionicists that use their powers for such purposes.

Wealth Options: Standard 3d4 x 10 gp.

Races: Human.

Barbarian

Description: Barbarians and their society are described within PHBR1, PHBR3. Barbarian psionicists are, like the others of their tribe, very warlike with a heavy emphasis on offensive powers. A Barbarian Psionicist must have a CON of 16 or greater.

Role: Barbarian psionicists concentrate on offense, and make a formidable addition to barbarians of other classes on the battlefield. Outside their society they, like barbarian priests, will always go out of their way to aid members of their society in trouble.

Preferred disciplines: Psychokinesis, Psychometabolism, Telepathy.

Recommended Sciences: Animal Affinity, Detonate, Disintegrate, Project Force, Domination, Psionic Blast.

Recommended Devotions: Adrenalin Control Biofeedback, Heightened Senses, Double Pain, Enhanced Strength, Flesh Armor, Mind OverBody, Control Body, Molecular Agitation, Animate Object, Ballistic Attack, all of the telepathic attack modes, Invincible Foes, Synaptic Static.

Barred Disciplines: None.

Secondary Skills Required: Like barbarians of other classes, this is determined by the main occupation of the tribe.

Weapon Proficiencies Required: None. Recommended: Short Bow, Knife, Club, Hand Axe, Throwing Axe, War Hammer.

Nonweapon Proficiencies: Bonus: Meditation Focus, Rejuvenation. Recommended: Harness Subconscious, for the rest, the recommended list for barbarian priests in PHBR3 may be used.

Equipment: Barbarian psionicists may have leather armor, and any of the weapons listed above under the recommended section for weapon proficiencies to begin with. After a barbarian psionicist has been in more civilized

areas for a while he/she may buy other types of weapons allowed for psionics.

Special Benefits: Barbarian psionics are formidable figures all the more impressive because of their mental powers. Because of the respect this commands, they obtain (similar to barbarians of other classes) a +2 bonus to reaction rolls with people outside their tribe (with an exception noted below), and a +4 bonus to reaction rolls among their own people.

Special Hindrances: Barbarian psionics, like barbarians of other classes, are not respecters of authority, and this together with their mental powers which arouses outright fear, causes them to suffer a -4 reaction roll penalty with any figures in authority.

Wealth Options: 3d4 x 10 gp.

Races: Human.

Beast Master

Description: A beast master is one who comes from a harsh wilderness region, and may be an escaped slave, or someone who was born and raised beyond the limits of civilization. They generally come from a tribal societal structure. These characters have mastered the means of communicating with and controlling beasts of various kinds including powerful psionic beasts. Beast masters typically do not immediately directly engage an opponent in combat, rather they use the beasts they control to attack enemies, then they may either attack an enemy struggling with the beast(s), or not attack at all if their creature(s) is winning the fight. Demihumans of all kinds who make their home in wilderness environments may be beast masters. There are no special ability requirements.

Role: Beast masters are revered among their tribesmen for their ability to command beasts which protects the tribe from dangerous creatures, and allows them to harness the

power of various beasts for their own purposes. Beast masters are greatly feared for their ability to command powerful beasts by enemies of the tribe.

Preferred Disciplines: Telepathy, Psychometabolism, and Metapsionics.

Required Powers: Beast Mastery (taken at level 15 or before, see special benefits), Hivemind (taken at level 9 or before), Insect Mind (taken at level 7 or before), Reptile Mind (taken at level 7 or before), Pheromone Discharge (taken at level 7 or before).

Recommended Powers: Domination, Mass Domination, Awe, Attraction, Repugnance, False Sensory Input, Acceptance (see Dragon Kings).

Weapon Proficiencies Recommended: Hand Axe, Knife, Club, Short Bow, Spear, Sling.

Nonweapon Proficiencies: Bonus Proficiencies: Rejuvenation, Direction Sense, Endurance of Survival. Recommended: (General) Heat Protection, Rope Use, Sign Language, Priestly Herbalism, (Psionicist) Meditative Focus, Harness Subconscious.

Equipment: No special requirements.

Special Benefits: A beast master gains access to the Animal Telepathy devotion without counting against the allowable devotions and sciences available to the character. This benefit applies only at the time the character has learned the prerequisites to animal telepathy. The second benefit is that a character may take Beast Mastery (see Dragon Kings) at level 15 instead of level 21.

Special Hindrances: Beast Masters suffer a -1 penalty on all power checks made in disciplines outside those under the preferred disciplines list above.

Wealth Options: 1d4 x 10 gp.

Dreamer

Description: The dreamer is a person who controls the elements of their subconscious and unconscious mind so as to link it to their conscious mind. In low level dreamers the line between reality and Dreamland is distinct and strong, but high level dreamers can meld the two together so that they are almost indistinguishable.

Role: A dreamer is a perfect kit for horror campaigns, such as Ravenloft, or settings where a normal party is either mentally or physically outmatched. They have the ability to physically hamper a person by playing on their fears in their nightmares. In horror campaigns where the line between reality and the character's nightmares is faint, a dreamer would fit in marvelously with little or no effort. All dreamers must have a 17 Wisdom to help them tell the difference between what is real and what is not, and a 16 intelligence to use that knowledge to its full advantage. A high constitution will also help the dreamer in the transition from reality to Dreamland. A dreamer character kit adds 5 years to their starting age to reflect the extra years searching for a dreamer mentor and the extra study time. A dreamer can only be chosen at 1st level and must always stay a dreamer, or lose all dreamer powers, including their psionics themselves. Because the entering into another's dreams is not a very moral act, most dreamers are not of the good alignment. However, some dreamers use their powers for good purposes, such as helping a person with nightmares, but on the whole, most dreamers are either neutral or evil.

Secondary Skills: Any Secondary skill is allowed, none are preferred.

Weapon Proficiencies: A first level dreamer gets no weapon proficiencies unless they are taken from the bonus proficiencies acquired through intelligence. (if that option is used) It is suggested that at least one weapon

proficiency is taken. A dreamer may also elect to spend one proficiency (weapon or non-weapon) to acquire a dream weapon proficiency. A dream weapon proficiency only works in Dreamland and can also be specialized according to the rules in the PHBR1. There is no restriction to what dream weapon proficiencies may be acquired since strength in Dreamland is not a problem. As well, because this is only mental training, the dreamer may choose weapons now allowed by his class. Dream weapon proficiencies DO NOT allow the character any bonuses when using that weapon in real life, as the dreamer is training himself to fight with that weapon as he thinks it should be wielded, which is almost always different from how it should be wielded in reality. However, a real weapon proficiency will also work in Dreamland.

Non-weapon Proficiencies: Bonus: Harness Subconscious Suggested: Rejuvenation, Hypnosis, Meditative Focus.

Psionics: Bonus: Devotions: Dream Travel Suggested: Any Psychometabolic power, as they work more effectively in Dreamland.

Barred Disciplines: None, but Psychoportive powers are almost useless in Dreamland.

Special Benefits: They can control their sleeping pattern to go into a deep sleep, a normal sleep, a light sleep, or even a feign death like state. In a deep sleep a dreamer rejuvenates PSP at double the normal rate, but almost impossible to be awoken earlier than the specified time. In a light sleep half normal PSP rejuvenation takes place, but the dreamer awakens easily. In the feign death state, the dreamer will not awaken until a specified event or time elapses. Any damage taken during this time, from anything, will awaken the dreamer. No PSP rejuvenation is possible during this state due to the intense concentration needed to maintain it. A dreamer can also switch between the three different dream modes freely. To switch from one mode to another,

the dreamer must concentrate for 1 round, after which the transfer can be made.

Special Hindrances: Dreamers are a prime target for normal psionics as they are fairly weak at lower levels and are easy prey. As well, most mages loathe dreamer the same way a troll hates a good fire. If a mage or psionist finds out a character is a dreamer, there is likely to be a "witch hunt" on the horizon. The final threat for dreamers, is the Dream Demon (q.v.) who finds a dreamer's mind as useful as a gnomish invention, but finds their physical bodies a great way to travel. Also, to top it all off, a dreamer must choose dream powers before selecting any other power. Due to this, dreamers have only dream powers and a defense mode at first level.

Races allowed: Humans occasionally become dreamers, but not often as they are a short lived race. Typically Elves and half-elves become dreamers. Dwarves and halflings do not have the right temperament to become dreamers and Gnomes have a hard time controlling their thoughts to the extent needed.

Hermit

Description: A Hermit could be best described as a psionist's version of a druid, or perhaps to some degree, a druidic version of a Healer (see Dragon #191 for a description of the Healer kit). Hermits live their lives in the wilderness, devoting their time to studying their craft and applying it in various ways. They are distinguished by their brown robes and wooden staves they carry. Not all will necessarily have this appearance, but it is common to see them in this manner.

Hermits are by nature recluses, and are seldom seen by travelers, though they do have good relations with druids and rangers that live in the same area. Hermits are always of either Neutral or Neutral Good alignment. A

character must have a Constitution score of 15 or higher to be a Hermit.

Role: Hermits are defenders of the area they live in, much as druids, further, like rangers, hermits will help travelers in distress in their area provided they are not of evil alignment. They will often observe travelers, using their psionic powers to avoid being seen.

Preferred Disciplines: Hermits prefer the disciplines of Telepathy, Clairvoyance, and Psychometabolism as a first or second discipline. Psychometabolism is always their first or second discipline. Psychokinesis is always the last discipline taken by Hermits. Metapsionics is frequently taken as a third discipline to gain access to Psychic Surgery and Split Personality which greatly enhances the power of a psionist. Psychoportation is also frequently taken as a third discipline to enable the hermit to move more quickly around his/her domain.

Recommended Devotions: any telepathic attack modes, Attraction, Awe, False Sensory Input, Invisibility, Mind Bar, Truthspeak, Sight Link, Sound Link, Absorb Disease, Adrenalin Control, Body Control, Body Equilibrium, Chaemloen Power Control, Augment, Heightened Senses, Lend Health, Mind Over Body, See Sound, Danger Sense, Know Location, and Conceal Thoughts.

Recommended Sciences: Complete Healing, Animal Affinity, Shadow-form, Aura Sight, Superior Invisibility.

Barred Disciplines: None.

Secondary Skills: Required: None.

Weapon Proficiencies: Required: Staff (normally psionists do not use staves, but hermits are an exception).

Nonweapon Proficiencies: Bonus Proficiencies: Animal Handling, Herbalism, Rejuvenation. Recommended: (General) Direction Sense, Weather Sense, Fire-building, Fishing, (Warrior) Animal Lore, Endurance,

Running, Survival, Tracking, (Priest) Healing, (Psionicist) Musical Instrument.

Equipment: Hemits can wear leather, padded leather, studded leather, or hide armor. They may buy any of the weapons listed as legal for psionicists to use in the Complete Psionics Handbook.

Special Benefits: Hemits receive a +1 bonus to all power checks for healing powers. They also receive a +1 bonus to animal handling proficiency checks.

Special Hindrances: Hemits receive a -2 on reaction rolls in civilized areas because of their awkwardness when not in the wilderness. Further, other psionicists tend to look down on them, feeling they are inferior.

Weapon Options: As in the Complete Psionics Handbook.

Races: Human.

Mystic

Description: A Mystic is a character who is totally devoted to the use of "pure" psionics, in particular the disciplines of Clair sentience, Telepathy, and Metapsionics. They do not disdain other forms of psionics, but they will always prefer purity. Mystics are the ultimate telepathic warriors when drawn into battle because of their intense study of that discipline.

To be a Mystic, the character cannot be evil, nor chaotic. Evil is disdained by Mystics, though they do not necessarily feel compelled to fight for good causes. A Wisdom of 16 or better is required to be a Mystic.

Role: Mystics tend to be somewhat reclusive preferring to spend their time studying and enhancing their powers. Those that are Neutral between good and evil seldom if ever intervene in the affairs of the world. Those of good alignment still prefer to concentrate on their studies, but will if they feel the need exists, come forth to aid the forces of good.

Mystics are highly respected, and greatly feared by their enemies because of their formidable mental powers.

Preferred Disciplines: A Mystic's primary discipline is always Telepathy, followed by Metapsionics. After that, they may choose as they wish. Indeed, in spite of their preference for purity, they will often choose Psychometabolism or Psychoportation to gain defensive powers.

Recommended Devotions: all telepathic attack modes, Mind Barrier, Intensify, Mental Trance, Receptacle, and Splice.

Recommended Sciences: Ejection, Psionic Blast, Psychic Surgery, and Split Personality.

Barred Disciplines: None.

Secondary Skills: Required: Scribe.

Weapon Proficiencies: None, Mystics are devoted to the use of their formidable mental powers, and never use weapons.

Nonweapon Proficiencies: Bonus Proficiencies: Meditative Focus, Rejuvenation. Recommended: Gem Cutting, Harness Subconscious, Hypnosis.

Equipment: Mystics never wear armor, nor carry weapons.

Special Benefits: Mystics receive a +1 bonus to all power checks in the Telepathy discipline because of their intense study and meditation in that discipline.

Special Hindrances: As described above, Mystics are not proficient with any weapons, nor do they ever wear armor.

Weapon Options: As in the Complete Psionics Handbook.

Races: Human.

Psi-Knight

Description: The Psi-knight is a student of psionics and combat, merging the martial and mental arts into a combination both deadly and mystical. The discipline of Psi-knighthood is specific, despite being an apparent mish-mesh of the abilities of fighters and psionics. They follow a specific code of conduct, and have a strict hierarchy among their ranks. To be a Psi-knight, a psionics needs a Dexterity of 14+, as well as the standard requirements for psionics.

Role: In the campaign, Psi-knights are very secretive. Finding a teacher should be an adventure in itself, as most Psi-knights hide from society. The reason for this is that the Psi-knight Order is very wary of letting others learn their ways. While most Psi-knights are Lawful Good or Lawful Neutral, Lawful Evil Psi-knights do exist, and an organized force of them would be a major threat to any campaign world.

Secondary Skills: Any.

Weapon Proficiencies: Bonus: Bastard sword, or katana if oriental. Recommended: None.

Non-weapon Proficiencies: Bonus: Religion (Good, Neutrality, or Evil forces, see The Complete Priest's Handbook), Rejuvenation. Recommended: Tumbling, Jumping, Blind-fighting, Meditation.

Equipment: The Psi-knight automatically receives a bastard sword upon completion of his training. This sword is of high quality, adding a non-magical bonus of +1 to hit and +1 to damage. Psi-knights are prohibited from wearing armor.

Special Benefits: Psi-knights receive a permanent bonus of +1 to power checks for powers from the Psychokinesis and Telepathy disciplines, and may learn the recommended proficiencies at the normal cost. Additionally, the Psi-knight automatically has the Psi-sword

power at first level. This is part of the Psi-knight's training, and does not count as one of the powers the psionic chooses at first level.

Special Hindrances: Psi-knights suffer a -2 reaction penalty, due to their hermetic nature. Psi-knights may never learn Psychoportive powers. The Psi-knight may only gain proficiency in a bastard sword (or katana, again if Oriental) throughout his life. He may still use other weapons, but at the non-weapon proficiency penalty. And all further weapon proficiencies gained through level advancement are LOST.

Wear Options: Psi-knights receive the standard 3d4x10 starting gold.

Savage

Description: Savage Psionics are psionics found within cultures viewed as primitive by most people. Typically, the societies that Savage Psionics emerge from also produce warriors who would be classified as savages (see PHBR1 for what this means). These societies are already well described in PHBR1, PHBR3, PHBR4. Savage Psionics are very formidable psychometabolists and telepaths. To become a Savage Psionicist, a CON of 17 or higher is required and a WIS of 16 or higher. Role: Savage Psionics serve multiple purposes within their tribe, including healing of all kinds, ability to help someone get more in "touch" with themselves using powers like Psychic Scream and Incarnation Awareness, their ability to determine the truthfulness of people both within and outside the tribe, and their formidable combat powers of telepathy. They are also greatly valued because of their ability to boost a warrior's powers or health with things like share strength and lend health. Outside their tribe, in more civilized regions, Savage Psionics can (like savages of other classes) be unwashed

unkempt primitives, or unsullied heroes who bring a noble (if sometimes naive) viewpoint to the party.

Preferred Disciplines: Psychometabolism, Telepathy.

Recommended Sciences: Animal Affinity, Complete Healing, Superior Invisibility, Psychic Surgery.

Recommended Devotions: Poison Sense, Absorb Disease, Adrenal Control, Body Control, Biofeedback, Clairvoyance, Channel Power, Heightened Senses, Lend Health, Share Strength, Identity Penetration, False Sensory Input, Incarnation Awareness, Life Detection, Truthspeak, any of the telepathic attack modes.

Barred Disciplines: None.

Secondary Skills Required: any of the woodcraft skills, such as Fishing, Hunting, etc.

Weapon Proficiencies Required: None. Recommended: Short Bow, Knife, Club, Spear.

Nonweapon Proficiencies: Bonus: Rejuvenation, Hypnosis, Direction Sense, Weather Sense. Recommended: Meditative Focus, the rest can be taken from the list used for Savage Priests in PHBR3.

Equipment: Savage Psionicists never wear any kind of armor, and they may only buy their weapons from the list of recommended proficiencies above since they share other psionicists' disdain for weapons.

Special Benefits: Savage Psionicists receive Danger Sense and Mind Over Body as bonus powers.

Special Hindrances: Savage Psionicists cannot wear armor without suffering a penalty of -3 to all die rolls due to the discomfort and hindrance that armor imposes on them. In addition, they (similar to savages of other classes) suffer a reaction roll penalty of -3 when dealing with civilized peoples.

Wealth Options: 1d4 x 10 gp.

Races: Human.

New Rules

Contact Rules Alternative

With the recent discussions of psionics, I thought some of you may be interested in some rules modifications I have made for contact in the Dark Sun campaign I run. These modifications were made because I like the "feel" of the psionics in the Prism Pentad books and due to problems implementing current telepathy rules with respect to nonpsionicists. So you know where I'm coming from, though I have modified the rules to some extent, overall I enjoy both the CPH and the Dark Sun World.

Psionics Contact Revisions:

In order to mesh the telepathy rules with the Prism Pentad series (similar to the abilities acquired by Rikus and Sadia in the Prism Pentad), nonpsionicists will be allowed a saving throw versus contact. The ability to resist psionic contact improves with exposure, hence the saving throw will improve with experience. Also since high wisdom provides a greater chance of fighting off mind based magical attacks, it will also provide some improved protection versus psionic attacks. The magical defense bonus will be applied to the saving throw. In no case may the saving throw be modified below 8. Intelligence of the target will not increase the cost of contact.

Level	Saving Throw
1-3	19
4-6	18
7-9	17
10-12	16
13-15	15
16-18	14
19-21	13
22-24	12
25-27	11
28-30	10

If a psionist makes a successful power check and the target fails his saving throw, contact is established without the target becoming aware.

If a psionist makes a successful power check and the target makes his saving throw, contact is not established, but the psionist was able to break off the attempt at contact before the target became aware of it.

If a psionist makes an unsuccessful power check, the attempt at contact fails and the target becomes aware of the attempt. If the target ceases all activity and focuses on preventing future invasions into his mind, he receives a +2 bonus on all saving throws as long as he concentrates. If he continues to engage in any activities after a failed attempt, he gains a +1 bonus to his saving throw for the next 1d6 rounds.

If a psionist rolls his power score, in addition to the reduced maintenance cost outlined in the Psionics Handbook, the target receives a -2 penalty to his saving throw on future contact attempts if the initial attempt was thwarted by a made saving throw.

New Rules for Contacts, Telepathic Combat and Psychic Contest

Option 1. Simple method

- Everybody has mind blank defense mode.
- Psionic combat against mind blank is not perceptible and it is instantaneous (the psionicist does not lose the round).

Option 2. More simple method

- Contact does not exist its only a reference to calculate the cost. Every power affects immediately.
- Put a saving throw to avoid all powers that do not, originally, have one. Most people use Save vs. spell + wisdom bonus. However, Save vs. petrification + wisdom bonus is considered a strange choice but it is more fair, since psionics have the best numbers there. Someone may try to invent a new table.

Option 3. Even more simple method

- from "Dark Sun - Shattered Lands" computer game.
(read the notes about the game at the end)
- Contact does not exist its only a reference to calculate the cost. Every power affects immediately.
- A psionicist or everyone that has defense modes, tries a contest with his current turned on defense mode against the attacker's power to avoid the effect (only one).

Option 4. The oversimplified method

- Contact has saving throw vs. petrification + wisdom bonus. All defense modes are useless and contact does not spend a round.

Option 5. New method

Psionic Powers Usage

- All Psionicist gain contact free when they get the Telepathic discipline.
- A contact is made in less than a round. The psionicist can make 1 contact plus one devotion or science that list contact as initial cost. A psionicist cannot make contacts he attacks physically (only with split mind this is possible). Use psionic powers this way does not make real contacts, so, this kind of contact cannot be maintained.
- To make the contact the psionicist must see the target. The psionicist may use other powers (as clairvoyance) to be able to see the target.
- No one can defend a contact. If you want to defend yourself you must be a psionicist and must start your defense mode before (mind blank is not always active and costs 1 PSP.).
- A defense mode does not have initial cost. The listed initial cost is the maintenance cost per round.
- When attacked a psionicist can try to win a contest against the attacker power score to avoid the attack, try to avoid an attack does not occupy the round. The contest has one modification: The attacker gets a bonus (or penalty) equal to the difference in level between the psionicists. Telepathic combat is another way to contact and attack a psionicist.
- Some powers should be modified to include a saving throw. Ego Whip and Id insinuation have saving throw vs. petrification (+ wisdom bonus).

Telepathic Combat

- When two psionicists want to fight each other they can choose to enter into telepathic combat. First, a psionicist must try to contact the other in a special form calling the other to a telepathic combat (In game terms: the player or

the DM says" I want to fight you". The character hears this on his mind). If both ones want to enter into combat the combat starts. If one of them does not accept the challenge the combat is impossible and the psionicist should try to use any power he wants in the normal way (described before). In suchlike situation, the challenger automatically wins initiative and the retreat has a -2 ST. penalty against the first psionic attack (fear + attacker "next" of his mind).

- All telepathic attacks get a bonus (or penalty) equal to the difference in level between the psionicists. A psionicist cannot try to leave a combat or he automatically loses. At the end of the combat the winner can automatically execute any telepathic power in loser with maximum effect and no saving throw (power score still required).

- When a psionicist loses a combat, he is contacted and cannot use any defense mode until the attacker stops paying maintenance cost or until the psionicist made a successful Ejection. Of course, the contacted can attack the attacker (if he survives the final attack).

- During combat none of the participants can attack each other in any non-telepathic way. If the psionicist is disturbed, walk or do any non-telepathic action he suffers -2 penalty (to anything, attack, ST., ...) and can use only defense modes in that round. The penalty can be increased, at DM discretion, when trying a complicated activity or when strongly disturbed.

- A psionicist can telepathic attack (and be attacked by) more than one person at the same time. The number of attacks per round does not increase, but the number of defense mode usages are unlimited (but with only one type of defense mode per round).

- In all other aspects the telepathic combat is the same described in page 25 of the CPsiH.

About "Dark Sun - Shattered Lands" computer game

The game is very fealty to AD&D stories and rules, but some things were simplified, within them the psionic powers. The game is very good and gives me some new ideas for adventures but this is not relevant in the following description.

In this game, contact does not exist. All powers affect immediately and depend only on attacker power score and victim saving throw. Everything works OK and the psionicists are not more powerful than other classes. Not all psionic powers exist in the game but the critical ones are there (Mass Domination, Psionic Blast, ...)

In one hand, is not obvious the way the game uses to decide when some power works since all calculations are automatic. In the other hand it is obvious that psionic combat does not exist (contact does not exist, I never was prompted for attack or defense mode usage) but since all defense modes are there they should be useful in some way. Observing the only two powers that do not have saving throws (Id insinuation and Ego whip) I see that they do not always work, so, the defense modes are used in this case. I guess that a successful contest against the victim defense mode is required by these powers.

Some of the powers are simplified too and the game has helps for each one, so, I list some of them.

- Detonate: "Inflicts 1-10 points of damage in any creature in the area of effect."

- Animal affinity: "Allows the psionicist to briefly grow claws that inflict 1-10 points of damage"

- Superior Invisibility: "Makes the psionicist nearly undetectable in combat. It is dispelled if the psionicist attacks."

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| | |
- Enhanced Strength: "Allows the psionicist to increase his or her strength to 24"
 - Inertial Barrier: "This barrier of "elastic" air halves damage from breath weapons, missile, acid, gas and ice storms."
 - Id insinuation: "Paralyzes the target for 1-4 rounds"
 - Ego whip: "Target is stunned for 1-4 rounds"

Every psionic power is executed in one round and the only possible effect for domination like powers are all dominated characters attack their own groups.

All other changes do not affect psionicists and I will not list them. Two final changes maybe interesting: none distinction between sciences and devotions (only a few of the devotions are available) and sometimes you can find psionic bracelets, these items can teach a new power to one person (like a wizard scroll, the bracelet disappears when used).

Dreamland & Dreaming

There are three modes of Dreamland: Travel, Natural, and True. Travel mode is entered when a psionist uses the Dream Travel power. It is entered quite often by non-dreamers and is accessible to only psionists. (Dreamers included) This place is universal and is the same for everyone. Natural mode is that mode entered when a person has an extremely strong dream (Extreme nightmare or dream on the table below). Natural Dreamland is a personal place and only a god or a dreamer may enter. Once inside person's natural dream, via the Enter Dream power, the dreamer may then bring others in with the Dream Magnet or Waking Dream powers. A character will only enter true Dreamland if a god or dreamer is forcing them in for some reason.

True Dreamland itself is a reflection of the real world, like travel Dreamland. To determine how True Dreamland will look, first determine the alignment of the area. To do this figure out the average predominant alignment. A powerful creature tends to tip the scales in the direction of their alignment a lot more than a weak one (a raiding party of orcs would have no significant influence when a great wyrm gold dragon is in the area) If you wish, you can calculate it with a little work. For every lawful creature, take an total with lawful creatures as a positive HD, neutral creatures as zero and chaotic creatures as negative HD. Now, divide by the total number of HD in the area (no negatives or zeros, just plain HD) A score of 1 is lawful, 0.5 is neutral with lawful tendencies, 0 is neutral, -0.5 is neutral with chaotic tendencies, and -1 is chaotic. Since you will most likely not get exactly these numbers, choose whichever is most appropriate. Do the same procedure for good and evil creatures and from that, an alignment can be formed.

To determine the general appearance of the land, you should use the two halves of the

alignment. The first part (law/chaos) determines the organization of the land, and the other half determines what the shape of the land will be. A lawful land will be organized, chaotic will be random and disorganized, and neutral, a combination of the two. A good land will be bright, pleasant, and "rounded", a neutral one flat and gray, and an evil one will be dark and angular (as opposed to being "rounded") Specific details (trees, roads and other minor things) are left up to the DM to decide, but are usually very close to the real land.

Natural Dreamland is that land created by a dreaming person. This land may look like true Dreamland (in the case of most nightmares), the character's original home, some far away land, or even some exotic pleasure palace in Persia (in the case of most dreams of the extreme magnitude) Natural Dreamland can look like anything, but it must always reflect the type of dream the person is having. A person having an extremely bad nightmare will also be revealing their worst fears, which is why most dreamers are so effective.

A character in Dreamland is the same physically and mentally as they are in the normal world. The only exception is the dreamer. A dreamer is the same mentally (Wisdom & intelligence) but the physical skills (Strength, dexterity, charisma, and movement) are added together and then the dreamer may distribute the points among the abilities as they see fit. No dreamer can change constitution because this is a direct change to the PSP of a character, and that is forbidden. A dreamer could end up with a very high strength and dexterity, but ugly and slow. This makes dreamers very quite formidable in Dreamland. Also a dreamer may expend PSP to maintain a higher score in statistics. At first level the dreamer must expend 2 PSP for 1 statistic point during the dreamer's stay in Dreamland. At 3rd level the conversion rate is 1:1, 2:3 at 7th

level, 1:2 at 15th level, and 2:5 at 25th level. This is the best rate a dreamer will ever get or ever need to get.

The results of death in Dreamland vary on the type of dream mode they are in. A dreamer in the travel dream mode will go back to where they started (as stated on page 70 of PHBR5). In natural mode, a death will result in a system shock roll. If it is failed, the person suffers the results of a Dream Magnet power. In true Dreamland, death is very dangerous. They must make three consecutive rolls, wisdom, intelligence, and a system shock, to live. A failed wisdom roll means the character does not realize it was only a dream and dies of a heart attack. A failed intelligence roll means the character believes he is dead, and goes into a berserk rage until he is knocked unconscious as per he failed system shock roll. The failed system shock roll means that the person's body thinks it is dead and the person goes into a coma for 1d10+10 days.

Some psionic powers infest themselves in a different manner in Dreamland. Psychometabolism powers are enhanced in Dreamland. The psionist rolls their power score normally but if it is not the actual power score, it will be altered in the direction of the power score by one point. This removes the possibility of rolling a 1 or a 20 on a power (even with bonuses/penalties, these effects will not manifest themselves.) The Ejection power used by a normal psionist will not work with a Dream Link. A dreamer can use the Ejection power to get rid of unwanted Contacts or Dream Links. When using it on a Dream link, there can be no harmful side effects for the dreamer, but they can occur to the ejected being. Telepathic defense modes are useless against the Dream Link power.

Natural Dream Table

Die Roll	Result
01	Dream: Extreme‡
02-20	Dream: Pleasurable
21-35	Dream: Good
36-40	Dream: Average
40-60	Neutral dream
61-65	Nightmare: Bad
66-80	Nightmare: Horrid
81-99	Nightmare: Painful
00	Nightmare: Extreme‡

‡ Natural Dreamland Entrance

A nightmare of bad or horrid level or dream of good or average level will not affect the person's abilities the next day in any way as they are quite common. A pleasurable dream will grant a +5% (or +1 on a d20) bonus on any rolls that had something to do with the dream (example: Piffert he great had a pleasurable dream that he was doing extremely well picking pockets and the next day he picks a pocket and receives a +5% to do so because of the positive influence of the dream) An extreme dream that takes the person into dreamland will grant a +15% (or +3 on a d20) bonus because of the extremely good feelings that come about from it. As with all bonuses/penalties that come from dreams or nightmares, it only affects actions that have to do with the dream. For painful nightmares, it is a -5% penalty (or -1) and for extreme nightmares, it is -15% (or -3).

RPM (Random PSP Method)

I've developed a random method for determining a psionist's PSPs. The TCPH uses a method which allows for no random element to the determination of PSPs.

Something to think about:

"Wouldn't it be awfully boring if every fighter gained 8hp (plus CON modifiers) at each level, every cleric gained 6hp at each level, etc.?"

Comments, discussion, debate, criticism, etc., of my RPM are welcome. Flames and harsh criticism are welcome as well, provided the flames deal with the subject matter I've presented here. Flames of the nature, "AD&D2 psionics suck, so your proposition is worthless", are not constructive and will be ignored.

The TCH's method for determining a psionist's PSPs has no random element. A base amount of PSPs are awarded at each level, along with modifiers for high INT, WIS, or CON. Using this method, a psionist's PSP total can be calculated for any given level, (barring an ability score change which could affect the modifiers).

This method is very unsatisfactory, given the mechanics established for many other parts of the AD&D game. Not all 4th level fighters with a 16 CON have the same hit point total; why should all psionists of the same level and identical ability scores have the same PSP total? This method of pre-determination of PSPs takes away from the player's personal involvement with his PC, and removes an element of uniqueness between the PC and other PCs (or NPCs) of his class.

I have developed a method of determining PSPs that introduces a random element. The

RPM puts the random element in the player's hands, so the personal involvement and control of the character's fate is returned to the player. The RPM uses a dice roll that produces a bell curve type distribution of results; this bell curve generated is centered around the TCH's PSPs gained at each level.

Although using RPM offers a player the chance to greatly exceed the amount of PSPs gained per level as compared to the TCH, it also offers the same chance to fall just as far below the TCH's PSPs. However, because the dice rolls produce a bell curve distribution of numbers, the majority of rolls will produce a number of PSPs very close to the number of PSPs set forth in the TCH.

For those unfamiliar with the TCH's mechanics for determining PSPs (or for those who don't have their TCHs at hand), the following is a brief outline of how this is done:

At first level, a PC's starting PSPs are a base amount (depending on his WIS), and modifiers (based upon his INT or CON). Beyond first level, the PC receives a base of 10 PSPs, plus a modifier (depending on his WIS). Table 5, from TCH page 13, is reproduced below:

Ability Score	Base Score	Ability Modifier
15	20	0
16	22	+1
17	24	+2
18	26	+3

If a 1st level psi has 16 INT, 18 WIS, and 15 CON, he receives a total of 27 PSPs (26 base because of 18 WIS, plus 1 modifier for 16 INT). At 2nd level this PC would be awarded 12 more PSPs (10 base plus 2 modifier for 17 WIS).

The RPM uses a base amount of PSPs awarded at 1st level (based upon WIS), plus modifiers (based upon INT or CON), plus the player's random dice roll. At 2nd level and beyond, there is no base PSP amount; the amount of PSPs gained is based solely upon the player's random dice roll plus a modifier (based only upon WIS).

The random roll for 1st level is 3d4. For each INT or CON point above 15, a modifier point is added to the base and random roll. Base PSPs and modifiers for 1st level are awarded as follows:

WIS	Base PSPs	INT or CON	Modifiers
15	13	16	+1
16	15	17	+2
17	17	18	+3
18	19		

For 2nd level and up, the random roll is 4d4. For each WIS point above 15, a modifier point is added to the random roll for the total PSPs attained.

The 1st level random dice roll (3d4) will produce a possible range of results of 3-12; the average (or "probable") range (under the center of the bell curve) is 6-9. The 2nd level random dice roll (4d4) will produce a possible range of results of 4-16; the average (or "probable") range is 8-12.

EXAMPLES

* Example 1 : PC has minimum ability scores necessary to become a psionist.

+ Level 1

Under TCPH: $20.\text{base}+0.\text{mod}=20$ PSPs

Under RPM : $13.\text{base}+0.\text{mod}+3-12.\text{ran}$

=> possible range of 16-25

=> probable range of 19-22

+ Level 2

Under TCPH: $20.1\text{st}+10.\text{base}+0.\text{mod}=30$

Under RPM : $16-25.1\text{st}+0.\text{mod}+4-16.\text{ran}$

=> possible range of 20-41

=> probable range of 27-34

* Example 2: PC has 16 INT, 18 WIS, and 16 CON.

+ Level 1

Under TCPH: $26.\text{base}+2.\text{mod}=28$ PSPs

Under RPM : $19.\text{base}+2.\text{mod}+3-12.\text{ran}$

=> possible range of 24-33

=> probable range of 27-30

+ Level 2

Under TCPH: $28.1\text{st}+10.\text{base}+3.\text{mod}=41$

Under RPM : $24-33.1\text{st}+3.\text{mod}+4-16.\text{ran}$

=> possible range of 31-52

=> probable range of 38-45

* Example 3: PC has 18s for INT, WIS, and CON.

+ Level 1

Under TCPH: $26.\text{base}+6.\text{mod}=32$ PSPs

Under RPM : $19.\text{base}+6.\text{mod}+3-12.\text{ran}$

=> possible range of 28-37

=> probable range of 31-34

+ Level 2

Under TCPH: $32.1\text{st}+10.\text{base}+3.\text{mod}=45$

Under RPM : $28-37.1\text{st}+3.\text{mod}+4-16.\text{ran}$

=> possible range of 35-58

=> probable range of 42-49

The important statistics to note in the above examples is the "probable range" of each of the results. The "possible range" for each may seem to form a large window around the TCPH result, but keep in mind that the average rolls will be "weighted" to the "probable range". The window that the probable range forms around the TCPH PSP total is reasonably tight.

Players have the capability to substantially increase their PC's PSPs above what they could have been when using the static TCPH rules by

a series of lucky rolls (or by a "soft" DM). They also have the chance to drop well below what they might have received under TCPH. A player who has gained more PSPs using the RPM system will be proud of his PC, just as a player who has rolled a lot of 9s and 10s as hit points for his fighter. A player who has not been as fortunate will have something to attain -- a special quest or use of a wish might be appropriate means of allowing the PC an increase in PSPs.

In either the extreme cases, or the case of maintaining relatively close to the same number of PSPs as the TCPH prescribes, the control of the PC's advancement is returned to the player. Level advancement, new psi power achievement, and PSP gain now becomes a much more exciting event for the player.

Psionic Awareness

Power Check: WIS
Range: 50 yards

Psionic Awareness is termed a "psionic ability," rather than a "psionic power," since it does not belong to one of the six disciplines, does not take up a science or devotion slot, and does not cost any PSPs to initiate or maintain.

Psionics develop their Psionic Awareness during their early training. (Wild talents do not develop this ability since they undergo no formal training in harnessing the power of the mind.) As part of the beginning stage of mental exercises that develop a psionics' mind into a highly focused source of energy and control, neophytes are taught how to use this natural ability. (See page 81 of the TCPH, second paragraph under "Resistance" in the Contact devotion description for a basis on allowing psionics to have "natural" abilities. Also note that although the five psionic defense modes are devotions and a science under the Telepathy discipline psionics learn these powers as part of their level progression and schooling, without the need to use a devotion or science slot.)

The Psionic Awareness ability allows a psionicist to recognize psionically capable minds when he initiates a mental "scan". The psionicist is able to tell which minds (within the Area of Effect) are capable of psionic activity, whether these minds are engaged in any psionic activity at that time or not. The mark of a disciplined and empowered mind is the "signature" that allows the psionicist to recognize other psionically-capable minds. (Wild talents do not have this disciplined mark on their minds since they undergo no training to develop it to this level; therefore, wild

talents are not recognized by Psionic Awareness.)

Psionic Awareness does not recognize psionic activity or the expenditure of PSPs, only that a mind is disciplined and capable of such activity. The Mind Bar power prevents the Psionic Awareness scan from identifying that mind as psionically-capable, even though PSPs are being expended. (Likewise, if the Psionic Concealment power is a power available in your campaign, it prevents the scan from properly identifying as well.)

Even though Psionic Awareness costs a psionicist nothing with regards to PSP expense, there are other reasons why this is a dangerous ability to exercise. Psionics not engaged in physical melee, psionic activity, or other focused activity will immediately recognize that they have been scanned. Further, the scanned psionicist will be able to tell where the scan originated, thereby identifying the psionicist who initiated the ability. Needless to say, utilizing this ability in unfamiliar surroundings can create quite a dangerous situation.

No psionicist appreciates being "checked out" by another. Lawful Good and Lawful Neutral psionics who recognize that they have just been scanned will at the very least think it to be a serious breach of etiquette. Lawful evil psionics are quite likely to launch a psionic attack upon the initiator without asking any questions. All psionics who realize they have been scanned immediately go into a defensive mindset, and realize that they could be in store for a confrontational event.

Because a psionicist never knows what high-level psionicist they might possibly scan and thereby make an enemy of, psionics simply do not walk down a city street with this ability

maintained and "but there" for all other psionicists to pick up on. Beyond using this ability in early training to develop a psionicist's mind, the primary use of this ability is in the following manner: When a psionicist's party has already determined themselves to be in a confrontational event with another party (that will most certainly lead to combat), the psionicist will use Psionic Awareness to scan the other party members for possible psionic combatants; (and the psionicist can bet that any psionicists in the other party are scanning him at the same time!)

Finally, this ability causes psionicists to recognize other psionicists who are just coming into their mental powers. This typically occurs as a young psionicist is involved in puberty; the young psionicist may not even realize that he has psionic capability, but as part of all of the changes his body is undergoing (hormonal, mental etc.), his untrained mind is "broadcasting" its ability. In this case, a trained psionicist doesn't need to make a Power Check in order to recognize the psionically-capable mind in his presence. Likewise, several psionicists who recognize a young, broadcasting psionicist in their presence will not recognize each other as scanning since they each are not having to initiate this ability -- all of the signals are being sent to them without them even trying to receive. Trained psionicists will no doubt want to get a moment alone with the young pubescent in order to tell them what they are, what they have the potential to be, and to try to convince them to begin training with their school. Young psionicists who are never exposed to another psionicist while going through this puberty period that causes this mental broadcasting, eventually mature and become wild talents.

Complex Note: This ability would also be useful for determining if an item is the

psionicist equivalent to a magical item, although it would only give an indication, either a Sight or Object Reading would determine this for sure.

Power Discovery Rules

The introduction of the psionicist character brings out many opportunities for new and different experiences in the AD&D game world. The main problem with the character is that, unlike mages and priests, there is no existing rules for the creation of new powers. The idea of making new powers by players poses many problems. A mage can just go to the magic guild and study existing spells to find similarities in the way that the magic is shaped. A cleric can pray to their god for a new and different power. But a psionicist's power comes from within themselves, not from a god or the magic power of the world that the character is in. Thus, a psionicist is not so much searching for a way to create a new spell that all mages can use as they are searching for the power within themselves and unleashing it.

Because they are searching within themselves for the power, a lot of meditation is involved. Therefore, the meditative focus proficiency is a requirement. The new power may not fall within the standard rules of new spells in that it cannot duplicate another power. Since self-discovered powers are unique to each individual, it is possible for two psionicists to discover a similar power, each with its own advantages and disadvantages. However, duplicating of powers in the CPH should be disallowed. As well, the creation of powers that are similar in effect to ones in a barred discipline, and yet not in that discipline, should be disallowed. It may be a combination of other powers, but be careful with this, as it is not always good for game balance. The new power should not be a way of circumventing rules that the player does not like. However, this may be allowed if a specific and logical reason is given. For example, the dreamer power Dream Link is able to avoid the problems of ejection and other powers that will break contact. The reason behind this is that

the dreamer is linking on a difference consciousness (or in the actual case, subconscious) level that most psionicists never deal with and therefore they are not able to understand the nature of the contact. If this kind of circumventing of the rules is allowed, it should be done with in a very cautious and careful manner so as not to give the character an unfair advantage.

The steps in the creation of a new power are similar to the creation of a new spell. First the player must submit to the DM what the character hopes to create. Then the DM and the player must go over the power and talk about what it is supposed to do. Effectively, the character should write out the description of the power and possibly some of its statistics. The Power Score and 20 results should be done later. As well, and PSP costs should be done at a later time, when the power is defined better. The DM should look for ways in which the power could be abused and misused. Fixing this should be one of the first priorities of this stage.

The next step is to determine the type of the power. A science is a more general power that is harder to learn. Telekinesis for example, is a multi-purpose power that can be used for many things. Therefore it is a science. Detonate on the other hand has a very specific purpose and is more specialized as a devotion. This is also the time to balance out the power by giving it pre-requisites as necessary and giving the PSP costs to the power. This is also the time to decide what happens when the character rolls the Power Score and a 20.

Since the psionicist does not need to research a power, just look within themselves, you might think it will take less time to get the discovery done. But because the introspection is so personal and revealing, it may take longer. As a guideline, it should take 1 day for each PSP needed for the initial cost of the PSP plus the PSP needed to maintain the power once, if

that is possible. This is only a guideline, the time needed may possibly be more, possibly less depending on the potential of the power and its type. Generally, a science will take more time than a devotion. This time should not include any traveling time needed to get to specific places.

During the introspection, the psionist must be healthy. Adventuring may be needed, especially if the psionist needs the advice of a wise guru and must travel to find him. This can be part of the cost of research. A psionist may also need to purchase special incenses and potions to achieve a proper state of mind. As well, paying for any kind of healing due to mistakes made and other strange happenings may be needed. Other than that, there would be no cost. As a guideline, the cost should be the P SP of Initial cost and maintenance cost multiplied by 50 gold pieces. This should keep most powers from costing too much, but some may cost more, depending on what is needed.

The biggest thing that is needed for the power is that it will be able to be adopted by the psionists after it is discovered. If it is a science, the psionist must have a slot free for a science. The same goes for a devotion. As well, the power must fall within one of the previously taken disciplines or there must be a slot open for a new discipline. Unlike mages, there can be no extra powers. A mage with one more spell in his spell books than is allowed by the maximum will not unbalance a campaign because of the number of spells that there are. However, one extra discipline or science will due to their rarity.

The actual chance of discovering the power should be 100% as it is not an actual discovering of a new power, but a discovery on one's inner self and the power that they possess. Unless the DM has decided that the power cannot be discovered because of some reason it should be implemented immediately. Because it is not written down in any way, there is very

little chance that a rival psionist will learn the power. Some of the actual research might be role-played just for fun. An example might be what happens with Priran the Powerful succeed in his earth-splitting power and engulfs the city palace by mistake. This kind of thing will also give the psionist an idea of what happens if they get the power score or a 20 on a roll.

Power Score Alternative

I created this system since I was frustrated by the fact that the psionicist's power scores never got better with levels. The system is based upon percentage roles. The formula for the percentage role takes in to account the difficulty (Power score modifier) of the power, the character's level, and the level of the required proficiency attribute eg; wisdom, con, intelligence. The higher your level, stats, or both, the better you will be at a certain power. I have also played around with the Range category and weight for certain powers. A telepath using CONTACT as an unlimited range I have incorporated % modifiers for range AND PSP modifiers. It didn't make sense to me that a telepath could spend only 3 PSP when he was contacting someone 1 mile or 1,000,000 miles away. Granted, his power score modifier was tremendous but still. DMs can play around with the numbers as they wish, they role the skill percentage secretly.

USING POWERS:

Using any psionic power is made by rolling percentile dice. There are 4 outcomes:

1. Role under your skill percentage: Power comes off with out a hitch
2. Optional: Role 1-5%: Special Bonus (See specific entry in Psionics Handbook for each power under Power score).
3. Role over your skill percentage: Power doesn't work. You still expend 1/2 the initial amount of points for the failed power.
4. Role 96-100% Always fail. Optional rules- see the Psionics Handbook for the result of rolling a 20.

EXCEPTION TO THESE RULES IS FOR PSYCHIC COMBAT. SEE LATER TEXT!!!!

A skill percentage can be found using the following formula: Base chance of failure-

(character's level * (pertinent attrib. MOD 3)) + external modifiers. Base chance of failure is the power score modifier. Pertinent attrib. is the required proficiency role attrib. eg; Wis., Intelligence., Con. MOD means the INTEGER division of the attribute by 3. NOTE: the skill percentage can never go below 0%!

Base chance Failure

0 power score modifier	6%
1 power score modifier	12%
2 power score modifier	24%
3 power score modifier	36%
4 power score modifier	48%
5 power score modifier	60%
6 power score modifier	72%
7 power score modifier	84%
8 power score modifier	96%
9 power score modifier	108%
10 power score modifier	120%

For example: If a 5 level character having the following stats: Wis.18, Con 16, Int. 14, tries to use the psychometabolic Science ENERGY CONTAINMENT, the power score is listed at CON -2. The skill percentage formula would be figured as follows: (Base failure 24%)-(5*(16MOD3=5)+0 (no external modifiers)=24%-25%=-1%=0%

The base failure percentage comes from the power score modifier, if the power was listed as Wis - 6 the base failure rate would be 72%, etc..

Now, since the energy containment power is used under stressful situations, the DM may give a 10%,20%,30% external modifier to simulate the fear of being in such a situation and its effect on the psionicist's concentration.



Example external adjustments (cumulative):

in combat	+05%
attacked in melee	+10%
additional attacker in melee	+05% (each)
in missile combat	+05%
attacked by missile fire	+10%
each additional missile attacker	+05%
struck for damage	+50%

max., can also be manipulated by the telekinetic. These abilities do not come without a price; distance and weight cost you more PSPs and a greater % chance for failure the more distant or heavier the object or creature is. These distance modifiers can ONLY be used for powers where the RANGE is listed as unlimited. The weight modifiers are for the psychokinetic science Telekinesis ONLY!

Along with the ability in psionics to cross vast distances, large masses, up to 1 metric ton

Distance in Miles	Initial/Main. points Mod.	Weight in Kilos	Initial/Main. points mod.	% Failure modifier
0*	0	0-15	1 pt.per kilos/7	0%
1	1.5/1	16-125	15*2/14	12%
10	2/1.25	126-250	15*3/21	21%
100	2.5/1.5	251-375	15*4/28	32%
1,000	3/1.75	376-500	15*5/35	45%
10,000	3.5/2	501-625	15*6/42	60%
100,000	4/2.25	626-750	15*7/49	77%
1,000,000	4.5/2.5	751-1000	15*8/56	96%

*0=Line of sight.

ANY FRACTIONS round up ALWAYS!

For example, if Argent is a 7th level psionicist with a wisdom of 18 and wants to CONTACT Joe(3rd level fighter) who is X(12) miles away, he will have to do the following:

1. Argent must have had prior CONTACT with Joe before. You can not contact a new mind unless you're in the line of sight range. Once Argent has contacted Joe for at least 1 round, Joe's "mind print" is now known to Argent and may be recognized and searched for in the future.

2. Since Argent does NOT know how far away Joe is, he can either start searching in the smallest radius first and then work his way out OR he may just try to search at say the 10 mile range.

2A. If Argent tries to do an ever widening search, the scenario runs like this:

1st attempt with in a 1 mile radius yields the equation $(6\% - (7 \times 6)) - 12\% = -31\%$ therefore is 0%. The DM roles a 55% and Argent's power works. He has expended 3 (Joe is 3rd level) $\times 1.5 = 5$ (4.5 rounded up). He finds no Joe. 2nd attempt is within the 10 mile range and yields the equation $(6\% - (7 \times 6)) - 21\% = -19\%$ is again 0%. The DM roles a 39% and the power works. Argent still did not find Joe and used in addition to the 5 PSPs from the last attempt, $2 \times 3 = 6$. So the total PSPs used by Argent is 11. 3rd attempt within the 100 mile range yields a skill percentage of 0% again. The DM roles a 97%. Argent fails and expends $(3 \times 2.5) / 2 = 4$ (rounded). His running total is now 15 PSP expended. 4th attempt within the 100 mile range yields a successful search and he finds Joe (he also senses that Joe is about over 10 miles away but less than 20.) He expends 8 PSB for the successful role. The total

expended is 23 PSPs. To maintain contact with Joe in the following rounds, he must expend $(1 * 1.5 \text{ (the maintenance modifier)}) = 2 \text{ PSPs per round}$.

2B. Argent decides he wishes to search within 100 miles right away. The DM rolls a 96% and he fails. He expends 4 PSPs for the failure. He tries again and the DM rolls 86%. Argent succeeds and expends 8 PSPs for the success and now has CONTACT with Joe. Once again he "feels" that Joe is between 10 and 20 miles away.

3. If Argent now tries to MINDLINK with Joe, he has already paid the initial cost of CONTACT. To maintain MINDLINK he will expend $8 * 1.5 \text{ (the distance maintenance modifier for 100 miles)}$ or 10 total per round.

PSYCHIC COMBAT:

Psychic combat follows the rules in the Psionics Handbook. The skill percentage formula DOES NOT APPLY!

Wild Talent Tables

Just a few words, though. They reflect the fact that in order for there to be much of a population there has to be a certain amount of people who have defense modes as well. Anyone who has used the CPsiH wild talent tables has probably had the problem where PCs with attack modes run rampant with just about all non-psionicist NPCs because their lack of a defense mode. Of course, you could simply make a lot of the NPCs have them, but if you are supposedly going according to the CPsiH tables, that doesn't make statistical sense. This attack-mode vs. no defense mode problem is even more pronounced if one tries to use psionics in a non-DARK-SUN setting/world, where no one who is a non-psionicist (a lot of people!) has a defense mode. The fact that everyone has at least one psionic power is what for me makes it the only place where I can really allow psionics into my games for they are simply too powerful anywhere else. Again, if you use the wild talent tables in the CPsiH, the fact that so few people have defense modes gives rise to the same problem. I have therefore opted to increase the chance that a given NPC has a defense mode so that about 3 in 10 NPCs have one. Now, if an important but not-too-powerful NPC (yes, they can exist :) is attacked by a player, you are not too entirely off your statistical neck to give her/him a defense mode :D

Also, to make things fit correctly, I made up a few new psionic powers. I don't have the CPsiH right in front of me, so I'm not sure if some of the powers on the table are new or not, especially since I made it about 6 months ago. You can make them up on your own, make it a reroll, substitute another power in its place, or ask me to post/mail how I have them worked out in my system (aiding my feeble memory by telling me which ones are

really new, of course :) Well, long disclaimers aside, here it is...

Note: I inserted (new?) where I found a power that wasn't in CPsiH or DK

Psionic Wild Talents, Table 1

01-02	Choose one on this table.
03-05	Roll twice on this table.
06	Aversion
07	Conceal Thoughts
08	Mind Bar
09	Awe
10	Dream Travel
11	Psychic Messenger
12	Psychic Impersonation
13	Heightened Senses
14	Expansion
15	Flesh Armor
16	Displacement
17	Body Control
18	Mind Over Body
19	Ballistic Attack
20	Time/Space Anchor
21	Sound Link
22	Identity Penetration
23	Graft Weapon
24	Immovability
25	Lend Health
26	Share Strength
27	Absorb Disease
28	Control Light
29	Animate Shadow
30	Radial Navigation
31	Poison Sense
32	Know Location
33	See Sound
34	Feel Light
35	All-round Vision
36-41	Intellect Fortress
42-47	Mind Blank
48-53	Thought Shield



54-59	Mental Barrier
60-65	Tower of Iron Will
66	Combat Mind
67	Hear Light
68	Feel Sound
69	Know Direction
70	Danger Sense
71	Spirit Sense
72	Control Sound
73	Animate Object
74	Suspended Animation
75	Biofeedback
76	Body Equilibrium
77	Catfall
78	Cell Adjustment
79	Empathy
80	Sight Link
81	Truthear
82	Control Flames
83	Adrenalin Control
84	Body Weaponry
85	Chemical Simulation
86	Enhanced Strength
87	Reduction
88	Daydream
89	Life Detection
90	Send Thoughts
91	Dimension Walk
92	Aging
93	Astral Projection
94	Synaptic Static
95	Attraction
96-98	Roll on Table 2.
99-00	Roll once on this table and then on Table 2.

Psionic Wild Talents, Table 2

01-02	Choose one on this table.
03-05	Roll once on each table.
06	Life-Drain
07	Appraise
08	Cannibalize

09	Levitation
10	Id Insinuation
11	Mind Thrust
12	Energy Redirection (new?)
13	Energy Absorption
14	Probe
15	Mass Domination
16	Mindwipe
17	Inflict Pain
18	Post-Hypnotic Suggestion
19	Control Body
20	Detonate
21	Time Shift
22	Telepathic Projection
23	Phobia Amplification
24	Molecular Agitation
25	Cause Decay
26	Project Force
27	Teleport Other
28	Complete Healing
29	Switch Personality
30	Chameleon Power
31	Clairvoyance
32	Fate Link
33	Banishment
34	Object Reading
35	Aura Sight
36-41	Intellect Fortress
42-47	Mind Blank
48-53	Thought Shield
54-59	Mental Barrier
60-65	Tower of Iron Will
66	Sensitivity to Psychic Impressions
67	Precognition
68	Summon Planar Creature
69	Shadow-Form
70	Clairvoyance
71	Invisibility
72	Mindlink
73	Metamorphosis
74	Dimension Door
75	Animal Affinity
76	ESP
77	Molecular Manipulation

78	Ectoplasmic Form
79	Repugnance
80	Teleport
81	Molecular Rearrangement
82	Death Field
83	Double Pain
84	Invincible Foes
85	Superior Invisibility
86	Domination
87	Telekinesis
88	Energy Transformation(new?)
89	Psionic Blast
90	Ego Whip
91	Psychic Crush
92	Flight (new?)
93	Psionic Sense
94	Convergence
95	Disintegrate
96-98	Roll twice on Table 2
99-00	Choose one power from this table.

New Powers

Clairsentient Sciences

Magic Sight

Power Score:	Wis -7
Initial Cost:	8 PSP
Maintenance Cost:	5/rnd
Range:	50 yds
Preparation Time:	0
Area of Effect:	one person or object
Prerequisites:	Spellcasting proficiency

This tough science allows the psionist to scan an object or person for information on any magic present. On objects, the power will reveal the type of magic (alteration, summoning, etc.) they contain, but not which spells or specific powers they have. Further rounds might reveal other lesser types of magic found on the object. Thus, a staff of power could be scanned for several rounds, and several results would be obtained, with the strongest magics being detected first. If a spellcasting proficiency check is made, the psionist will now have hazy details about the magic involved. (The staff can protect you, or it can cover your enemies with deadly flames, etc.).

On persons, the power analyzes any spells cast on that person. Each round spent reveals what spell is cast on the person, again starting with the most powerful. If a spellcasting proficiency check succeeds, at a +2 bonus, the psionist knows how long the spells on that person will last.

Power Score—Learn all information in 1 round.

20—Some or all data is wrong, at DM's discretion.

Murdock's Improved Radar Sense

Power Score:	Wis -2
Initial Cost:	16
Maintenance Cost:	4 / round
Range:	Sight
Preparation Time:	0
Area of Effect:	personal
Prerequisites:	none

The psionist using this power gains a very good picture of his surroundings composed with improved uses of all other senses. The picture he sees is colorless and quite hazy but the character can see in all directions simultaneously as in all-round vision. Additionally, his field of vision is doubled.

This picture is composed using sounds, tactile sensations, feeling the air movement, smells, ... it is the result of a group work of all senses. The psionist should close his eyes and cannot use his normal vision when using this power. If the psionist uses his normal vision the power ends.

Radar sense allows the psionist to “see” even in complete darkness. Even magical darkness won't affect this power. Invisible objects can be seen just as easily as other objects, and illusions can be easily detected. Very small details, as well as painted patterns, pictures or writings cannot be seen by using radar sense. If the psionist touch the writings he can “see” it with the tactile effect, but he still has only a black and white picture.

Spell effect as magical silence or vacuum can blur the picture but cannot “blind” this radar, since it uses all senses except vision. The DM



can assign penalties for any effect that disturbs one of the senses, except vision.

The DM can optionally grant a bonus to some tasks made with this power. (e.g. Acrobatics, move silence, hide in shadows, ...)

Reference: Dare Devil (Matt Murdock), The man without fear (Comic)

Power Score—All senses are perfect and the psionist can perform any task much better (gain a +2 or +20% bonus in everything)

20—Overflow or signals. The psionist is blind and deaf for 2d4 rounds.

Read Portrait

Power Score:	Wis -6
Initial Cost:	24
Maintenance Cost:	NA
Range:	0
Preparation Time:	1
Area of Effect:	1 yard
Prerequisite:	none

This power allows a psionist looking at a portrait or a sculpture of a person to find information about that person. It can reveal his class or title, his alignment, age, and even his current whereabouts. The amount of information gained depends on the result of the power check. If the psionist's power check is successful, he learns the information listed beside that check result on the table below, plus all the information listed above it.

Result	Information Gained
1	Race & Sex
2	Age at time of painting
3	Current age
4	Name and title
5	Circumstances of painting
6	Class, job or function
7	Level
8	Alignment
9	Current location* - global
10	Current location - within 10 miles
11	Current location - within 1 mile
12+	Current location - Exact

* Current location gives the whereabouts of the person, or the place of his body (if dead). Global location is a country if the person is on the same continent as the psionist, continent if on the same planet, and planet if in the same crystal sphere. If the person in the portrait is outside the crystal sphere, or on another plane, the psionist cannot find his location, but senses that he is not in this world.

A psionist can use the power again, but he will not gain more information by doing so, unless he advances a level. A use of the power will reveal things which have been modified, however, such as the age, level or alignment. It will also give a new current location in case the person has moved, or the psionist is close enough to get a better global location.

Power Score—The psionist gains all the above information, as well as a 5 second vision of the person's current location (which is enough for him to teleport there).

20—If the person is alive (or undead), he senses that someone is in possession of the portrait, and gains the global current location of the psionist.

Radar Sense

Power Score: Wis -4
Initial Cost: 12
Maintenance Cost: 8
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisite: none

The psionicist using this power gains a picture of his surroundings by analyzing the echoes created when sound rebounds off objects. There must be some sound for the psionicist to "see", and the picture he sees is colorless and quite hazy. A psionicist who uses the create sound psychokinetic devotion to create high pitched clicks at short intervals can see a sharp picture.

Radar sense allows the psionicist to "see" even in complete darkness, even magical darkness won't affect this power. Invisible objects can be seen just as easily as other objects, and illusions are transparent (or semi-transparent if shadow magic is used). Small details, as well as painted patterns, pictures or writings cannot be seen by using radar sense. Magical silence will cause the psionicist to see only blackness. Thus a magically silenced person will look like a large black sphere.

The psionicist using radar sense has the black and white picture superimposed on what his eyes see. This is often exactly what he wants, as it simply enhances his visual perception.

Power Score—The psionicist gains all round "vision" with the radar sense.

20—For 1d4 turns, loud sounds cause temporary blindness, and this power cannot be used.

Clairsentient Devotions

Sense Charm

Power Score: Wis -2
Initial Cost: 10
Maintenance Cost: 6/round
Range: 30 yards
Preparation Time: 1
Area of Effect: one creature in range
Prerequisite: Empathy

This devotion can detect if a person or monster is under the influence of a charm spell, or similar control such as hypnosis, suggestion, beguiling, possession, any telepathic control such as psionic domination, etc.

If the creature is psionically protected (any defense mode) a contest must be rolled, if the victim wins, the psionicist learns nothing about that particular creature.

This devotion doesn't reveal the exact type of influence.

Power Score—The charm can be broken at a cost of 20 PSP.

20—The psionicist is placed under the influence of the mind control as well.

Detect Invisible

Power Score: Int -3
Initial Cost: 6
Maintenance Cost: 6
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisite: none

With this power a psionicist can detect invisible creatures and objects. The power relies on the fact that invisibility is never perfect, and always gives a slight shimmering



effect. When in use, this power enhances the ability of the psionicist to detect this effect, and allows him to see the invisible thing as a light gray blob.

If the invisible body is moving, the psionicist automatically detects it. If it is standing still (an inanimate object, for example), the psionicist must roll a second successful power check to detect it.

This power does not allow a psionicist to see in the dark. In fact, since it's based on visual perception, it doesn't work as well when there is not enough light. The following table gives the chance to detect invisibility (for a moving object) as well as the to-hit penalty in various light conditions.

Condition	Penalty	Chance to Detect
Clear day	0	100%
Twilight	-1	80%
Moonlight	-2	40%
Starlight*	-4	10%
Total darkness	-4	0%

* In starlight the psionicist has a small chance of detecting the invisible creature, but he must concentrate on it, and thus does not gain any bonus to hit.

Power Score—The psionicist sees an inanimate object with no need for a power roll.

20—The psionicist cannot see one object or creature in his vicinity for 1d6 rounds.

Feel Radiation

Power Score:	Wis -4
Initial Cost:	9
Maintenance Cost:	7
Range:	0
Preparation Time:	0
Area of Effect:	personal

Prerequisite: none

This power is much like feel light, except that the psionicist can feel any wavelength, and not just visible light. In effect, this gives the psionicist infravision, as well as ultravision. Ultravision can show details not visible through normal sight (such as the patterns of some flowers).

If a large part of the psionicist's body is exposed, the psionicist receives more light through his body, and can see much better in dark conditions. Thus twilight and a moonlit night seem like a normal day, and a starlit night looks like twilight. Total darkness is still total darkness, but a condition which looks like total darkness to a normal human might look like starlight or moonlight to the psionicist.

Power Score—The psionicist can see more light even if only his head is exposed.

20—The psionicist suffers 1 point of damage per round for 1d10 rounds when exposed to light.

Helm Locator

Power Score:	Wis -3
Initial Cost:	6 rnds
Maintenance Cost:	4/rnd
Range:	Sight
Preparation Time:	0
Area of Effect:	1 ship
Prerequisite:	Clairvoyance

The power allows the psionicist to determine the location of the spelljammer/helm aboard an active spelljamming vessel. It works like clairvoyance, providing an image of the helm room, just as a clairvoyance would. The difference is that the psionicist need not know where the room is. The image is suitable enough to allow the psionicist to teleport,



dimension door, etc. to that room (using the requisite power of course). It does not, however, show where in the ship this room is. The interior of the room may reveal this.

Power Score—Psionicist does know where the helm room is in relation to the rest of the vessel (but not necessarily how to get there).

20—The psionicist sees a random room in the ship instead.

1—Power works, but helmsperson is aware of being watched.

Move Focus

Power Score:	Wis -1
Initial Cost:	2
Maintenance Cost:	varies
Range:	0
Preparation Time:	0
Area of Effect:	personal
Prerequisite:	clairaudience or clairvoyance

This power lets the psionicist move the viewing spot of his clairvoyance, or the focus of his clairaudience. By paying the initial cost, the psionicist can change the direction he is viewing. Movement in this way is not restricted by physical barriers.

The psionicist can move the focus by paying the maintenance cost.

Maintenance is 1 PSP per 6' of movement per round for clairvoyance, and 1 PSP per 3' for clairaudience. The minimum maintenance cost is 1 PSP per round, so even if the psionicist wants to stop moving the focus temporarily, he must pay, or else he must make a new power check and pay the initial cost when he wants to move it again.

Power Score—Movement rate is doubled for the same PSP cost.

20—The clairaudience or clairvoyance power fails.

Population Finder

Power Score:	Int -2
Initial Cost:	15
Maintenance Cost:	5/rnd
Range:	Within 1 mile of atmosphere (or where it would be, should the body not have one.
Preparation Time:	0
Area of Effect:	1 planet/moon/etc.
Prerequisite:	None

Population Finder allows one celestial body to be examined. If successful, the power locates the highest population centers (5 per round) on that body. The power also reveals a rough estimate of the populations (several million, several thousand, greater than 100, etc.). Alternatively, the psionicist can think of a specific population size (like 5'000 people) and know where the closest matching population center lies.

Power Score—Receives a brief summary of what one city/area is like.

20—No information can be gained from this planet.

See Heat

Power Score:	Wis -3
Initial Cost:	7
Maintenance Cost:	4
Range:	0
Preparation Time:	0
Area of Effect:	personal
Prerequisite:	none



The psionicist can see the heat radiated from objects. If this is the type of infravision used in your campaign, treat this as normal infravision. Otherwise, the psionicist can see heat at any distance, although at long distances he will be able to see only very hot things, and will probably only see them as small red dots. Small details cannot be seen using this power, although it might reveal things not normally seen in normal light.

Power Score—The psionicist also gains ultravision (cf. Feel Radiation).

20—The psionicist is blinded by heat for 1d10 rounds.

See Magic

Power Score:	Int -8
Initial Cost:	9
Maintenance Cost:	9
Range:	0
Preparation Time:	0
Area of Effect:	personal
Prerequisite:	none

With this power the psionicist can see magical radiations. This is quite difficult, and he requires a new power check each round. Stronger magic is easier to see, so the level of the magic is added to the power check. To see a 9th level spell the psionicist must roll Int +1, for example. Artifacts and relics radiate magic so strongly that no roll is needed after the first power check at Int +1. Monsters with a strong connection to magical powers can also be detected by rolling Int -12. One die roll is made per round, and the result determines which objects are seen.

When using this power, a psionicist can see a faint glow around the object or in the area being affected. The stronger the magic, the stronger the glow. This glow can be seen even

in the dark, but it does not illuminate anything. A darkness spell will be seen as low magical radiation, but nothing inside the magical darkness will be seen.

Power Score—The colour of the radiation depends upon the school of magic.

20—The psionicist cannot use this power again that day.

Sense Evil

Power Score:	Wis -2
Initial Cost:	8
Maintenance Cost:	6/round
Range:	special
Preparation Time:	1
Area of Effect:	special
Prerequisite:	Empathy

This devotion discovers emanations of evil from any creature, object, or area. Character alignment, however, is revealed only under unusual circumstances: characters who are strongly aligned, who do not stray from their faith, and who are of at least 9th level might radiate evil if intent upon appropriate actions. Powerful monsters such as rakshasas send forth emanations of evil, even if polymorphed. Aligned undead radiate evil, for it is this power and negative force that enable them to continue existing. An evilly cursed object or unholy water radiates evil.

The degree of evil (faint, moderate, strong, overwhelming) and possibly its general nature (expectant, malignant, gloating, etc.) can be noted.

The devotion has a path of detection 10 feet wide in the direction in which the psionicist is facing. The range depends on the degree of evil and usually varies between 30 and 500 yards.

Power Score—The psionist can also sense goodness in a creature in the same degrees.

20—The psionist's aura takes on that of a powerful evil creature.

Touch Sight

Power Score: Wis -2
Initial Cost: 2
Maintenance Cost: 1
Range: touch
Preparation Time: 0
Area of Effect: personal
Prerequisite: none

A psionist with this power can "see" objects by passing his hand on them, much like a blind man would do. He gains an accurate mental image of everything he touches. The image will show only details which can be acquired by touch, so color will not be seen, for example.

Power Score—The power is so sensitive that the psionist can detect the difference of ink from paper, and colors can be discerned by their warmth (although not very accurately).

20—The psionist loses all sensation in his hand for 2d10 rounds. This gives a -1 penalty to attack rolls with this hand.

Weather Forecast

Power Score: Wis -3
Initial Cost: 10
Maintenance Cost: 5/round
Range: NA
Preparation Time: 5 rounds
Area of Effect: 20 mile radius
Prerequisite: Precognition

This power allows the psionist to know the weather for the next day. The area of

knowledge is only the immediate 20 mile radius around the psionist. Only one piece of information can be learned per round: Precipitation type and amount, Wind direction and speed, temperature lows and highs, or humidity. This power will not detect magical changes in the weather, but will be 100% accurate for natural weather, including powerful storms like hurricanes or tornadoes.

Power Score—The forecast can be extended for 2 days or 40 miles.

20—The forecast is totally opposite of what will actually happen.

Psychokinetic Sciences

Compression

Power Score: Wis -3
Initial Cost: 40
Maintenance Cost: 5/round
Range: 10 yards
Preparation Time: 0
Area of Effect: 1 object
Prerequisite: telekinesis, soften

Compression takes an object and compresses its molecules together making the object smaller and denser. This will not affect its weight. This will not, for example allow the psionist to shrink a boulder about to fall on him. It will compress the boulder, but since it has the same mass, it will cause the same amount of damage, and in a more specific location. This power, if used, is like a giant hand compressing the object. Inanimate objects or plants will be shrunken, deformed and increased in density. Think of a 20 lb chair 3 inches high. If used on intelligent creatures, they must save vs. death magic or suffer 2d10 points of damage per round and may lose a



limb after a few rounds of improper circulation. The chance of this is 5% cumulative per round.

Power Score—Two objects can be affected
20—The psionicist gets a severe migraine and cannot use their powers for 2d4 hours.

Perpetual Motion

Power Score: Con -4
Initial Cost: 40
Maintenance Cost: 10/round
Range: 20 yards
Preparation Time: 5 Area of Effect: 1 object
Area of Effect: 1 object
Prerequisite: telekinesis

This power causes the object affected to continue on it's path and speed for the duration of the power. This could give an arrow unlimited range, cause arching missiles (such as catapults or slings) to miss or people or creatures that are running to continue running in their current direction. This could be useful to cause a person to run off a cliff, or into something. The psionicist must activate this power before the object is moved. Creatures affected must make a strength check to avoid being affected.

Power Score—The speed is doubled as well as being perpetual.

20—The psionicist is thrown off their feet and loose one round of actions regaining their feet.

Remove Air

Power Score: Con -5
Initial Cost: 30
Maintenance Cost: 15/round
Range: 50 yards
Preparation Time: 5
Area of Effect: 20 yard sphere
Prerequisite: control wind, telekinesis

This power can remove the air from a 20 yard sphere. This will stop fires, sound, decay, combustion other than fires, gaseous attacks, and electricity. Physical attacks will still enter the area, but because of the lack of air, missile attacks will fly different giving a -1 to hit. Characters must hold their breaths as per the rules in the PHB or suffer 2d8 points of damage per rounds. The psionicist would also be affected if they were in the area of effect.

Power Score—The air is removed quickly, causing all in the area to suffer 2d6 points of damage from sudden decompression.

20—The psionicist cannot breath for 1 round and suffers 2d8 points of damage.

Sunburst

Power Score: Int -4
Initial Cost: 50
Maintenance Cost: 20/Round
Range: 50 yards
Preparation Time: 1 round
Area of Effect: 20 yard circle
Prerequisite: telekinesis, control light

This power causes light to bend around the planet to a specific spot, creating a 20 yard circle that is lit as if the sun were shining on it. This will work in dungeons, underground, or in any place that has an opening to the outside world. It creates such a change in light, if used

in a dark area, that people in the area will be blinded for 1 round while re-adjusting to the light. This power will also cause damage as per the sun to any sun-sensitive creatures. It CAN destroy vampires.

Power Score—The radius of the circle of sun is doubled.

20—The psionicist blinds themselves for 1d4 rounds.

Vader's Suffocate

Power Score: Wis - 4
Initial Cost: 20
Maintenance Cost: 4 / round
Range: Sight
Preparation Time: 0
Area of Effect: 1 creature
Prerequisite: Telekinesis

Attempt to strangle the victim with telekinesis. The victim must save vs. petrification or stay paralyzed and can do nothing. Saving or not the victim receive 1d6 of damage per round and -2 penalty in all attack rolls and armor class. If the psionicist receives some physical damage the victim is free. The psionicist cannot attack the victim anyway or the victim will be free. The victim must need air to receive the damage and must have a identifiable throat.

For victims with strength score greater than the psionicist score the DM can allow a contest (victims strength vs psionicist wisdom) to escape the paralyzation.

Free Action protects against the damage and the paralyzation. Another psionicist with this power can negate the attack. Another psionicist with telekinesis can grant to the victim another save vs. paralyzation.

Reference: Dart Vader in Star Wars (Movie)

Power Score—The victim saves against the paralyzation at -4.

20—The psionicist suffer partial suffocation for 2 rounds (1d4 of damage and -1 penalty).

Psychokinetic Devotions

Call Object

Power Score: Con -2
Initial Cost: 5
Maintenance Cost: NA
Range: 30 yards
Preparation Time: 0
Area of Effect: 1 item, 2 lb.
Prerequisite: telekinesis

This power is a special variation of the telekinesis science very similar to ballistic attack devotion. Instead of moving any object relatively slowly, Call Object allows the character to move an object to her hand very fast.

The object, no more than 2 pound in weight, "fly" to the psionicist hand very fast without warning the psionicist. It must be within sight of the psionicist and cannot be anchored or attached to anything else.

Reference: Luke getting his lightsaber in The Empire Strikes Back.

Power Score—No other effect.

20—Ballistic boomerang. The psionicist receive 1d6 of damage as the object hits herself. The same as to be the target of a ballistic attack.



Cold Shield

Power Score: Wis -4
Initial Cost: 25
Maintenance Cost: 10/round
Range: 0
Preparation Time: 1
Area of Effect: Personal
Prerequisite: molecular dampening, telekinesis

This power will create a shield of cold air around the psionicist that will absorb heat around the psionicist. It will reduce the damage of heat based attacks by 1 hp/die or give a +1 to any saving throw. It will also protect a character from hot environments such as a desert, but not from super hot environments like the elemental plane of fire. It will also make the character invisible to infravision. Anyone trying to touch the character without some kind of protection from cold will suffer 1d6 hp/round. The psionicist, however, will take 1d4 hp/round damage from cold if this power is used in a cold environment.

Power Score—The power is doubly effective, causing 2d6 points of damage, conferring a +2 bonus and saving 2 hp/die.

20—Heat Shield power is activated instead, even if the character does not know it.

Control Liquid

Power Score: Con -4
Initial Cost: 20
Maintenance Cost: 15/round
Range: 25 yards
Preparation Time: 2
Area of Effect: 1 gallon of liquid/5 levels
Prerequisite: telekinesis, level 5

This allows a psionicist to control any liquid (water, acid, ale, etc.) to become animated and under the psionicist's control. This is a very limited power in that the liquid cannot become detached from the original source. This could be used to have an entangle of water attack creatures, create huge waves, make ale monsters for amusement, or other strange effects. The main limit is the imagination of the psionicist.

If the liquid is already in motion, then the psionicist can alter its speed by 1 mile per hour/level. This would give a +1/5 levels bonus on saving throws of breath weapons of a liquid nature. Water beings are unaffected by this power.

Power Score—The liquid can detach itself from the original source.

20—The liquid splashes on the psionicist (not a problem if it's water, but acid is a different matter)

Deflection

Power Score: Int - 3
Initial Cost: 8
Maintenance Cost: 5 / round
Range: 0
Preparation Time: 0
Area of Effect: Personal
Prerequisite: Telekinesis, Ballistic Attack

With this devotion the psionicist can deflect blows or weapons directed to himself. The blows are deflected with telekinesis, effectively giving a two-point bonus on psionicist armor class.

Power Score—4 bonus to AC.

20—1d4 of the psionist's items (equipment or clothes) are thrown away (2d6 yards)

Density Manipulation

Power Score: Int -6
Initial Cost: 30
Maintenance Cost: 10/round
Range: 50 yards
Preparation Time: 0
Area of Effect: 1 item
Prerequisite: telekinesis, molecular rearrangement

This power allows a psionist to alter the density of an object so that it weighs anywhere between half the original weight or double the weight. This confers a -2 to hit penalty if used on a weapon because of the changed weight. This, if used on an arcing missile like an arrow or a catapult, or some kind of bludgeoning weapon, will cause double damage because of the excess weight (if the weight was doubled) or half damage (if the weight is halved). It will also change the range in the opposite way that the damage was changed (ie. An arrow is doubled in weight and causes double damage, but has half the range). This also gives a -4 to hit penalty when first using the altered missiles, but after a few test shots (usually around 5) the penalty goes to the regular -2.

Power Score—The change can be anywhere from one quarter the weight or as much as 4 times the weight. The bonuses/penalties are also altered in the same way.

20—The object changes in the opposite way intended.

Enhance Weapon

Power Score: Wis -3
Initial Cost: 5
Maintenance Cost: 3/round
Range: Touch
Preparation Time: 0
Area of Effect: one weapon
Prerequisite: Telekinesis, Create Object

This power allows the psionist to temporarily enhance a melee weapon or a projectile (i.e., no bows or slings, but arrows, sling stones and throwing weapons are ok), so that it becomes the equivalent of a weapon with magical bonuses. The psionist must touch (or wield) the weapon to do so. By spending the necessary PSP's and making the power check, the weapon gets a the equivalent of a +1 magical bonus, which may be maintained by spending 3 PSP's per round. Note that the psionist must actually touch the weapon in order to maintain this power; thus, it is impossible to maintain the power for missile weapons (unless they return to the user), or if the weapon is knocked out of the psionist's hands. It is possible to add the bonus to an already magical weapon, or to use this power repeatedly (creating enhancements of two or more). However, the maximum enhancement that can be achieved by use of this power is one 'plus' for every 4 levels of the psionist (i.e., 1 at levels 1 to 4, 2 at levels 5 to 8, etc.)

Power Score—The weapon gets a +2 bonus.

20—The weapon is damaged, it must save vs disintegration or be destroyed.



Heat Shield

Power Score:	Wis -4
Initial Cost:	25
Maintenance Cost:	10/round
Range:	0
Preparation Time:	1
Area of Effect:	Personal
Prerequisite:	molecular agitation, telekinesis

This power will create a shield of hot air around the psionist that will absorb cold around the psionist. It will reduce the damage of cold based attacks by 1 hp/die or give a +1 to any saving throw. It will also protect a character from cold environments such as a tundra, but not from super cold environments like the elemental plane of ice. It will also make the character invisible to infravision. Anyone trying to touch the character without some kind of protection from heat will suffer 1d6 hp/round. The psionist, however, will take 1 d4 hp/round damage from heat if this power is used in a hot environment.

Power Score—The power is doubly effective, causing 2d6 points of damage, conferring a +2 bonus and saving 2 hp/die.

20—Cold Shield power is activated instead, even if the character does not know it.

Inertial Shield

Power Score:	Con-3
Initial Cost:	7
Maintenance Cost:	5/round
Range:	0
Preparation Time:	0
Area of Effect:	3 yard diameter, 120 degree arc
Prerequisite:	Telekinesis

This is similar to an inertial barrier, but with one crucial difference: the field is compressed, giving greater protection from frontal attacks. It protects a 120 degree arc in front of the psionic, with coverage curving to reach over his head. (Think of it as the front 1/3 of an inertial barrier). To determine the damage, roll how much damage the missile would have done, then roll twice as many hit dice to determine the shield's protection. If the shield roll is less than, then subtract it from the missile's damage. If the rolls are equal, then the missile simply falls inside the shield (but explosions could still injure those behind the shield). If the shield roll is greater than the missile damage roll, the missile falls outside the shield, and any explosions will also be absorbed by the shield.

The inertial shield protects against the same forms of attack as the inertial barrier, but is less effective in some situations (like gas attacks, or missiles coming from all directions).

Power Score—The shield expands into a 180 degree arc at no extra cost, or into 270 degree arc for 6 points per round.

20—The shield works in reverse, doubling the damage done by missiles.

Jedi's Fast Levitation

Power Score:	Wis -4
Initial Cost:	16
Maintenance Cost:	10/round
Range:	0
Preparation Time:	1
Area of Effect:	individual
Prerequisite:	levitation

This devotion is a variation applied to the levitation devotion specially created to allow fast moving during levitation. He can move up or down very fast changing the speed as he



with this however, he cannot change the direction or the trajectory of the movement.

Levitation allows the user to float. It is the use of telekinesis on oneself. A character can lift himself at the rate of 3 foot per second, or 180 feet per round (10 m/s or 36 km/h).

The character can descend as quickly as he wants by simply letting himself fall, then slowing down as he nears the ground. Levitation is not flying; it doesn't provide any horizontal movement. Additionally, in this variation of levitation the direction cannot be changed, the psionist must define his trajectory before starting the power.

A psionist can always levitate his own weight. Additional weight, however, such as equipment or passengers, is a hindrance. Every 25 pounds of added weight reduces the character's power score by one point.

Reference: Luke against Dark Vader in The Empire Strikes Back.

Power Score—The rate of levitation is doubled.

20—The psionist doubles his weight for one round. If he falls, he suffers an extra 1d6 points of damage.

Jedi's Stronger Telekinesis

- Power Score: Wis -2
- Initial Cost: 1/10 of object's weight
- Maintenance Cost: half initial cost
- Range: 30 yards
- Preparation Time: 1 round
- Area of Effect: single item
- Prerequisite: telekinesis

This devotion is a specialization of the telekinesis science created to move heavy objects.

With this devotion the psychokinesis specialist (a psionist with psychokinesis as

his primary discipline) can move heavy objects without so, high PSP cost and power score penalties.

- The initial cost equals the 1/10 of object's weight in pounds. The minimum initial cost is 10 PSP. For very heavy (1 ton. or more) objects the cost is 10 times the object weight in tons, but the power score penalties are much higher (see table below).

- The maintenance cost is half the initial cost, rounded down. The psionist must make a power check each round or the object will crash down.

- The character's power score is Wis - 2 decreased as shown on tables below.

Object weight	Initial Cost	Power Score Modifier
10 pounds	10	+1
100 pounds	10	0
200 pounds	20	-1
400 pounds	40	-2
800 pounds	80	-3
1,000 pounds	100	-4

Very heavy objects

Object weight	Initial Cost	Power Score Modifier
1 ton.	10	-6
2 ton.	20	-7
3 ton.	30	-8
4 ton.	40	-9
5 ton.	50	-10
6 ton.	60	-11
7 ton.	70	-12
8 ton.	80	-13
9 ton.	90	-14
10 ton.	100	-15

The following restrictions are applied in this variation of TK.



A psionicist using TK with this devotion can move an object up to 10 feet per round. The object cannot serve as a weapon. Leave a heavy object to fall in a creature is very difficult, since the object moves very slowly and the creature should see it and move away.

The maintenance of his power is very difficult and the psionicist must make a power check in each round or the object will fall.

This power requires great concentration and the psionicist cannot perform any other action while maintaining this power. The psionicist must be unmovable, cannot talk and can look only to the object being moved.

This power can only be used to move objects in very simple and pre-defined (decided before the start) trajectories.

Reference: Yoda in The Empire Strikes Back.

Power Score—The psionicist can maintain this power without any other power check.

20—The psionicist will not be able to move this item until he gains a level.

Kinetic Reverse

Power Score:	Con -3
Initial Cost:	8
Maintenance Cost:	NA
Range:	200 yards
Preparation Time:	0
Area of Effect:	1 object of 100 lbs.
Prerequisite:	telekinesis

A psionicist with kinetic reverse can reverse the kinetic energy in any moving object that weighs less than 100lbs. Arrows can be sent back to their archers, spears can be sent back to their throwers, and small rocks can be sent back to their catapults.

Power Score—Allows for 200 lb objects to be moved.

20—Increases the speed of object, causing double damage.

Levitate Others

Power Score:	Wis -4
Initial Cost:	16 / creature
Maintenance Cost:	8 / round for each creature
Range:	0
Preparation Time:	0
Area of Effect:	15 feet radius
Prerequisite:	levitation

This power is identical to levitation, except it is used to levitate other characters. The psionicist can optionally stay where he is, while someone else is levitated. The creature must be willing to be levitated, or unconscious. If a willing creature starts to frantically move while in the air (in combat, panic or don't want to be levitated anymore) the psionicist must make another power check for each round to maintain the character in the air.

A psionicist levitates creatures with weights similar to his own. Additional weight, however, such as equipment, passengers, or large creatures are a hindrance. Every 25 pounds of added weight reduces the character's power score by one point and increases initial and the maintenance cost by 4 points.

The DM can impose a power score penalty to try to stop falling creatures.

Power Score—The initial cost is reduced to 12 per creature and the maintenance is halved.

20—The psionicist doubles the weight of all creatures one round. If they fall, they suffer an extra 1d6 points of damage.

Mirror Image

Power Score: Con -3
Initial Cost: 8
Maintenance Cost: 4/round
Range: 0
Preparation Time: 0
Area of Effect: self
Prerequisite: telekinesis, control light

With this power a psionist can create three exact copies of the body by manipulating light waves. There must be light waves present for this power to work. This is a combat enhancement and has very little use anywhere else. When used it creates a row of four, one being the real psionist and three being copies, in random order and the copies and the psionist are continually switching places. This gives the psionist 3 chances in 4 to escape damage from his opponents blows. After each successful attack against the psionist, he will roll a four sided dice. On a 1 the psionist takes to damage like normal. On a 2, 3, or 4 one of the copies was hit. Since the copies are only manipulated light swords, arrows, and all other forms of physical attack pass through it doing no damage. Telepathic attacks are not affected by these powers.

Power Score—Seven copies are created giving the psionist 7 chances in 8 to escape damage.

20—A bright flash of light is created instead of the copies, blinding the psionist for 1D4 rounds.

Mold Earth

Power Score: Con -6
Initial Cost: 50
Maintenance Cost: NA
Range: 20 yards
Preparation Time: 3
Area of Effect: 10 cu. ft.+5 cu. ft/level of earth
Prerequisite: telekinesis, soften

The use of this power allows a psionist to mold earth in a fast, almost instantaneous manner. This power allows the user to change the shape of any earthen object, even the actual ground itself. It can be used to build instant stone bridges, earthen pillars, or even used as an attack by creating stone fists to punch opponents. If a fist of stone is created, it will cause 1d4 points of damage/10 cubic feet of stone that is used. It can also create breeches in walls or other effects. Any object created will be rough and like its original substance. Fine detail can be accomplished by using this power but with an area of effect of 1/10th the original size.

Power Score—Fine detail can be done at normal size, but the preparation time is doubled.

20—A 20' pit opens below the psionist, the result of displaced earth.

Molecular Dampening

Power Score: Wisdom
Initial Cost: 5
Maintenance Cost: 4/round
Range: 50 yards
Preparation Time: 0
Area of Effect: 1 item, 30 pounds
Prerequisite: Telekinesis



This power is the opposite of the molecular agitation devotion; instead of increasing the movement of molecules inside an object, this power slows them down, chilling the object. The amount of damping determines the effects:

- * 1 round: things become cool to the touch, skin becomes clammy (no damage), some condensation (if humidity permits)

- * 2 rounds skin becomes numb (1-2 pts damage), water becomes slushy, items become cold to the touch, condensation coats the surface, paper becomes brittle

- * 3 rounds: skin starts to freeze (1-3 pts damage), water freezes, metal becomes cold to the touch (1 pt damage, possibly freezing to the surface, condensation freezes, plants die, leather weakens

- * 4 rounds: freezing temperatures harm tissues (1-4 pts damage), thin layer of ice if humidity permits, skin freezes to metal (1-4 pts damage), wood/plants/leather becomes brittle

- * 5 rounds: hypothermia possible (1-6 pts damage max), possible limb loss, thick layer of ice (if possible), minerals weaken

- * 6 rounds: rock becomes brittle, metal weakens, skin permanently freezes to metal

- * 7 rounds: rock shatters like glass, metal becomes brittle

- * 8 rounds: metal shatters like glass

- * 10 rounds: adamantite weakens (maximum weakening)

Weakening means that the substance has a -2 penalty to all saving throws (-4 vs. cold). **Brittles** means that the object has the qualities of thin crystal, being easily breakable, and having similar saving throws. It still takes a good blow (from a blunt object) to shatter the item. Becoming "like glass" means that the object can be shattered easily, in the palm of one's hand (hopefully protected from cold!), and that all saving throws are made as glass. However, the shards are incredibly cold, and very sharp. Shattering a sword with an

unprotected hand could easily cause 2-12 points of damage, plus whatever cold damage is possible.

The "layer of ice" effects are up to the DM. In desert situations, a "thick" coating might only be 1/10 of an inch, but in a humid jungle, the thick layer may be up to 6 inches thick. The "layer of ice" effect has many uses near (or in) a large body of water.

Power Score—Rate of damping doubles (as per molecular agitation)

20—The psionicist botches the damping, and the item is affected by *Molecular Agitation* (whether or not the psionicist knows that devotion), but the psionicist is unaware of any problems.

Move Electrons

Power Score:	Con-4
Initial Cost:	variable
Maintenance Cost:	NA
Range:	90 feet
Preparation Time:	variable (0-2)
Area of Effect:	one creature/object
Prerequisite:	Telekinesis

This devotion allows the psionicist to move a number of electrons through an object, causing electrical damage to it. The cost is variable, but the longer a psionicist prepares to use the power, the more electrons that can be moved. Creatures that are made out of electricity take half damage (if somebody rearranged parts of your body, it would still hurt). Creatures immune to lightning or electrical damage are not affected by this power at all.

It is possible to use this power against more than one creature, but only if they are connected by a good conductor (like metallic armor or very salty water); in this case, damage is divided between all connected creatures,



with the target and those nearest the target taking the most damage. Magical metallic items will never conduct from creature to creature.

Preparation Time	Cost	Damage
0 rounds (immediate)	6	1d4 + 1
1 round	8	1d8 + 1
2 rounds	11	2d8

Metallic Armor: +2 points damage, plus possible conduction

More than two rounds of moving electrons will not increase damage for mortal psionics, but a psionic lich or demi-god with this power could use greater preparation times for even more damage. The DM can increase damage as seen fit, but I would max the damage at 4d8+4 (8-36 hit points) for 4 rounds of preparation time -- anything else would be too much like a wizard spell.

The longer the preparation time, the louder the discharge will be; with no preparation, the sound will be barely audible beyond 10 feet, but with two rounds of preparation time, the sound could easily carry 50 feet or more, and would echo in underground circumstances.

NOTE: I have not tried to use "real world" physics to the letter to create this power. If any DM allowing this power wishes to make it more "realistic" (using voltages, amps, or whatever), feel free. Dammit, I'm a DM, not an electrician!

Power Score—Damage occurs on the next greater die type (either a d6 or a d10) and the damage bonus increases to +2.

20—The power backfires; the psionic takes 1/2 normal damage and cannot use this power for another 3 turns. The victim is unharmed.

Psychic Guidance

Power Score:	Int - 2
Initial Cost:	3 + special
Maintenance Cost:	3 / round
Range:	line of sight
Preparation Time:	2 segments
Area of Effect:	one projectile
Prerequisite:	Telekinesis, (detonate)

This power allows a psionicist to guide a small projectile, such as a knife, arrow, or sling stone (max weight 2 lbs), to its target. The psionicist must first prepare the projectile, which takes two segments (see prep. time) and costs 3 PSP's. The projectile may then be thrown (fired, hurled, or whatever normally, but may be guided telekinetically. The following things are possible at the listed cost in PSP's.

Add +1 to hit, +1 to damage, and extend the range by 10 feet by spending 2 PSP (cannot spend more than the psionicist's level) Make a radical course correction (up to 180 degrees) at a cost of 5 PSP's (all benefits bestowed by previous guidance are lost). Recall the projectile at a cost of 10 PSP's. The projectile will return to the psionicist's hand (no DEX check required to catch) from anywhere within range (i.e., line of sight). The projectile may be made to explode causing an extra d6 damage to the target (or anyone within 3 feet). This costs 5 PSP's and requires detonate as a prerequisite.

Prepared projectiles may be maintained at a cost of 3 PSP's per round. The maximum number of projectiles a psionicist may handle at a time is one for every 4 levels of experience. The psionicist must be able to see the projectile (by some means) in order to guide it. This is not necessary for recalling the projectile, or for making it explode.



Power Score—The projectile may be recalled without spending any PSP's.

20—The projectile explodes doing d6 damage to the psionicist.

Psychokinetic Punch

Power Score: Con - 2
Initial Cost: 4
Maintenance Cost: NA
Range: 50 yards
Preparation Time: 0
Area of Effect: one object
Prerequisite: Telekinesis

With this devotion, the psionicist is able to create a weak punch effect, much like a weakened Project Force. The attack is made against armor class 10, modified for any magic and dexterity. If it hits, the punch does 1-4 points of damage, and disrupts any spellcasting. If the target is moving at any speed greater than that of normal combat (roughly 50 feet per round), then attacks are made with a -2 penalty. A Protection From Normal Missiles, Shield, or Stoneskin spell will be effective against a PK Punch.

The power can also be used to give objects a "push". This is nowhere near as hard as a Project Force, but is more like bumping into something. For example, small objects can be moved quite a bit, like keys being knocked off a table or cracking a window, but large objects like a door will only have a small bit of motion, like moving a door slightly ajar. Psychokinetic Punch can also be used while levitating, to put a bit of force to horizontal movement (up to 30 feet per round).

Power Score—Damage is 1-6, or objects are affected by a Project Force (DM's choice).

20—The motion is in the opposite direction; attacks always miss, and objects move in the opposite of the intended direction.

Suspend Objects

Power Score: Int -2
Initial Cost: 5
Maintenance Cost: 2/round
Range: 3' radius; centered on Psionic
Preparation Time: 0
Area of Effect: Level+2 Objects of Level+10 weight
Prerequisite: Telekinesis

This Devotion allows the Psionic to suspend objects in the air around him. He must place the object where he wants it to stay and then let go of it, just tossing it into the general area of where he wants it will not work. The object will stay in place relative to the Psionic until either he retrieves it, does not pay the maintenance cost, or some outside force changes its position.

Example: George the Psionic is carrying an object in each hand when he sees a third object that he wants to pick up and take with him. Using Suspend Objects he can place one or both of the objects he is carrying in the air around him and they will follow along with him until one of the above things happens.

Power Score—The psionicist can either handle twice the number of objects or objects of twice the weight.

20—The objects will move rapidly in random directions until the power is discontinued.

Transparency

Power Score: Int -5
Initial Cost: 40
Maintenance Cost: 10/round
Range: touch
Preparation Time: 1 round
Area of Effect: 1 cubic foot/level
Prerequisite: telekinesis, molecular rearrangement

This power will make any object transparent, but still with its strength properties and other physical properties. It is similar to making the object invisible. This can be used to peer through a wall without exposing oneself to dangers that may exist on the other side. It is also useful for making objects invisible for a short time. Other creative uses can certainly be found by a resourceful psionist.

Power Score—Double the area may be affected.

20—The psionist becomes affected by this power for 4 rounds, but not their equipment.

Velocity Control

Power Score: Int -4
Initial Cost: 15
Maintenance Cost: NA
Range: 100 yards
Preparation Time: 1
Area of Effect: 1 object
Prerequisite: telekinesis, ballistic attack

This power can change the speed of any object. It can halt any missile weapon of low speeds or double the speed as well. Large objects or fast moving ones can be slowed or sped up as well, but not stopped completely.

Any missile weapon except a crossbow or heavy missile weapons (catapult, boulders, balista, etc.) This power can only alter the speed of the missile weapon if the power is activated before the missile hits and after it is fired. Crossbow bolts can be slowed so that they cause 1/2 damage, as well as balista, catapults and other heavy missile weapons. If the speed is doubled, the damage is also doubled.

Power Score—Any object can be stopped or sped up.

20—The object's speed changes in the opposite direction intended.

Psychometabolic Sciences

Control Aging

Power Score: Con-6
Initial Cost: 12
Maintenance Cost: 8/round
Range: touch
Preparation Time: 1
Area of Effect: individual
Prerequisite: none

With this science, the character can control the aging process in a creature's body, causing to grow older or younger with a touch. The rate of aging is 2-5 years per round to make a creature older; 1-3 years to make a creature younger. Although the aging effect is permanent, natural aging will begin immediately after any age change is made, thus the clock cannot be stopped, but it can be moved forwards or backwards. In the case of undoing magical or unnatural aging, the rate of "youthening" is 1-4 years per round.

Only evil psionists can use the "forward" power repeatedly, without undoing it. Any other alignment will slowly twist to evil.



Likewise, only good psionics can undo the ravages of time on a creature. As with aging forward, any repeated use of the "youthening" power causes the psionist to tap into his own youth and goodness.

Power Score—The rate of age changing is increased by 2 years per round.

20—The psionist grows 2-5 years older, and cannot use this power for another week.

Emperor's Lightning Bolts

Power Score: Con - 4
Initial Cost: 5 psp/1d6 (1) or 7 psp/1d6 (2-5)
Maintenance Cost: NA
Range: 6 yards
Preparation Time: 0
Area of Effect: 1 to 5 creatures
Prerequisite: Energy Containment

Throw a group of lightning bolts from the body of the psionist to each target. 5 psp/1d6 is the cost for 1 target, 7 psp/1d6 for 2-5 targets. The maximum damage per usage is half the psionist's level in d6's. Save vs. Petrification for half damage.

This power cannot be magnified by any metapsionic devotion, the damage limit cannot be increased.

Reference Luke against the Emperor in Return of Jedi (Movie)

Power Score—Target saves at -4

20—The psionist takes half damage. Save vs. petrification for 1/4.

Enhanced Combat

Power Score: Wis - 5
Initial Cost: special
Maintenance Cost: special
Range: 0
Preparation Time: 0
Area of Effect: the psionist
Prerequisite: Adrenaline control, Heightened senses, biofeedback

This is a real 'Use the force Luke' type power. In essence, it allows the psionist to mentally guide and enhance his/her attacks and defenses, making them faster and more accurate. To do this, the psionist must first make a power check, and spend a number of PSP's (maximum is twice the psionist's level) to initialize the power. In the next round, and for as long as this power is maintained, the following may be done (at the listed cost in PSP's).

Add +1 to hit and damage to your attacks this round (3 PSP's). * Add +1 to hit and damage to your next attack (2 PSP's). Plus improve your AC and initiative by one (2 PSP's). * Attack first in the round (i.e., before initiative—like someone with a scimitar of speed or a short sword of quickness) (4 PSP's). * Use one of your attacks to automatically parry, without having to roll a die (5 PSP's). Plus dodge an attack, without having to roll or give up one of your attacks (8 PSP's). Plus gain another attack this round (8 PSP's). * Recover your weapon (after it has been dropped). This counts as one of your attacks (4 PSP's). As well:

* This action must be announced at the beginning of the round. Plus this action must be announced before the attack (or parry) roll is attempted. Thus a missed attack roll cannot be retroactively improved.

NOTE: In any given round, the psionicist may never spend more PSP's than were used to initialize the power. Thus if 8 PSP's were spent on initialization, it would be possible to dodge one attack, or gain an extra attack (or do anything else that costs 8 PSP's or less), but it would not be possible to gain an extra attack and get +1 to hit and damage, as this would cost 11 PSP's. The power is maintained as long as the psionicist uses this power. It ends on any round during which the psionicist does not spend any PSP's on it. In order to maintain this power, spending one PSP per round is enough, although it does absolutely nothing.

Power Score—The amount of PSP's which could be spent per round is doubled (no increase in initialization cost).

20—Until the psionicist gets at least 4 hours of rest (preferably sleep), he/she has a -1 penalty to hit, to damage, to AC, to initiative as well as all saving throws.

Fortitude

Power Score:	Con-6
Initial Cost:	20
Maintenance Cost:	8/round
Range:	0
Preparation Time:	0
Area of Effect:	personal
Prerequisites:	7th level

The psionicist fortifies his/herself such that the effect of any sort of attack that causes physical damage is either lessened and/or the psionicist has greater resistance giving them a better chance to shake off the effects of such an attack.

Specifically, the power will first add a +2 to all saving throws against attacks that cause physical damage, including spells like fireball,

cone of cold, etc., poison, breath weapons, and attacks from magic items like wands that produce spell-like effects. Second, the psionicist can subtract one from the all damage die rolled for an attack that produces physical damage on him/her and also reduce poison damage by 25%. In addition, the psionicist is immune to death from massive damage, and further, spells like Finger of Death will not take effect until the psionicist stops maintaining the power; then if the save was failed, the psionicist dies. Finally, if powers are used that convert PSP's to raw pure energy that can be used to blast enemies, this power halves the damage from such an attack since it is using psionics to resist psionics.

Power Score—The saving throw bonus improves to +4, and all damage die suffer a -2 penalty. Further, poison damage is halved.

20—The psionicist immediately suffers 20 hit points of damage no save, and further, all saving throws are penalized by -1 for the next 24 hours.

Psi-sword

Power Score:	Wis
Initial Cost:	5 PSP
Maintenance Cost:	3 PSP/round
Range:	0
Preparation Time:	0
Area of Effect:	Bastard Sword or Katana
Prerequisite:	None

Psi-sword is a more powerful form of Graft Weapon. Using it causes the sword of the psionist to bond with him, and the sword takes on an almost imperceptible glow of psionic power.

When used, Psi-sword grants the psionicist a bonus to hit, damage, weapon speed, and AC equal to the magical attack adjustment of the



character from Wisdom. Furthermore, the psionist may attack with the THAC0 of a fighter while using the Psi-sword.

A psionist may not use this power on a sword of average or lesser quality, unless the sword in question is a weapon forged by the psionist himself. Even then, the psionist will usually forge such a weapon of highest quality, as the Psi-sword is a very personal thing to the psionist.

Power Score—The psionist does **double** the dice of damage on the round of activation. The psionist may continue this effect as long as he makes a successful power check each round, and pays double maintenance cost. A second Power Score roll will not quadruple damage, however.

20—Due to a psychic backlash, the psionist drops his weapon, and is stunned for 1d4 rounds, unable to act, and has an AC of 10.

Split

Power Score:	Con -5
Initial Cost:	25
Maintenance Cost:	4/rnd
Range:	0
Preparation Time:	1 round
Area of Effect:	personal
Prerequisite:	None

This power allows the psionist to create an exact double of himself and all equipment. Hit points and PSPs are halved, dropping fractions. There is no innate communication between the doubles. A system shock roll must be made when initiating the power. If it fails, The power fails and the psionist must rest for that round. Should the double die, the original must make an additional system shock roll or fall unconscious for 1d4 rounds. Any magical items that are doubled function only as normal

versions for the double. They are still magical for the original psionist.

The maintenance cost of this power is only paid by the original.

Should the psionist die, the double disappears as well, taking any remaining hit points or PSP's with it.

The double may not use this power. The double is played by the player who role plays the original, as the double does have an understanding of what the original wants. The double is loyal to the original, and behaves in a similar fashion as the original would.

Power Score—Two doubles are created, each having the same stats as a single double would.

20—Fails. Make a system shock roll or fall unconscious for 2d4 rounds.

Suspension

Power Score:	Con -4
Initial Cost:	60
Maintenance Cost:	NA
Range:	0/touch
Preparation Time:	2
Area of Effect:	1 Creature
Prerequisite:	9th level, convergence, suspend animation

This power requires at least two psionists in convergence whose total levels must be 35 or higher, with no psionist being below level 9. A successful use of this power requires every psionist in the convergence to make a successful power check in the round the power is being initiated.

This power works just like suspend animation, except that it can be projected to some other creature, placing them in suspended animation until the psionists make another power check releasing the creature, or until the

power expires in the manner described for suspend animation.

Power Score—The power lasts until the psionics release the creature with a successful power check.

20—If any of the psionics roll a 20, the unlucky one falls into an involuntary suspended animation until revived with a successful use of this power.

Worm Drive

Power Score:	Install: Con -8 Write: Int -5 Read: Int -1
Initial Cost:	Install: 35 Write: 6 Read: 2
Maintenance Cost:	Install, Write: NA Read: 1/round, 1/memory
Range:	0
Preparation Time:	Install: 5 Write: 1 Read: 0
Area of Effect:	personal
Prerequisite:	none

"A worm never forgets", the saying goes. While this is a well known saying, few people know its origins, with the Spineless Worm. This worm, once it lives in a place for just one day, will always remember it, and will return there no matter where you put it. In fact, if kept at a new location for a day or more, it will remember this new place too, and when released, will retrace the way between all such places. It's not known what drives the worm to return to the places it knows, but as this power has to do with recalling old memories, the name seemed to fit. As a side note, "you're a spineless worm" is a phrase of respect reserved for learned scholars, with vast knowledge of

many subjects. The Worm Drive power is actually a collection of three related powers - Install, Read and Write. The names have some historical meaning which has been lost with time. To use Worm Drive, one must first use Install. This creates a new organ - a kind of subbrain, which can store memories. The creation of this organ, like any other massive change to the body, can cause massive stress. The psionist must make a system shock roll. If he fails, the power fails, and the psionist passes out for 2d6 turns. Once Install has been used, the psionist can Write (store) memories, and then Read (recall) them. To Write a memory, the psionist must concentrate for one round on the memory to be stored, and then invoke the power. To recall a memory, the psionist activates the Read version of the power.

There are two basic ways to recall a memory. If the psionist knows what he wants to remember, but just doesn't know the details, he thinks about what he wants to recall, and then activates the power. The other way is to go over the memories, from the last to the first. The psionist can browse memories at about ten per round, getting only a vague idea of what each memory holds. Once he finds the memory he wants, he can get the full details. The memory is then vividly recalled.

Browsing memories costs one PSP per memory. Once the memory is recalled, holding it vivid in memory costs 1 PSP per round. Once maintenance is stopped, the memory fades away over the next turn, until the psionist can only remember the details he remembered before invoking the power. The psionist cannot browse, recall, and then browse again, without reactivating the power and making another power check. Note that memories stored with Worm Drive are not affected by mind affecting spells or psionic powers, so, for example, a Forget spell won't affect a stored memory, even if this memory is of an event



which occurred during the time span affected by the spell. Often psionics who have access to this science, and feel that they have been affected by a memory erasing power, automatically activate Worm Drive and browse memories, recalling those they can't remember.

Power Score:

Install—the system shock roll automatically succeeds.

Write—no special effect.

Read—full details of the memory are kept in the psionics' mind for a turn without need for maintenance, and only then start to fade.

20:

In stalla—a large blob of flesh grows somewhere on the body of the psionics, and in addition the psionics passes out for 2d6 turns. One way to remove the blob is to cut it off, causing 3d6 points of damage. When healed, the body will return to its normal shape.

Write—no special effect.

Read—the psionics recalls wrong details.

Psychometabolic Devotions

Bio-electricity

Power Score: Con (0/-2/-5)
Initial Cost: 0 or 5
Maintenance Cost: special
Range: 3/10/30 yards
Preparation Time: 1 or 0
Area of Effect: special

This dual use power can be called up with no initial cost if a round is spent in preparation. If it must be drawn upon quickly, the strain costs 5 PSPs.

1) Bio-luminescence

The psionics emits a light in a 3 yard radius at a cost of 1 PSP per turn. The radius may be

increased at an increased cost and reduced power check.

Range	Power Check	Cost
3yds	Con 0	1/turn
10yds	Con -2	2/turn
30yds	Con -5	5/turn

2) Bio-electric discharge

The psionics can call up bolts of energy through his hands to hurl at enemies. A to-hit must be rolled with the psionics' missile THAC0, but all targets are AC10: add only dexterity and magic adjustments, not armor and shield. One bolt may be fired per round. Damage is 1 HP per 2 PSPs expended - max. 20 dmg / 40 PSPs. Victims are allowed a saving throw vs. breath weapons for half damage. The power check for this use is modified for range so it is the same as bio-luminescence.

Power Score—No save allowed

20—lose 1d4 PSPs and 1d4 HP as energy is directed inward.

Energy Conversion

Power Score: Con -6
Initial Cost: 2
Maintenance Cost: NA
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisite: energy containment

A psionics with this power can convert energy that has been contained with energy containment, into PSPs at a 5:1 ratio (i.e., five hit points of absorbed damage to every one new PSP). A psionics may never have more than his maximum + 10% in total PSP at any one time. All unconverted energy will still be

released as slight as the guide lines for energy containment state. All the energy does not have to be converted at once. Once all the absorbed energy is converted to PSPs the psionicist will stop glowing.

Power Score—The conversion ratio becomes 1:1.

20—The psionicist loses half his PSPs and all contained energy is discharged harmlessly into the ground.

Energy Discharge

Power Score: Con
Initial Cost: 6
Maintenance Cost: NA
Range: 100 yards
Preparation Time: 0
Area of Effect: individual or object
Prerequisite: energy containment

This power allows the psionicist to discharge the absorbed damage he has contained with energy containment, as a bolt of electrical energy. This discharge will do the number of hit points in damage that the psionicist has left over, unradiated as light. He will then lose his glow and will not be able to discharge again until he absorbs more damage with energy containment.

Power Score—The discharged does double damage.

20—The discharge back fires and hits the psionicist. This time it can not be absorbed and does full damage.

Enhanced Infravision

Power Score: Con-2
Initial Cost: 9
Maintenance Cost: 4/turn
Range: 90 feet
Preparation Time: 5
Area of Effect: personal
Prerequisite: Infravision (Natural or Psionic)

This science is a more powerful version of the infravision devotion, without the side effects of that power (namely, worsening the character's ability to see into the blue areas of the spectrum). This science actually creates more color-sensing pigments in the character's eyes allowing for superior vision. Demihumans **can** use this power, but it is not cumulative with innate infravision (an elf with infravision to 60 feet using this power gains infravision with a range of 90 feet, not 150).

Power Score—Range increases to 120 feet.

20—The character botched the pigment creation, and becomes blind for 2-12 rounds.

Healing

Power Score: Con -5
Initial Cost: varies
Maintenance Cost: NA
Range: touch
Preparation Time: 0
Area of Effect: individual
Prerequisite: none

Unlike cell adjustment healing will not cure any type of diseases, but it does have a better hit point to PSP ratio for healing wounds. The psionicist will heal one hit point of damage for every one PSPs they spend (1:1 ratio).



Power Score—The patient is totally healed and only one PSP is spent.

20—The psionicist suffers the number of hit points he was healing, but the patient is unaffected. If the psionicist is the patient he still suffers the damage.

Immovability Other

Power Score: Con -5
Initial Cost: 9
Maintenance Cost: 6/round
Range: 100 yards
Preparation Time: 0
Area of Effect: individual or object
Prerequisite: immovability

This power works just like immovability, but it's used on other people or objects. The person or object becomes immovable and will require a large amount of force to move it from its spot. A person that has been made immovable is also unable to move himself without the psionicist allowing it by discontinuing the power.

Moving the person or object will require a combined strength total that is at least 10 times greater than the psionicist immovability other power score (Con -5). If an individual has a strength of move the 10 times the psionicist immovability other power score (Con -5) he cannot be held by this power. See *Immovability* page 61 of *The Complete Psionics Handbook* for more details.

Power Score—Moving the person or object becomes impossible.

20—The psionicist can't stop the power; he maintains it until he runs out of PSPs.

Infravision

Power Score: Con
Initial Cost: 4
Maintenance Cost: 2/turn
Range: 60 feet
Preparation Time: 1
Area of Effect: personal
Prerequisite: none

This devotion allows the psionicist to see in darkness, using the heat coming from an object. For all intents and purposes, it is identical to that possessed by elves and dwarves. It extends to 60 feet, does not function in the presence of light, and can be blinded by "hot" objects. A side effect is that any form of ultravision (being able to see beyond the violet end of the spectrum) is negated while this power is in effect, and the subject may have difficulty distinguishing colors past the blue end of the spectrum.

The power works by hitting the photoreceptors in the eye down towards the red (and infrared) portions of the spectrum. Demihuman psionicists who already have infravision cannot use this power.

Power Score—Range increases to 90 feet.

20—The character becomes colorblind and sensitive to bright light for 2-20 rounds.

Jolt

Power Score: Con -3
Initial Cost: 8
Maintenance Cost: NA
Range: touch
Preparation Time: 0
Area of Effect: individual or object
Prerequisite: none

This power allows the psionicist to overstimulate the nerve centers of the body and cause a large electrical buildup, which can be discharged by touch or through any conductive material. This discharge causes 1D10 hit points of damage. This buildup remains in the psionicist's body until he discharges it.

Power Score—The damage is doubled.

20—The electrical charge discharges in the psionicist's brain, stunning him for 1D6 rounds and causing 1D10 hit points of damage.

Mimic

Power Score:	Con - 2
Initial Cost:	10(the act)/5(the scan)
Maintenance Cost:	none
Range:	personal (the act) / sight (the scan)
Preparation Time:	Special
Area of Effect:	Psionicist
Prerequisite:	Special

The mimic devotion will allow the psi to perform briefly a physical feat that would not otherwise be possible. The mimic devotion has two phases in its function. The first phase is called the scan phase, wherein the devotion is activated while the psi witnesses some sort of brief physical act that he/she would not normally be able to accomplish. This scan phase allows the psi to psychically monitor the physical functioning of another humanoid and record in his/her subconscious the results of the scan. The scan measures such sundries as neuromuscular activity, heart rate, brain waves and whatever else. The memory of the event is held in the psi's mind until it is activated at the will of the psi (calling for another successful power roll). Successful activation wipes the memory of the specific event scan. If the roll fails, the memory remains but is not activated

on this attempt. The maximum number of memories allowed to be held at any one time is equal to the psi's current level.

Upon activation, the psi brings his/her awesome psionic energies to bear, allowing him/her to duplicate the feat (and lose ten PSPs). The feat must be a single task such as bending a steel bar, firing an arrow, tumbling from a great height safely to the ground, throwing a boulder, etc. Personally I would even allow the duplication of some spell effects such as jump, although if "detect magic" is used on the psi while performing, none is detected! Examples:

Jack the psi witnesses Wondru the magnificent (names changed to protect the guilty) bend a steel bar. He scans the event, and if the power roll is successful, the memory is stored (he has also lost 10 PSPs). He then boldly strides up to the bar, makes a successful power roll, and now has a chance equal to Wondru's to bend the bar, even though his strength is actually 10.

Jack then sees Lachief, Ranger extraordinaire, fire a bow. Jack scans it and then confidently picks up the bow. Unfortunately, his power roll fails and he almost shoots himself, as he doesn't have any bow proficiency at all. If he made it, though, he would have been able to fire it once using Lachief's THAC0 (WITH Lachief's dex, elf, and prof bonuses and all).

Power Score—The event activates and is still retained in memory

20—The memory is lost without having benefited the psi.



Speed

Power Score:	Con -3
Initial Cost:	10
Maintenance Cost:	5
Range:	0
Preparation Time:	0
Area of Effect:	personal
Prerequisite:	None

The power allows the psionicist to move at twice the usual movement rate, attack at the next highest level on the "attack/rnd chart," and perform any physical action in half the usual time. The armor class is also reduced by 1.

Using this power for longer than 5 rounds has a chance of aging the character. This chance is a cumulative 10% per round. The psionicist can avoid this by stopping the power for at least two rounds before re-initiating it once more.

Power Score—Speed is tripled with regards to physical activity and movement. Attacks remain unchanged.

20—Half speed, etc. until the power succeeds, canceling the effect.

Tattoo

Power Score:	Con -1
Initial Cost:	6
Maintenance Cost:	1/turn
Range:	0
Preparation Time:	1
Area of Effect:	Personal
Prerequisite:	none

With the Tattoo power, a psionicist can draw intricate designs over his body, in several different colours. When the psionicist stops

maintaining the power, his skin will return to normal. The one round of preparation time is used by the psionicist to concentrate on the exact details of the design. This power is well known in primitive societies, where such designs often have to do with the situation or the intent of the person, and where designs are often used during festivities. It can still be quite useful in adventuring situations, for example when there's need to quickly copy a map painted on a wall.

Power Score—the psionicist can change the design once while the power is active, without paying the initial cost again (but with one more round of concentration).

20—The design becomes permanent, and can only be removed by normal means used to remove a tattoo (or with powers which can affect the condition).

Psychoportive Sciences

Dimensional Warp

Power Score:	INT - 7
Initial Cost:	10
Maintenance Cost:	5/round
Range:	10 yards/level
Preparation Time:	0
Area of Effect:	Special
Prerequisite:	Teleport, Dimensional Door, 10th level

This power is a variation on the dimensional door power. The Psionicist defines two 'windows' anywhere within range, and creates a two way portal between them, such that anything going into one of the 'window' will come out the other. Unlike Dimensional door, this power creates a true two way transport system (i.e., you can stick your arm through, grab something at the other end, and pull it

back—anything, including spells, will pass through both ways). The windows, which may have an area of up to 4 square feet per level of the psionist, are identical but can have any orientation relative to each other (i.e., they could be at right angles to each other, or even at 180 degrees *). This could result in some very strange effects, imagine a charging knight being intercepted by a 'window' and continue his charge straight towards the ground - lance first, from 100 yards up. Notice that it might be possible to re-route missiles or even spells such as fireball or lightning bolt right back to the originator, but the psionist would have to act extremely fast (i.e., have initiative and make an Int check to see whether he/she can think and act fast enough). Because of the complexity of warping space in this way it is easy for things to go wrong. If the power check fails, the full PSP's are used, and the two windows will open up, but the psionist cannot control their position (the windows are also unstable and cannot be maintained). In case of a 20 result, the windows are 'very likely' to open in such a way as to harm the psionist (in this case, the window might also be warped and destroy anything which passes through).

Power Score—Maintenance cost is reduced to 3 PSP's per round.
20—see above

Planar Travel

Power Score:	Int -4
Initial Cost:	45/90
Maintenance Cost:	NA
Range:	special
Preparation Time:	12
Area of Effect:	one creature
Prerequisite:	teleport

This power allows the psionist to thrust themselves into another plane. This is almost the same as Summon Planar Creature, but involves a different type of usage. As with that power, the psionist is disoriented for one round, causing a -2 penalty on initiative, attacks, and saving throws. The psionist can choose any of the inner planes for 45 PSP as well as the astral plane or the ethereal plane, or any outer plane for 90 PSP. If the power check is a 2, then the psionist is off target by one plane (which direction is up to the DM). If the power check is a one, then the psionist not only misses by one plane, but also takes the nearest being to him with him. This power does not confer any protection from the plane transported to. If the psionist misses in the outer planes, they are ALWAYS transported to Sigil (if PlaneScape is used, if not use the Concordant Opposition.)

Power Score—The psionist ends up in a safe area, no matter where they went to. However, this does not guarantee that the place will REMAIN safe. A cool spot in the elemental plane of fire does not last long.

20—The psionist instead summons a creature from the destination plane. Roll again as per Summon Planar Creature to see the exact distance and disposition of the creature.

Teleport Here

Power Score:	Int -2
Initial Cost:	20+
Maintenance Cost:	NA
Range:	infinite (within same crystal sphere)
Preparation Time:	0
Area of Effect:	10 yards; at target: 1 yard, 1 individual
Prerequisite:	teleport



This power is identical to Teleport Other, except that it's used to bring another character to within 10 yards of the psionist. The character must be within one yard of the target place of the power, and if there is more than one person within that range, the power fails, with the exceptions noted below. The character must be willing to be teleported or unconscious. PSP cost and power score modifications are the same as for teleportation. If the psionist pays twice the usual PSP cost, he can teleport up to three characters, all standing within the one yard radius area of effect. If more than three people stand within the area, the power fails, with the exceptions mentioned.

If the psionist is in either visual or telepathic contact with the subjects of the teleport, they can be teleported even if more people are standing in the target area. So if, for example, the psionist has a Clairvoyance contact with the targets, he can choose the persons he wants to be teleported. It will also be easier for him to choose the target place, so all will fit in the radius, if possible. Note that to choose the targets using telepathy, the psionist must have contact with all the subjects of the power. If there are four people in the target area, for example, and the psionist has a link with two of them, he could only teleport these two people. Attempting to take one of the other two will cause the power to fail.

Power Score—The PSP cost is reduced by 20 percent, rounded up

20—All would-be teleports are seriously disoriented. They cannot cast spells and suffer a -4 penalty on all die rolls for 1d4 turns.

Psychoportive Devotions

Conjure

Power Score:	Int -2
Initial Cost:	15+
Maintenance Cost:	NA
Range:	Infinite
Preparation Time:	0 (1d4)
Area of Effect:	One object, 50 lbs
Prerequisite:	Teleport

Using this power the psionist can teleport an object from another location to his current location. The object, which can weigh up to 50 pounds, must either be one that the psionist knows well and can picture in his mind, such as his own sword, or one that is within his sight (including psionic or magical detection such as clairvoyance or crystal balls).

The psionist cannot conjure an object that bears a wizard mark unless the mark is his own. Neither can he conjure an object that is firmly secured, such as a chest that is bolted to the floor. If the object being teleported is held by another creature, a psychic contest is waged using the other creature's Strength score versus the psionist's Conjure powers core. If the object being conjured is an intelligent object (either magically or psionically endowed), the object can choose to resist, in which case a psychic contest is waged using the object's Intelligence.

The difficulty of the conjuration, and the cost, increase with the distance and the weight of the object, as listed on the table below:



Distance	IC	PS	Weight	IC	PS
10 yards	15	+1	< 1 lb	0	+1
100 yards	20	0	10 lbs	0	0
1000 yards	25	-1	25 lbs	+2	-1
10 miles	30	-2	50 lbs	+5	-2
100 miles	40	-3			
1000 miles	50	-4	*Players with the		
10000 miles	60	-5	SPELLJAMMER		
interplanetary*	70	-6	boxed set... (etc. etc.)		

The psionist can have the object arrive in his grasp, or anywhere within 1 yard of him, as long as it arrives on a stable surface. He cannot, for example, conjure a boulder to fall onto the head of his enemy. If the result of the power check is a 1 or a 2, the object arrives at a random location 2d6 feet from the psionist.

Note: The 0 (1d4) preparation time denotes a preparation time of 1d4 segments.

Power Score—The cost of the conjuration is reduced by 20% (rounded up), and all penalties for the object's weight are ignored.

20—The object is conjured, but arrives in a location that is detrimental to the object, the psionist, or both. His sword may arrive in his grasp blade first, or a glass flask may arrive just beyond his grasp, only to fall to the ground and shatter.

Dimensional Portal

Power Score:	Int. -4
Initial Cost:	Below
Maintenance Cost:	Nil
Range:	Nil (but for SJ it has to be in the same crystal sphere)
Preparation Time:	1 round
Area of Effect:	One Item
Prerequisite:	Dimension Door

Using this power a psionist creates a Dimensional portal that will enable the him to bring one item of his choice to his present location. Before using this power must think of one item, this is the item he will use the portal to get. Using this power the psionists need not necessarily know where the object he just need to be able to picture it in his mind. He can not think of "I want to get a short sword." It needs to be an object he has had physical contact with and knows the feel of it well enough that he will know that he has found it when his hand goes through the Dimensional portal (ie the feel of his favorite sword, dagger, etc.) This is not an easy task for a psionist because of the fact that he is searching for an object that he does not necessarily know where it is. The initial cost depends on how far the psionist is from the item (determined by the DM).

Distance	Initial Cost	Power Score Modifier
10 Yards	30 PSPs	0
100 yards	30 PSPs	-1
1,000 yards	45 PSPs	-2
10 Miles	60 PSPs	-3
100 Miles	75 PSPs	-4
1,000 Miles	90 PSPs	-5
10,000 Miles	105 PSPs	-6
Planet to Planet	150 PSPs	-7

Power Score—Distance The PSP cost is reduced by 33%

20—Distance The item is in some way damaged, not to the point of worthlessness but damaged nonetheless (exact amount up to DM)



Dream Sight

Power Score: Int
Initial Cost: 12
Maintenance Cost: 8 / round
Range: Special
Preparation Time: 2
Area of Effect: personal
Prerequisite: astral projection

This power is normally used by somniomancers (master in a psionics concerned with the sleeping mind).

Before using this devotion, the psionicist must fall into a deep sleep or sleep trance state during which she dreams of places and events around her. Her vision is then attuned to the location desired. In the dream, she can both see and hear and can will his vision to change so that she can view the surrounding area as well. She cannot see into an area that is protected against teleport or similar powers or spells, however. Nor can sounds coming from such an area be heard.

When using this devotion the psionicist astral body leave her physical body and is able to walk, look around, pass walls, ... The distance that a psionicist can move from her body is equal to 100 yards per level of the psionicist. The astral body is invisible by normal means but is vulnerable to any attacks that can reach astral or ethereal creatures. While in astral form the psionicist is treated as an ethereal traveler, cannot influence the normal word and can only use psionics on herself.

The astral body is attached to the physical body by the silver cord. The silvery cord is nearly indestructible, however. Usually it can be severed only by the psychic wind at its most powerful, or by the silver swords of the githyanki.

At the end, the dream vision ends, and she awakens. If the psionicist's body is disturbed

before the dream sight ends, the power ends and the psionicist is immediately awakened.

Power Score—The astral body of the psionicist is able to see in darkness (normal or magical).

20—The psionicist has a terrible nightmare is unable to sleep for 8 hours.

Haste

Power Score: Int -1
Initial Cost: 8
Maintenance Cost: 2/round
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisite: teleport

Haste allows the psionicist to force his body and any equipment he is carrying, through the space-time continuum at a little over twice the normal rate. This gives the psionicist double his normal movement rate, double his normal number of attacks per round, all three of the ability scores or double his dexterity, and divides his initiative roll in half. It also causes the psionicist to have to pay double the maintenance cost for all powers, including haste, used while using haste. All of the advantages and the disadvantage last until he stops paying maintenance cost for haste. Haste does not cause the psionicist to age any more rapidly than normal.

Power Score—The psionicist becomes a blur and he receives an additional -4 to his armor class.

20—The psionicist jumps through time 1D4 hours and receives 1D10 hit points of temporal damage. All equipment he is carrying must also make saves versus fire or be burned up in the jump.



Interchange

Power Score: Int -3
Initial Cost: 50
Maintenance Cost: NA
Range: 50 yards
Preparation Time: 0
Area of Effect: NA
Prerequisite: teleport, teleport other

This power allows the psionicist to exchange physical places with any creature within sight, and 50 yards, of the psionicist. The creature cannot be more than 150% of the mass of the psionicist. When the interchange takes place, the orientation between the two characters remains the same, so any combat taking place between the two interchanged characters is unaffected (both physical and magical attacks.)

If the subject of the interchange power is unwilling to be teleported, they are allowed a saving throw vs. paralyzation at -2 to resist the teleportation effort. If the creature is willing to be interchanged, no saving throw is required.

Note: In response to a question as to why there is a saving throw for an unwilling target of this power; the Teleport Other power works only on willing or unconscious beings...I thought it fair to allow a saving throw for this power if the victim was reluctant to undergo the Interchange.

Power Score—The saving throw of the subject of the interchange power automatically fails.

20—The psionicist becomes disoriented, and suffers a -2 to all rolls for the next turn.

Phase Self

Power Score: Con -1
Initial Cost: 6
Maintenance Cost: 3/turn
Range: 0
Preparation Time: 1
Area of Effect: personal
Prerequisite: none

A psionicist with phase self can shift his body and any equipment he is carrying, millionths of a degree off of the plane he is currently on. While using this power he can not affect anything and can not be affected by anything on that plane, but he can still hear and see everything around him. This allows him to stand in or walk through walls, objects, and even people without affecting them. The psionicist can even stand in flame and not be burned. He is truly invisible, and can not be seen, smelt, felt, or heard. With one exception, true seeing can see him.

Power Score—The psionicist can not be seen even with true seeing.

20—The psionicist becomes phased permanently for 1D4 hours.

Quick Action

Power Score: Con -1
Initial Cost: 15
Maintenance Cost: 3/round
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisite: none

When a psionicist learns this power, he develops an understanding and affinity for manipulation of the time stream. The psionicist learns to affect the relationship between his



body and the time stream. When this devotion is active the psionic slips slightly out of the time stream, allowing his reactions to be quicker than those around him. This gives him a +2 on initiative in every round that this discipline is active. Furthermore any saving throws which would normally allow a bonus for higher dexterity are also made at +2.

This discipline cannot be used in conjunction with magic that affects time stream (haste, slow, potion of speed, etc.). If already under the influence of one of these types of magic the psionicist will be totally unable to activate this devotion. Conversely, when this discipline is under affect the psionicist is immune to the effects of these magics.

Power Score—The aforementioned bonuses improve to +3.

20—The power fails, and double the initial cost in PSP's is consumed.

Sending

Power Score:	Int -2
Initial Cost:	15+
Maintenance Cost:	NA
Range:	Infinite
Preparation Time:	0 (1d4)
Area of Effect:	One object, 50 lbs
Prerequisite:	Teleport

This power, the converse of conjure, lets the psionicist send an object from his current location to another location. The destination must be one that the character knows and can picture in his mind, or one that he can see, by whatever means.

The object, which can weigh up to 50 pounds, must be carried or firmly grasped by the psionicist. He cannot send an object that bears a wizard mark unless the mark is his own. If the object is also grasped by another

creature, the psionicist must wage a psychic contest, pitting his Sending power score against the other creature's Strength score. If the object is anchored to something weighing over 50 pounds (such as a locked door in a castle), the object cannot be sent. If the object has intelligence, bestowed by either magical or psionic means, it may opt to resist the sending, forcing the psionicist to wage a psychic contest against the object's Intelligence. Only nonliving objects can be affected by a sending.

The difficulty of the sending increases with the weight of the object and the distance to the destination, as detailed in the table in the listing for Conjure.

Note: The 0 (1d4) preparation time denotes a preparation time of 1d4 segments.

Power Score—The initial cost is reduced by 20% (rounded up), and there are no penalties for the object's weight.

20—The object is sent, but not to the location desired by the psionicist. The item may be teleported mere away feet from him, or it could arrive miles away from where it was supposed to.

Teleport Lock

Power Score:	Int -2
Initial Cost:	10
Maintenance Cost:	5/turn
Range:	infinite
Preparation Time:	0
Area of Effect:	personal
Prerequisite:	teleport, ESP

This power allows a psionicist to "lock" onto another being, and if that being should teleport (magically or psionically) for any reason, the psionicist will have the option that round, and that round only, to teleport to the same place as the "locked" creature did. If the psionicist opts

not to immediately follow, the lock is lost. The lock needs to be made while the psionist can see the creature it is locking onto, but after the lock is established, distance between the two makes no difference.

If the psionist decides to follow, the character must pay the PSP costs and make a power check as he would using the Teleport power, with all the appropriate penalties based upon distance. If the psionist does not have enough PSPs, then the Teleport fails.

Power Score—The lock lasts for 5 rounds after the locked on character has teleported.

20—No other effect.

Temporal Acceleration

Power Score: Con -5
Initial Cost: 15
Maintenance Cost: 10/round
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisite: Quick Action

This discipline allows the psionic to alter the flow of the time stream relative to their body. Upon successfully applying this discipline the psionic effectively alters the flow of the time stream relative to his body. The psionist gains the ability to move his or her body in a fashion that is identical to someone under the effect of a Haste spell. Unlike the recipient of the Haste spell the psionic does NOT age one year due to the application of this discipline. The increased speed does not allow the psionic to either cast multiple spells/round or active more psionic powers/round than would otherwise be allowed.

This discipline cannot be used in conjunction with magic that affects time stream (haste, slow, potion of speed, etc.). If already under the

influence of one of these types of magic the psionist will be totally unable to activate this devotion. Conversely, when this discipline is under affect the psionist is immune to the effects of these magics.

Power Score—The psionist gains the ability to move at triple speed.

20—The psionist acts as if under the effect of a Slow spell, and cannot terminate this condition for 5 rounds.

Temporal Deceleration

Power Score: Con -2
Initial Cost: 15
Maintenance Cost: 3/day
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisite: Quick Action

This discipline allows the psionic to alter the flow of the time stream relative to their body. Upon successfully applying this discipline the psionist's body passes into a state which is indistinguishable from death (except by casting of a Detect Life spell). The Psionist can maintain that state until either a predetermined amount of time has passed (say 10 days) or a specific event triggers the termination of the temporal deceleration. While in the decelerated state the psionic is oblivious to the outside world (everything is a blur traveling too fast to follow), and his body uses up none of its internal resources, ie., his metabolism stops, so no healing takes place, but neither does a bad physical condition worsen. There is nothing to prevent physical harm from befalling the psionic while temporally decelerated.

This discipline cannot be used in conjunction with magic that affects time stream (haste, slow, potion of speed, etc.). If already under the



influence of one of these types of magic the psionist will be totally unable to activate this devotion. Conversely, when this discipline is under affect the psionist is immune to the effects of these magics.

Power Score—The psionist hears, sees and remembers all that transpires within normal sensory range for the duration of his temporal deceleration.

20—The psionist is decelerated for twice as long as expected.

Telepathic Sciences

Backlash

Power Score:	Wis - 3
Initial Cost:	Special
Maintenance Cost:	NA
Range:	NA
Preparation Time:	0
Area of Effect:	psionic opponent
Prerequisite:	contact, mindlink, psionic blast

This power causes a psychic shock to travel along the psychic conduit formed by contact. It may only be used after contact has been established, by either the psionist or by the opponent (i.e., it will travel either way). This psychic shock will directly damage the opponent, causing 1d6 damage for every 5 PSP's spent (save vs death to reduce this by half, maximum damage is 10d6 for 50 PSP's). There is however some risk involved in using this power. If the power check is failed, the psionist must make a saving throw or suffer half the damage that he/she wanted to inflict on the opponent.

Power Score—Opponent automatically fails the saving throw.

20—Psionist suffers full damage, no saving throw allowed.

Control Dream (Dreamer Power)

Power Score:	Int-2
Initial Cost:	10
Maintenance Cost:	NA
Range:	Special
Preparation Time:	0
Area of Effect:	500' radius
Prerequisite:	5th level

This allows the dreamer to change the type of dream by one on the dream scale or to change the alignment of a dream. The dream alignment can be change by one element in one direction. The elements of the alignment are the two different halves. The first half (Lawful, Neutral, Evil) can be changed by switching to an alignment to the left or the right of the original one shown in the parenthesis above. The same applies to the second half (Good, Neutral, Evil) The transition will last for as long as the dreamer remains in that Dreamland mode This power will only affect the Dreamland that the dreamer is currently in.

Power Score—The dreamer may change two parts of the dream.

20—The dream change is in the opposite direction intended

Control Mode

(Dreamer Power)

Power Score: Int-2
Initial Cost: 50
Maintenance Cost: NA
Range: 500' radius
Preparation Time: 1 round
Area of Effect: 1 person plus one every five levels
Prerequisite: 10th level

By using this power, a dreamer may transport a number of individuals to another mode of dreamland. All individuals who are not dreamers do so without any chance of avoiding it, however, dreamers can elect to go.

Power Score—The dreamer transports all individuals within range.

20—The dreamer transports himself to the astral plane, leaving the targets where they were

Deflect Attack

Power Score: Wis -5
Initial Cost: 10
Maintenance Cost: NA
Range: 0
Preparation Time: 0
Area of Effect: personal/individual
Prerequisite: 21st level

With this new defense, the Psionicist can deflect any unsuccessful attack against the attacker. The attacker is allowed a save vs. petrification, but if he fails, he suffers any result from his own attack as if he is using it versus a contacted mind. (e.g. a Psionicist is using 'Ego Whip' and the defender is using this Science and wins, the Psionicist is dazed for 1d4 rounds if he fails his save.)

Power Score—The save automatically fails (if the contest is won).

20—The contact is established without any further combat.

Dream Creature

(Dreamer Power)

Power Score: Wis -6
Initial Cost: Special
Maintenance Cost: Special
Range: Unlimited
Preparation Time: 2
Area of Effect: Special
Prerequisite: 21st level

With this power a dreamer psionicist can, in Dreamland, construct any creature with which he/she is familiar. This will enable the dreamer to empower the construct with **all** abilities of the creature including magical, psionically, etc. The dreamer then becomes the brain of the construct using the construct's senses, abilities, etc. The dreamer's dream form becomes inert during this period, and may be as far away from the construct as the dreamer desires. Further, the construct has the maximum number of hit points possible for a creature of this type, and draws all PSPs from the dreamer's PSP total. The dreamer may use all psionicist powers he/she has normally available in addition to whatever the construct has available. If the construct is slain, the dreamer is immediately forced back to his/her own form, and must make a system shock roll. If the roll is successful, then the dreamer regains consciousness in their proper form with no ill effects; if failed, the dreamer passes out for 3d6 rounds, and suffers 2d6 hit points of damage.

This is a difficult power to use because of the high PSP cost. The initial cost is 10 PSPs per



1000 XP the creature being imitated is worth. So for instance, a creature worth 16,000 XP requires an initial cost of 160 PSPs to make a construct of. The maintenance cost is one tenth the initial cost per round. The calculation of the initial cost can be further refined by making it to be 1 PSP per 100 XP. Round fractions up in this calculation.

Power Score—The construct's hit points are doubled.

20—The construct is seriously flawed in some way, at the discretion of the DM, not to be told to the dreamer. For example, the construct might have only half the normal number of hit points, it might not have some critical ability available, etc.

Dream Crossover (Dreamer Power)

Power Score:	Int-2
Initial Cost:	50
Maintenance Cost:	10/hour
Range:	0
Preparation Time:	1 round
Area of Effect:	personal
Prerequisite:	15th level

This power alters the dreamer's material world form so that resembles the Dreamland form in shape and stats. The transformation takes an actual time of 30 seconds (5 in a combat situation) but the dreamer must spend the rest of the round recovering from the shock. After that, the dreamer's Dreamland form (including all Dreamland items and the Dreamland weapon proficiencies) is fully usable. Although useful, this is also rather dangerous. If the dreamer rolls a natural 5 or less, they fall into a coma for a number of days equal to 25 minus the dreamer's constitution. Once a dreamer ceases

to expend PSP to maintain this power, the dreamer's form slowly changes back (2 rounds for transformation) and the dreamer falls asleep for 1/2 the time that he/she was in their altered form.

Power Score—The crossover lasts 3 hours free.

20—The dreamer must make another power check. If it fails or is below 5, then the character dies, otherwise, he/she falls into a coma equal to 1/2 the time specified above for a power score failure.

Dream Entrance (Dreamer Power)

Power Score:	Int-2
Initial Cost:	10
Maintenance Cost:	NA
Range:	100 miles plus 5/level
Preparation Time:	1 round
Area of Effect:	1 person
Prerequisite:	none

This power allows a dreamer to enter the dream of a sleeping person. Once inside the dream, the dreamer can use any of their powers directly on the individual. The dreamer may even draw others into the target's dream. As well, the dreamer may elect to kill the individual in their dream. Doing so in a Natural Dreamland is very hazardous. Since the Natural Dreamland is only in the mind of the individual (and the dreamer and any other are effectively inside it) killing the person is almost always fatal. Any person left in the mind of a person who has just been killed, must make a saving throw vs. death magic or die with the individual. The dreamer must make a Wisdom check at a -10 penalty. If succeeded, the dreamer is able to jump back to their own body in time.



Power Score—The dreamer may kill the target without any chance of death

20—The dreamer must save vs. death magic or die

Dream Link
(Dreamer Power)

Power Score:	Wis-1
Initial Cost:	10
Maintenance Cost:	2/turn
Range:	100 miles plus 5 per level
Preparation Time:	0
Area of Effect:	1 person
Prerequisite:	5th level

This allows a dreamer to form a mental link between himself and another individual by linking their minds in Dreamland. This power is similar to, and can replace, the psionic power mindlink and contact, but some differences are there. The main difference is that the link is two way, although with most people that does not mean much. When using this power on a dreamer, the other dreamer must make a power score for the Dream Link power. If it succeeds and is above 5, then the victim dreamer wakes up and can now use their powers. A normal psionicist can also wake up, but they must make their power score, but at a -5 penalty (unless it fails naturally, in which case it has no penalty)

Power Score—The link is one way, and in favor of the dreamer.

20—The link is one way, in the favor of the victim, and the victim (if a psionicist) wakes up while the dreamer is mentally stunned for 1d6+5 rounds (in which time the link is kept up for free)

DreamScape
(Dreamer Power)

Power Score:	Wis -6
Initial Cost:	60
Maintenance Cost:	20/rd
Range:	Unlimited
Preparation Time:	5
Area of Effect:	1 square mile/level of Dreamland
Prerequisite:	25th level

With this power a dreamer psionicist can, in Dreamland, construct a dream landscape of any type they desire. It may be mundane, fantastic, any type of terrain, etc. This in conjunction with Dream Creature allows the psionicist to gain godlike status in Dreamland. Further, a psionicist who uses this power in conjunction with Dream Creature may construct and use a creature without concern for the consequences of the creature being killed, further the psionicist may construct up to 1 + 1d2 creatures of the same type without extra cost.

Power Score—The maintenance cost is halved.

20—The dreamscape is distorted badly, and anyone in it may save vs. spells to escape it.

Dreamstalker

Power Score:	Wisdom -6
Initial Cost:	40
Maintenance Cost:	Contact
Range:	100 Miles
Preparation Time:	1 Turn
Area of Effect:	1 Person
Prerequisite:	Contact, Mindlink, Probe, Post Hypnotic Suggestion

When the psionist employs this science, he projects his consciousness into the dreams of his sleeping victim. Upon arrival into the dream the victim is allowed a wisdom check to notice the anomaly. If it succeeds he understands the nature of the attacker, and may choose to end the dream.

When the psionist enters the dream, he takes the form of the victim's worst fear. He then chases the victim until the dream ends, or the victim wakes. Upon waking the victim remembers nothing about the dream, only a dark sense of foreboding and fear. He will also have lost one point of Constitution. The point of CON can only be recovered through the following means: restoration, heal, Psychic Surgery, or a Cell Adjustment costing 60 points. Each of these restores one point per application. A limited wish will restore 3 points, and a wish will restore the victim fully.

The Dreamstalker can be used night after night until the victim is dead (CON reaches zero). The victim can only be revived by a heal, restoration, and resurrection, in that order, or through a wish.

If the sleeper contacted through this power happens to be a dreamer psionist, then the person using this power is in for a rude awakening. The dreamer's conscious mind immediately awakens and they have several options. They can escape the power and go into Dreamland and proceed to use their own powers on the person using Dreamstalker. They may use their non-dreamer powers as if they too had a contact on the person using the power, and thus, start a psionic combat. They may break contact at a cost of 10 PSP with no chance of failure. This would not require the ejection power as a dreamer has trained to know all about Dreamland and dreaming and thus a contact via a dream (a normal dream) is not a threat to the dreamer. A dreamer may also, in combination with the other options, make the psionist using the Dreamstalker,

believe that he has succeeded in his attempt to enter the dreams and proceed from there. A particularly smart (and somewhat cruel) dreamer could provide the Dreamstalker with suitable prey, that he believes is the victim of his power, and sit back and watch the psionist chase illusions. Or, the dreamer could even pretend to flee from the psionist and suddenly turn on him and attack. By using the right combination of powers, a dreamer could pull the psionist into Dreamland, and then tear him to shreds in a matter of rounds.

Note: this power WILL NOT work if the sleeper is in Dreamland for any reason. Dreamers consider this power useless, as a combination of their own powers will achieve a similar effect, and could be much more fatal in a shorter time.

Power Score—The psionist can also ask one question as per Probe, or plant one suggestion as per PH suggestion.

20—The Dreamstalker fails, all 40 PSP's are lost, and the psionist must make a save versus death magic or lose 1d8 Constitution points. These can only be regained as if the psionist were under the effects of a Dreamstalker himself.

Group Defense

Power Score:	Wis -6
Initial Cost:	contact
Maintenance Cost:	2/round/creature
Range:	40 yards
Preparation Time:	0
Area of Effect:	up to 5 creatures
Prerequisite:	contact, mindlink, lend strong mind

This Science does the same as 'Lend Strong Mind' but up to 5 so contacted minds gain the benefits of a closed mind or, if activated, the

defense. The defense's S core is not penalized with -2 but the initial cost for the defense must be paid for every contacted mind.

Power Score—The maintenance cost is reduced to 1/round/creature.

20—Every contact is broken and the Psionicist is unable to use any defense for 1d4 turns.

Improved Psionic Crush

Power Score: Wis - 4
Initial Cost: contact + 6 psp/1d6
Maintenance Cost: NA
Range: 50 yards
Preparation Time: 0
Area of Effect: 1 creature
Prerequisite: mindlink

It is a massive assault upon all neurons in the brain, attempting to destroy all by massive overload of signals.

The maximum damage is half the psionicist level in d6's. Save vs. Spell (with wisdom bonus) for half damage.

This power cannot be magnified by any metapsionic devotion, the damage limit cannot be increased.

Power Score—Target saves at -4
20—Full cost with no effect.

Mind Hold

Power Score: Int -3
Initial Cost: Contact
Maintenance Cost: 8/round
Range: touch
Preparation Time: 0
Area of Effect: 1 Creature
Prerequisite: Contact

This acts much like a domination. It, when the psionicist places a hand on the victim, grabs hold of the opponents psyche and forces it into a sort of holding cell..thus the opponent is totally immobile during the time of usage, as well as under complete physical control. Thoughts can occur, but no form of telepathy can occur. Also thinking becomes slowed, as the energy holding the mind takes a lot of effort to overcome. Spellcasting becomes impossible while under the influence of this power. All Intelligence and Wisdom checks are at -3.

Power Score—The psionicist badly batters the mind of the victim. The victim suffers as if he is under the influence of this power for 1 day. The psionicist does not need to expend points to maintain this

20—The Psionicist gains a severe migraine which lasts for 2 turns, no powers may be used during this time. As well, all ability score checks are made at -2 due to the intense pain. Any loud noises REALLY hurt (anyone who has had a migraine can testify to this)

Mind Kill

Power Score: Wis -6
Initial Cost: 20
Maintenance Cost: NA
Range: 100 yards
Preparation Time: 0
Area of Effect: individual
Prerequisite: domination, 21st level

Mind Kill is a forceful overload of the victims mind with psionically energy in form from contrary commands. It's one of the new telepaths attacks used to establish contact with another psionicist. If the power is used against an already contacted mind, it literally squeezes the fluid out of the brain, killing the victim



instantly if he fails his save vs. death. Even if he succeed in the save, he is rendered unconscious for 1d6 hours, leaving him completely helpless.

Table for Attack-Modifier:

Attacks	Defenses						
	M-	TS	MB	PA	IF	DA	TW
MT	+5	-2	-4	+1	-4	-2	-5
EW	+5	0	-3	-2	-4	-3	-3
II	-3	+2	+4	0	-1	-5	-3
MD	+3	-1	0	-1	+3	-1	-4
PC	+1	-3	-1	-2	-3	0	-4
MK	0	+1	+2	-4	+1	-3	0
PB	+2	+3	0	-1	-1	-4	-2

Power Score—The save automatically fails.

20—The force is not transmitted violently but the contrary commands affect the attacker instead, rendering him helpless for 1 turn, unable to use any psionic power. Also, half of the 20 PSPs are transmitted to the defender if he succeed in a CON-check.

Obscure Defilement

(Dark Sun power)

Power Score:	Int -4
Initial Cost:	contact of each creature affected.
Maintenance Cost:	5/round/creature
Range:	Defiled Area
Preparation Time:	0
Area of Effect:	Defiled Area
Prerequisite:	Mindlink, Contact, Invisibility

This power is remarkably like superior invisibility, except that it covers the smell, sound, and sight of the ash surrounding the defiler. The power score decreases by one however, per level of the spell being cast. So a fourth level spell will be at INT -8.

However, if a person comes back to the defiled area at a later date, he/she will notice the defiled area, unless cloaked by another talent.

Power Score—Every time the people affected by this spell come back to this particular spot, they will not see the area of ash. Ever.

20—They know exactly what is going on, and the Defiler is in BIG trouble.

Paralyze

Power Score:	Wis -2
Initial Cost:	contact
Maintenance Cost:	5/round
Range:	90 yards
Preparation Time:	0
Area of Effect:	individual
Prerequisite:	mindlink, contact

Using this power, the psionist can paralyze a creature contacted. The creature must be within 90 yards of the psionist, but needs not be within line-of-sight. If the creature is able to be seen, there is no modification to the psionist's power score. If the creature is not visible (invisible, hidden, or otherwise blocked from sight), the psionist's power score is reduced by three.

Any creature affected by this power must make a saving throw vs. paralyzation or be unable to move. The power works by blocking signals from the creature's brain to its voluntary muscles. Since the brain cannot issue any new instructions to the voluntary muscles, they remain in the position that they were last told to assume. (Okay, so this isn't exactly how the nervous system really works, but this is a fantasy game. . .) This power can in no way affect involuntary muscles, so the victim doesn't have to worry about breathing or having a heart attack.



The victim is affected only as long as the psionicist maintains the power, and can move normally after the power is ended (assuming they've survived). As with any other form of paralysis any paralyzed creature can be automatically hit in combat situations, or automatically killed in non-combat situations. Note that good psionicists who use this power to make foes into easy targets will find their alignments bending towards evil. (That is, if they intentionally do so. If the party berserker picks off a helpless opponent that the psionicist was planning to interrogate, then it's the fighter's problem, not the psionicist's.)

Power Score—The paralysis lasts for 1d6+1 turns with no maintenance cost and contact need not be continued.

20—The psionicist must make a saving throw vs. paralyzation or be paralyzed for 1d6 + 1 rounds.

Plant Control

Power Score: Wis -2
Initial Cost: contact
Maintenance Cost: 5/round
Range: 100 yards
Preparation Time: 0
Area of Effect: individual
Prerequisite: mindlink, contact

This science allows the psionicist to control plants of all varieties. It allows him to animate the plant and have it perform simple tasks. For example, Belor needs to get a wagon through the forest, but there is no path and trees are blocking the way. With this science Belor could contact the trees and command them to move. Obviously there will be a few potholes to maneuver around, but that's ok. A character with a non evil alignment would also command the trees to replant themselves somewhere else

out of the way. Treants are immune to plant control, because they are not considered to be plants for game purposes.

Power Score—He may control intelligent plants.

20—He gains plant intelligence for duration of power.

Possession

Power Score: Con -5
Initial Cost: contact +80
Maintenance Cost: NA
Range: touch
Preparation Time: 3
Area of Effect: individual
Prerequisite: mindlink, contact, valuable gem (1,000gp+)

This science is similar to the science switch personality. It allows a psionicist to possess an individual's body, without the risk of losing his own. It requires a gem worth a 1,000gp or more to store the individual's mind in while the psionicist borrows its body. Here's how it works. The psionicist takes the gem in one hand and touches the victim with the other. The psionicist pays the initial 80 PSPs and the victim's mind is transferred to the gem at a rate of one of the victim's levels or hit die a round. If the psionicist releases the victim or the gem before the transfer is complete the victim's mind snaps back and the process must be started over from the beginning. Once the victim's mind is completely transferred to the gem the psionicist is transferred into the victim's body in one round. (It takes longer to put a mind into a gem than into an empty body.) The transfer is considered permanent, and lasts until the psionicist uses this science again to reverse it. The psionicist does not suffer any ill effects from the transfer and is able to function without



any problems. His old body will live for one week with no mind in it. After the week has passed the psionist must either transfer back to his own body or it dies. The psionist will require a large meal and a day of rest if he stays out of his body for the entire week and then reenters it. When the psionist leaves his victim's body, no matter where the gem is located at the time, the victim's mind will snap back to its body form inside the gem, unaware of any time passing. A gem may be used more than once, but it can never hold more than one mind at a time.

The psionist gains the physical attributes (Strength, Constitution, and Dexterity) of his victim. However, he retains his own THAC0, proficiencies, and so forth. Any creature that can be contacted can be possessed, with the exception of plants, unless the plant has a localized brain.

Power Score—The initial cost is reduced to contact +40.

20—The psionist is trapped in the gem for 1d6 days and then snaps back to his own body. (If the psionist's body is dead then the psionist's mind is lost in the transfer back. (Your dead.))

Psionic Blow

Power Score:	Wis - 6
Initial Cost:	8 PSP / 1d6
Maintenance Cost:	NA
Range:	0
Preparation Time:	0
Area of Effect:	10 yards
Prerequisite:	telekinesis

A blow of brain force forming a wave in all directions around the psionist. This blast can jolt a subject's mind like a piece of shocking news. If one of the targets is a psionist he can

get half damage if he makes his defense mode (as against psionic blast). If the defense mode has an area of effect (like tower of iron will) all creatures in the area get half damage.

The maximum damage is half the psionist level in d6's. Save vs. Spell (with wisdom bonus) for half damage.

This power cannot be magnified by any metapsionic devotion, the damage limit cannot be increased.

Power Score—Damage increased to 1d8/8 PSP.

20—Full cost with no effect.

Psionic Drain

Power Score:	Wis -8
Initial Cost:	40
Maintenance Cost:	10/turn
Range:	Touch
Preparation Time:	0
Area of Effect:	Individual
Prerequisite:	Telepathy, Contact, Psychic Drain, Mindlink, Mindwipe, 12th level

Psionic Drain is a science that enables psionists to remove the danger of other, beaten psionists. It enables the user to remove all the sciences and devotions that the target knowingly possesses. This removal is permanent, and can't be restored by anything less than a Wish spell, or by relearning them level by level.

This science can only be used on other psionists, not on wild talents and only on those psionic creatures with a high intelligence (Dragons and such, DM's discretion).

An unexpected feature of this science was discovered by its creator after quite some uses of this power. It enabled him to gain powers that were erased in the others' mind.

This power can only be used on an unconscious target. After the initial contact cost, the psionist pays 40 PSP's. Then he pays 10 PSP's for each turn that passes. It takes one turn to erase a devotion, three to erase a science.

The chance that the psionist is able to understand the power he is erasing is 2% for a science, and 4% for a devotion, modified by the level difference of the psionists involved. If the target is of a higher level, the chance increases.

If the user would gain a power he can't use because of level requirements (unlikely because he is at least 12th level), he will not gain the power.

Power Score—Devotions take 1/2 a turn to erase, and sciences takes 2 turns.

20—This power is erased from the psionist's mind.

Psylocke's Psychic Knife

Power Score:	Int
Initial Cost:	28
Maintenance Cost:	12 / round
Range:	Touch
Preparation Time:	1
Area of Effect:	1 creature
Prerequisite:	contact, mindlink

The psychic knife is the physical manifestation of Psylocke's telepathic powers. And with calculating precision she cuts through the folds of the target's subconscious mind, playing open for clinical inspection the painful swirl of memories churning inside him/her.

The target hit by the psychic knife suffers effects similar to ego whip. The target must save vs. petrification or can do nothing (including walking or defend him/herself) for 2d4 rounds. If the save was successful the

target is dazed for 1d4 rounds, during which all of his/her die rolls (psionic attacks, melee attacks, saving throws, etc.) are penalized 3 points (or 15%) and he/she cannot cast any spells with casting time above 3. Regardless of the save a full contact is established with a successful hit.

Optionally the psionist may try a called shot to the head (-8), if successful the victim must save with a -5 penalty. If the save was successful the target is dazed for 2-8 rounds, during which all of his/her die rolls are penalized 5 points (or 50%).

Tower of iron will and mental barrier can be used to protect a psionist's mind against the psychic knife. If one of these defense modes are active and the victim wins a contest against the psychic knife power score he has a +5 bonus on ST, and only a tangent will be established (3 tangents must be made to establish a contact). The spell mind blank (8th level) can protect a creature in the same way, the contest will be psychic knife vs. wizard intelligence.

Other defense modes are useless against this attack but, of course, Ejection can destroy the contact.

Reference: X-Men (Comic)

Power Score—The knife gains a +2 bonus to hit and the maintenance cost is halved.

20—Full cost with no effect. The psionist is delusioned, she thinks she has a knife but she doesn't. She will probably try to punch the victim.

Scanner's Mind Blow

Power Score:	Wis - 6
Initial Cost:	contact
Maintenance Cost:	6 PSP / 1d6
Range:	50 yards
Preparation Time:	0
Area of Effect:	1 creature



Prerequisite: New Psionic Crush

This power tries to explode the mind of the victim. When the victim reaches zero hit points the head explodes. The damage starts in 1d6 and will grow as the sequence:

1 2 4 6 8 10 12 14 16 ... (d6's per round).

Each round the victim has the right of a save vs. spell (with wisdom bonus) for half damage. If the victim can get out of the line of sight of the psionist this power will not work. The psionist must stay completely quiet to maintain this power.

This power cannot be magnified by any metapsionic devotion, the damage limit per round cannot be increased.

Reference: Scanners (Movie)

Power Score—the psionist can walk while maintaining this power.

20—Contact broken and the psionist will not be able to contact the victim for 1d4 turns

Waking Dream

(Dreamer Power)

Power Score: Int-8
Initial Cost: 50+10/person
Maintenance Cost: NA
Range: 25' radius
Preparation Time: 2 rounds
Area of Effect: up to 10 people within range
Prerequisite: 20th level

This powerful psionic allows the dreamer to transport the physical bodies of others into Dreamland. This power requires intense concentration during the preparation time and any interruption will have the same effect as rolling a 20. The preparation time may be

skipped in an emergency, but the power score will then become Int-15. This is the same as entering Dreamland normally for a dreamer, but all victims are physically in Dreamland, and cannot escape, except with a Wish spell. Any dreamers who are being forced in this way must make a wisdom roll. If they succeed, then they have entered Dreamland normally, otherwise, all Dreamland powers are gone. As well, dreamers forced in via this spell have their mind destroyed (Intelligence 1, Wisdom 1) until a Wish or Heal spell is used.

Power Score—The minds of the victims are destroyed as above (including any dreamers)

20—The dreamer becomes a Lost One (Ravenloft Monstrous Compendium) and is transported to Ravenloft where only Wish can restore their mind or the mind of the dreamer is stuck in Dreamland and the body becomes a lifeless shell. Only a god can restore the dreamer from the later form, and this is no small task, so the god may require a rather dangerous task in return. The result of a 20 is up to the DM.

Telepathic Devotions

Awaken

Power Score: Wis
Initial Cost: contact
Maintenance Cost: NA
Range: NA
Preparation Time: 0
Area of Effect: individual
Prerequisite: contact

This devotion allows the somniomancer to wake another character from normal sleep without the use of touch or sound. When this devotion is used the subject simply wakes up



instantly. (This doesn't mean that the subject is immediately alert)

The subject hears (only in her mind) a great shout "wake up!" or any word the somniomancer wants (one word only). The subject may be scared or hungry depends on situation.

At DM discretion this power can cause problems when used against subjects in astral travel.

Power Score—The subject is alert upon awakening.

20—The psionist wakes the character up, but in such a manner that the character is paranoid for the day. All actions at -5% (-1) for the day. Dexterity checks at -2 because of nervous shakes.

Change Dream Form
(Dreamer Power)

Power Score:	Int-3
Initial Cost:	5
Maintenance Cost:	1/turn
Range:	0
Preparation Time:	0
Area of Effect:	Personal
Prerequisite:	None

This power allows a dreamer to alter their physical self in a manner similar to certain spells. A level 1 it is equivalent to a change self spell. At level 5, 2 dream statistic points are added to the amount to be distributed. At level 7, this psionic is equivalent to a polymorph self spell. At level 9, 5 dream statistic points can be added. At level 15, this total rises to 10. At level 20, this power is similar to a shape change spell except that body parts can change by themselves without the rest of the body being affected. The number of dream statistic points is raised to 15.

Power Score—Move up to the next level of mastery (i.e. 1st level to 5th level, 5th level to 7th level, etc.)

20—The dreamer succeeds, but at one level of mastery lower and attracts the attention of a Dream Demon (q.v.)

Disconnect Skills

Power Score:	Wis-3
Initial Cost:	contact
Maintenance Cost:	7/round
Range:	75 yards
Preparation Time:	0
Area of Effect:	individual
Prerequisite:	contact, mindlink

This power allows the psionist to "disconnect" a character's primary skills from his mind, causing a specific type of amnesia. Thus a fighter has much more difficulty fighting with weapons, a mage has a chance of spells malfunctioning, bards lose their musical and poetic abilities, a psionist's mental powers become harder to use. Characters have no difficulty doing things not "native" to their class, for example, a mage fight with weapons, or a fighter use a magic wand. Multi-class characters have difficulties with the abilities of whichever class has the highest level (rolling if two or more are equal), and dual-classed humans lose the abilities of their current class.

To determine the amount of disruption caused by Disconnect Skills, take the psionist's roll and divide by two, rounding up the result (a roll of 4 rounds to 2, a roll of 11 rounds to 6). For each disruption point, the character suffers a -1 penalty when skills measured on a d20 are used, or a -5% penalty when a d100 is used. The breakdown of vulnerable skills is given by this list:



Fighter - penalty on all attacks and armor class (-1 per disruption point)

Cleric - chance of spell failure (5% per disruption point), and turning failure (-1 on turning roll per disruption point)

Mage - chance of spell failure and magic item failure (5% per disruption point for both)

Thief - penalty to thieving abilities (5% per disruption point)

Psionicist - penalty to power checks (-1 per disruption point)

Power Score—The victim cannot take any actions (except defending) for the first round.

20—The psionicist is affected by this power for 2-12 rounds.

Dream Items

(Dreamer Power)

Power Score:	Int-1
Initial Cost:	5
Maintenance Cost:	NA
Range:	0
Preparation Time:	0
Area of Effect:	1 item
Prerequisite:	none

This allows the dreamer to create any non-magical, personal item, weapon, suit of armor, etc. This item lasts as long as the dreamer stays in Dreamland. The item will behave as the normal item would (a weapon will cause damage, armor will protect a person and a rope will, well..um, do rope things!)

Power Score—The item is magical and the DM will determine its powers, but it will only bring 1/10th of its full experience value. The maximum experience possible (before devaluation) is 1,000XP.

20—This item is extremely unstable and will explode causing 2d10 hp damage when moved quickly (most likely when picked up)

Dream Magnet

(Dreamer Power)

Power Score:	Wis-3
Initial Cost:	5
Maintenance Cost:	NA
Range:	100 miles plus 5/level
Preparation Time:	0
Area of Effect:	1 person plus 1 every 5 levels
Prerequisite:	None

This power allows the dreamer to pull a sleeping person into the mode of Dreamland that the dreamer is currently in, be it natural, true, or travel. This does not actually give the dreamer access to the person's dreams, but it does have a chance (75%) of giving the victim a very severe nightmare with all the negative affects associated with one. If the sleeper is already having a Dreamland dream, then it will automatically be a nightmare. If the victim does not have a nightmare, then they would not have a dream at all that night. This power is essential to dreamer so that they may have access to their victims (which must be in Dreamland for any of their powers, save Dream Crossover and Waking Dream)

Power Score—The victim suffers Dreamland nightmares for two nights after the initial night of severe nightmares.

20—The dreamer suffers nightmares that night.



Dream Watcher
(Dreamer Power)

Power Score:	Wis
Initial Cost:	7
Maintenance Cost:	1/turn
Range:	100 miles plus 5/level
Preparation Time:	0
Area of Effect:	1 person plus 1 every 5 levels
Prerequisite:	2nd level

This power allows the dreamer to watch in on another's dream. They cannot participate or otherwise communicate, but the sleeper "feels" that they are being watched. Due to this for every 2 turns the dreamer is watching, the dream moves down one type on the dream scale (good becomes average, average ceases to be a dream, no dream soon turns into a bad one, and so on). As well, using this power in conjunction with Control Dream, the dreamer gains a +2 bonus when attempting to use the Control Dream power, but not if that +2 will take it over the power score.

Power Score—The character can send mental messages to the person watched. This quadruples the speed of the decay of the dream after a message is sent, even if the message is reassuring.

20—The dreamer is actually watching his worst nightmare from when he/she was a child. This shakes up the dreamer as per the rules for extreme nightmares.

Equilibrium Disruption

Power Score:	Wis-4
Initial Cost:	contact
Maintenance Cost:	4/round
Range:	300 yards
Preparation Time:	0
Area of Effect:	individual
Prerequisite:	contact, mindlink

This devotion allows the psionicist to weaken the victim's sense of balance. There is nothing physically wrong with the person, but the disruption prevents him or her from maintaining balance. Walking becomes difficult, spells may fail due to lack of balance, and skills are harder to perform.

The victim is allowed a saving throw versus death. If the save is successful, the victim retains most of his/her equilibrium, causing all attacks or actions to be made at a -1 or -5% penalty. Movement is at 75% normal speed, spells of 7th level or higher cannot be cast, and there is a general 5% chance of spell failure. If the saving throw is failed, all actions are at a -3 or -15% penalty, the maximum movement rate is 1/3 the normal rate, and spells of 5th level or higher cannot be cast. Spells that are cast have a 15% chance of failure. If the character is near any height greater than 15 feet, vertigo strikes, worsening all penalties by an additional -1 or -5%. If the saving throw is an unmodified 1, then the character loses all equilibrium and falls to the ground, helpless. Helpless characters get a saving throw vs. death every round thereafter. If the save is made, then the character can function again, but using the "-15%" category for penalties.

Once every 5 rounds, the character gets a saving throw vs. death to see how he or she is



doing. Use this new saving throw to determine the penalties for the next 5 rounds. Characters that are helpless get to save every round until able to stand, then begin making a saving throw once every 5 rounds.

Power Score—All penalties are increased by -1, or -5%.

20—The psionicist is affected by this power until he or she gets a 19 or 20 on the save versus death.

Glibness

Power Score: Int-4
Initial Cost: 10
Maintenance Cost: 6/round
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisites: none

This power gives the psionicist all the benefits of a Philter of Glibness, and also will affect Truthsayer in the same manner as a Philter of Glibness affects a Detect Lie spell.

Power Score—The lying is undetectable, even with magic, for 5 rounds.

20—The psionicist's words are heard as normal and all who can understand them know what he/she was attempting

Induce Pleasure

Power Score: Con -2
Initial Cost: contact
Maintenance Cost: 2/round
Range: touch
Preparation Time: 1
Area of Effect: individual

Prerequisite: mindlink, contact

This is the opposite power of Inflict Pain. While no good comes from it (no healing or curative effects), it makes the subject individual shudder and twist in ecstasy. If used in combat, the victim must save vs paralysis in order to keep functioning and fighting. Failure to save indicates a penalty of -4 on all attack rolls that round, and any spells being cast are disrupted.

The insidious effects of this power occur when it is used in conjunction with Inflict Pain. By using the two powers interchangeably, dependent upon the victim's actions, the victim can be conditioned to perform certain acts instead of other acts they would normally perform. For each week of being subjected to this treatment, they must make a wisdom check, with a penalty equal to the number of weeks of "treatment" (i.e., 3 weeks of treatment = penalty of -3) or have their actions in particular scenarios predetermined by their conditioning. Only one area of behavior may be affected per victim. Depending upon the behavior modification, there is a chance (DM's discretion) for an alignment change by the victim.

Power Score—The pleasures are so overwhelming that the victim passes out for 1d10 rounds.

20—The contact is broken.

Jedi's Mind Focus

Power Score: Wis -2
Initial Cost: 10
Maintenance Cost: NA
Range: 0
Preparation Time: 1
Area of Effect: personal
Prerequisite: none

This is the "use the force Luke" power. The psionicist concentrates all his mind capacities in the task he intend to do in the next round, granting a +5 (or +25%) bonus in this task in the succeeding round. This power can be used only one time per task and the duration is fixed in one round.

The bonus can be used in any action the psionicist wants. The only requisite is: he must know what he will do in the next round.

Reference: "Use the force Luke" in Star Wars (Movie)

Power Score—The bonus is +6 at half cost.

20—The psionicist forget how to do the task for 1d4 rounds.

Lend Strong Mind

Power Score:	Wis -4
Initial Cost:	contact
Maintenance Cost:	1/round
Range:	30 yards
Preparation Time:	0
Area of Effect:	individual
Prerequisite:	contact, mindlink, 10th level

With this Devotion, the Psionicist is able to defend a contacted mind against intrusion from another Psionicist. Any attempt to contact this mind fails and a Psychic Combat must be fought. The Defense can be established with this Devotion in the contacted mind; using the Psionicist's Score -2. While defending his friend's mind, the Psionicist sacrifices his own defense in the first place, but he may activate one other power in the same round (because one of the powers is a defense). It's not possible to use this Devotion AND establish a defense in the friend's mind in the same round. The other power may be a defense for the

Psionicist's own mind, an attack, or any other power he is able to use. If the Psionicist does not defend himself mentally, nevertheless he has a closed mind, so he cannot be contacted without combat. Then, any successful attack versus his mind establishes one tangent.

Power Score—The contacted mind gains the benefits of a 'Thought Shield'.

20—The Psionicist is not able to use any defense for 1 turn.

Memory Summoning

Power Score:	Int -3
Initial Cost:	contact
Maintenance Cost:	7/round
Range:	Sight
Preparation Time:	Differs
Area of Effect:	Individual
Prerequisite:	Send Thoughts, False Sensory Input

By means of this power a Psionicist can effectively bypass another person's natural defenses. including a another psionicist's defenses) Many DMs out there believe that if someone psionically touched they will know it (especially in the case of another psionicists), with this power this is not the case. The psionicist will implant a thought into another person's mind this thought will be a front and he will follow it into the person's mind. The person will notice the thought and not the mind touching (on a successful power check). This is a very risky proposition (checks must be made by the DM every other round), but the benefits are enormous the psionicist can roam around as if he were using a probe. The probe that is used here though is not the same because the psionicist can not make his presence known (where when normally using probe he tries to batter down any defenses) he can only find the

answer to one simple question every other round (and longer if a complex question up to the DM). He will not know if he has attracted the attention of the person's mind that he is in, unless he finds resistance but until then he will have no idea if he has been found out. The person whose mind has been entered will know if that his mind has been entered when the psionicist fails a power check and at that time can try to use any defenses he can use or get. The preparation time must be spent finding out about the person that the power will be used on. He must find some thought that he can use to follow in to the mind with. (ie A gladiator learning to use a sword, an elf finally earning his name, a halfling eating a person for the first time, etc.)

Power Score—The psionicist only has to make a check every fourth round.

20—Automatic Failure the person knows your there and can take whatever precautions he can to stop your entry into his mind or stop you from going further into his mind.

Mental Dagger

Power Score: Wis -4
Initial Cost: 6
Maintenance Cost: NA
Range: 50/100/150
Preparation Time: 0
Area of Effect: individual
Prerequisite: contact, mindlink

Mental Dagger is a sharp, pointed attack against the victim's mind. It's one of the new telepathic attacks used to establish contact with another Psionicist. If the power is used against a already contacted mind, it opens a mental wound where the life-force is sipping out. The victim suffers a loss of 1 HP per round thereafter, beginning with the round of first

use. When used again, the loss is increased by 1 HP per round to a maximum of 3 HP/round. The wound closes when the victim is rendered unconscious, is psychic surged, or gains the benefits of any cure spell or power. If the rules for 'Death's Door' are in use, the bleeding stops at 0 HP, else it stops at 1 HP and the victim falls unconscious.

Power Score—The loss is 2 HP/round, the maximum is increased by 1.

20—The psionicist suffers the wound by himself.

Negate Sensory Input

Power Score: Int - 4
Initial Cost: contact
Maintenance Cost: 5/round
Range: 15 miles
Preparation Time: 0
Area of Effect: individual
Prerequisite: contact, mindlink, false sensory input

This devotion allows the psionicist to actually block out one form of sensory input. Affected senses can be taste, smell, sight, hearing, or one kind of touch (either pain, pressure, temperature, or hunger/thirst). While in effect, the victim is totally unable to "comprehend" the sense, almost as if it was disconnected from his brain. As a result, standard curative magic will not work, but remove curse might (DM's discretion). Only one sense can be affected for every use of this power, thus, it requires two separate usages to make a person deaf and blind. Standard penalties apply to blindness and deafness; loss of taste prevents the victim from being able to taste anything (including spoilage or poison), loss of smell prevents the victim from smelling smoke or the stench of various monsters (including troglodytes and ghosts). In



terms of loss of touch, inhibiting pain prevents a character from knowing how many hit points he's lost, inhibiting pressure causes the person's body to become numb (-2 on attacks, movement at 1/2 movement rate, DEX checks may be needed at DM's discretion to prevent falling or dropping something), inhibiting temperature means the person cannot tell if something is too hot/cold to handle (although after 7 points of heat/fire damage, pain begins, but the character might not know why), and inhibiting hunger and thirst means that the character does not realize he's hungry or thirsty... and thus could starve to death at a banquet, or be protected from an *Insatiable Thirst* spell.

Power Score—Two senses can be negated for 6 points per round, or one sense can be negated for 4 points per round.

20—The victim's senses are not altered, but the psionist thinks the power worked. Also, the victim is protected from all forms of *False Sensory Input* and *Negative Sensory Input*, regardless of who is projecting it.

Oniric Vortex

Power Score: Wis
Initial Cost: contact
Maintenance Cost: 1/round/subject
Range: Unlimited
Preparation Time: 1
Area of Effect: individual
Prerequisite: Enter Dream

With this devotion the psionist can bring some friends to a dream. The psionist must be in a dream to use this power (her own dream or any dream affected by enter dream).

Unwilling subject may choose to end the dream and wake up. This action ends the dream for that particular character only.

It should be noted that this is NOT a Dreamer power. It does not affect Dreamland characters, as they are out of reach of a non-Dreamland psionist.

20— Unwilling subjects can be brought in. They can only wake up if they make a saving throw vs. Paralyzation.

Power Score—A hostile monster is brought in instead.

Outer Dream

Power Score: Int
Initial Cost: 30
Maintenance Cost: 10/question
Range: NA
Preparation Time: 12 hours
Area of Effect: individual
Prerequisite: mindlink, teleport

This devotion is similar to contact other plane spell and requires the psionist had access to psychoportive and telepathic disciplines

When this devotion is used, the psionist sends her mind to another plane of existence in order to receive advice and information from powers there. As these powers resent such contact only brief answers are given. Any questions asked are answered by the power during the power's maintenance. The character can contact an elemental plane or some plane farther removed. For every 10 PSP spent one question may be asked. Contact with minds far removed from the plane of the psionist increases the probability of the psionist going insane or dying, but the chance of the power knowing the answer, as well as the probability of the being telling the correct answer, are likewise increased by moving to distant planes. Once the outer planes are reached, the Intelligence of the power contacts determines the effects.



The random table given here is subject to DM changes and development of extraplanar NPC beings, and so on.

If insanity occurs, it strikes as soon as the first question is asked. This condition lasts for one week for each removal of the plane contacted to a maximum of ten weeks. There is a 1 % chance per plane that the psionicist dies

Plane	Power Score Modifier	Chance of Insanity*	Chance of Knowledge	Chance of Veracity**
Elemental	-1	20%	55% (90%)	62% (75%)
Inner Plane	-2	25%	60%	65%
Astral Plane	-3	30%	65%	67%
Outer Plane, Int. 19	-4	35%	70%	70%
Outer Plane, Int. 20	-5	40%	75%	73%
Outer Plane, Int. 21	-6	45%	80%	75%
Outer Plane, Int. 22	-7	50%	85%	78%
Outer Plane, Int. 23	-8	55%	90%	81%
Outer Plane, Int. 24	-9	60%	95%	85%
Outer Plane, Int. 25	-10	65%	98%	90%

* For every point of Intelligence over 15, the psionicist reduces insanity chance by 5%.

** If the being does not know an answer, and the chance of veracity is not made, the being will emphatically give an incorrect answer. If the chance of veracity is made, the being will answer "unknown."

Percentage in parentheses are for questions that pertain to the appropriate elemental plane.

Power Score—No chance of insanity.

20—The psionicist grates a power. The DM must decide what the disturbed power will do.

before recovering, unless a psychic surgery is made upon her. A surviving psionicist can recall the answer to the question.

On rare occasions, this divination may be blocked by the action of certain lesser or greater powers.

Psychic Armor

Power Score:	Wis -3
Initial Cost:	5
Maintenance Cost:	NA
Range:	0
Preparation Time:	0
Area of Effect:	personal
Prerequisite:	none

Psychic Armor is a new defense against unwanted contact. It puts the Psionicist's mind in a kind of armor, weakening any psionic activities. Thus, it's more difficult to use any attack against the Psionicist, but he himself suffers grievous penalties as well. Any one other power activated in the same round with this devotion is penalized with -2 to the Power Score.

Power Score—The use of this power does not affect other powers.

20—The defense falters but the penalty remains for 1d6 rounds (in addition to any other penalties from this power).

Sleeping Automaton

Power Score: Wis -2
Initial Cost: contact
Maintenance Cost: 6/round
Range: NA
Preparation Time: 2
Area of Effect: individual
Prerequisite: contact

This devotion allows the somniomancer to take control of a sleeping subject's body and cause it to perform simple actions. Such actions include movement (sleep-walking), picking up and moving small objects, etc., but nothing either directed or violent and nothing that involves any thinking or decision-making process.

The somniomancer can't force the subject to commit suicide or actively damage herself in any way; the subject will wake up before any damage be inflicted.

This power doesn't give any way to somniomancer to see what the subject is actually doing, so, the psionicist should be able to see the target by any means or it will be very difficult to give the orders.

Power Score—The psionicist can see brief flashes of the surroundings of the person controlled. Just enough to make sure that the subject doesn't run into things.

20—The somniomancer loses control of their own body for the duration of the power, and it is prone to twitching and convulsions.

Metapsionic Sciences

Dreamfield

Power Score: Wis -8
Initial Cost: 40
Maintenance Cost: 10/round
Range: 40 yards
Preparation Time: 3
Area of Effect: 20' radius
Prerequisite: 13th level

A character using dreamfield can project thought waves into the minds of sleeping people. This allows a psionicist to take control of dreams, and shape them in any manner they want. Even other psionicists may have their dreams invaded by this without having first been defeated in psionic combat. The attacking psionicist may not kill someone with this, or caused direct physical harm, but if he/she chooses to create a nightmare in which the victim is slain, then the victim must roll save vs. spell at a -2 penalty without the benefit of WIS bonuses. If the save fails, then the victim suffers fatigue, and will for 24 hours afterwards take a -2 penalty to all die rolls.

A psionicist can project this power to a centre point up to 40 yards distant from him/herself, with an area of effect of a 20' radius. If a character is struck during the time they are trapped in a dreamfield, then they will immediately awaken and break the effect of the dreamfield, if the awakening occurred before the end of the dream. Also, the attacking psionicist may attempt this but once per night on a particular victim. It takes 2+d2 rounds for the attacking psionicist to complete the effect.

Special Note: If the Dreamland rules are used, a character who is in Dreamland (naturally or otherwise) is unaffected by this power and cannot even be reached. If the psionicist tries this power on a dreamer psionicist, the dreamer's conscious mind is

immediately awoken and alerted to the attempt. At this time, the psionist is most vulnerable because the dreamer knows of the attempt and can do something to the psionist while they are still recovering from their failed attempt.

Power Score—Victims must save at a -4 penalty, and further, if they fail, they will suffer a -3 penalty to all die rolls for 24 hours afterwards.

20—The dreamfield backfires, and the psionist falls into a trance where he/she suffers all the effects of a horrific nightmare with the resulting penalties to die rolls, no save allowed. The psionist emerges from the trance when the nightmare is over.

Mystical Conduit

Power Score:	Int -4
Initial Cost:	10+1/10 yards (or 40+1/10 yards)
Maintenance Cost:	2 PSP's
Range:	<see cost>
Preparation Time:	0
Area of Effect:	NA
Prerequisite:	Dimensional door, 6th level psionist and knowledge of either Mage or Priest magic.

This power opens an immobile conduit for mystical energy from the area immediately surrounding the psionist to anywhere within line of sight (see cost). The next spell cast from where the psionist was standing at the time the power was initiated will function as if it was cast at the other end of the conduit. Thus the ranges of certain spells can be greatly increased. Notice that spells, which affect the caster only (i.e., personal spells), will now affect whoever is standing at the other end of the conduit or be wasted if nobody is standing

there. A vampiric touch (or fire shield) for example, could be cast at one end and whoever was at the other end could now apply the vampiric touch (or be protected by a fire shield), and gain the full benefits from it (i.e., reach out and touch someone, in case a vampiric touch had been cast). The original caster has absolutely no control over the spell—it is as if the whoever was standing at the other end of the conduit had actually cast the spell. Since the accuracy and power required for transferring personal spells is much greater than for other spells, the cost is increased to 40 PSP's + 1 PSP per 10 yards.

The mystical conduit is visible only by a detect magic, true sight, or psionic powers such as Heightened senses. It collapses the instant any spells conducted in this way or if the psionist ceases paying the maintenance Cost.

NOTE: The conduit is one way only, thus it is not possible for a psionist to steal a spell, as it is being cast by an opponent.

Power Score—No PSP's must be paid to maintain this power.

20—The next spell cast near the psionist will backfire.

Post Pone

Power Score:	Int -6
Initial Cost:	initial cost of the power (x2)
Range:	Touch: 0
Area of Effect:	individual
Maintenance Cost:	24/day
Preparation Time:	1 round per power postponed + 1 round
Prerequisite:	7th level

This power allows a psionist to "postpone" a power till a later point in time. This consists of the psionist having to first make the power



check to initiate the power, then having to make the postpone power check. When the psionist makes the power roll for the first power, he pays the initial cost of the power, then when he initiates postpone he pays the same cost again. The power that is postponed is "put on the back burner" till a later point in time, when the psionist wants to use the power he has postponed. This power will allow a psionist to maintain any power he can use at the time (even if he can only use because of convergence, if he can use it he can postpone it), this includes both once and done power, and maintainable powers. This power has a serious drawback while a power is being maintained the psionist can not get back ANY PSPs due to the fact that he is using a power at that time (spending exactly 1 PSP per hour).

Power Score—If a power score is rolled this power only uses half the normal PSPs to maintain, and in so doing allows a psionist to regain PSPs every other hour (depending upon whether or not he rests)

20—The power is disrupted and the psionist must begin again to try to postpone the power.

Psionic Transference

Power Score:	Wis -4
Initial Cost:	Varies
Maintenance Cost:	NA
Range:	touch
Preparation Time:	0
Area of Effect:	individual
Prerequisite:	psychic surgery, 7th level

This science allows the Psionicist to transfer some of his psionic powers to a non-psionist (the Psionic version of a Priest's "Imbue with Spell Immunity"). First the Psionicist must

successfully use psychic surgery on the recipient (to prepare him for the sudden psionic overflow) then he must make a successful power check for Psionic Transference. Finally the psionist must make a successful power check for each power he wishes to transfer to the recipient (note that rolling a 20 or the exact powers core won't make a difference). If the Psionicist is successful he subtracts 10 PSPs per successfully transferred science, and 5 PSPs per successfully transferred devotion. For every unsuccessful attempt to transfer a power the Psionicist subtracts 5 PSPs per science and 2 PSPs per devotion, but he can attempt to transfer the power again.

The psionist may attempt to as many powers as he want (as long as he doesn't run out of PSPs), but powers that need prerequisites must be met by the recipient, so if a Psionicist wanted to transfer Psychic Drain the Psionicist would have to transfer telepathy, contact and the recipient would have to be 6th level. All powers transferred by the Psionicist can NOT be used by the Psionicist for until the recipient is slain, the recipient has used up his PSPs or 24 hrs have passed... whichever comes first. The psionist must also lend his PSPs to the recipient for the recipient to use the powers (the PSPs used to transfer powers doesn't count, this PSP transfer is for lending the Psionicist PSPs directly to the recipient). For PSP transfer rate is 1:1. The PSPs transferred to the recipient taken away from the Psionicist's current and MAXIMUM PSP total. So if the Psionicist has a max of 150 PSPs and lends 50 to recipient the Psionicist can have no more than 100 PSPs. The recipient uses his own con, Int and Wis when determining power scores.

Power Score—Psionicist retains his powers (but not PSPs) with a -5 to power score.

20—The Psionicist passes out for 1d6 turns, the recipient passes out for 2d6 turns.



*In Dark Sun the Psionicist can transfer powers to people with wild talents but not other Psionicists.

PSP Lightning

Power Score:	Con -8
Initial Cost:	varies
Maintenance Cost:	same as Initial Cost
Range:	25 yards
Preparation Time:	0
Area of Effect:	1 Creature
Prerequisite:	9th level

The psionicist converts PSPs into pure energy that resembles (but is not) lightning. The conversion is 1 PSP for 1d3 points of damage. A psionicist may convert 1 PSP per level in a round. So a level 15 psionicist may convert 15 PSPs to 15d3 points of damage. No saving throw is allowed, and powers like Energy Containment have no effect in blocking this attack. Also, spells such as Protection from Lightning and Resist Fire, are useless. If a telepathic defense mode is active, however, then damage is reduced by 10% since this energy is mental in origin. Further, if a mind is open to contact then the victim takes 10% more damage than what is specified in the die rolls. A victim takes normal damage either when they are a mind closed to contact not using a defense mode, or when they are a mind open to contact that is resisting in the manner described in the entry for the contact power in CPH.

This power is physically taxing, and may not be used for more than 4 rounds before the psionicist has to rest for 2 rounds. The psionicist may opt to expend fewer PSPs than his/her maximum. The psionicist must announce both before making an initiative roll and making a power check how many PSPs they intend to expend.

Power Score—The conversion rate of PSP to damage improves to 1d6 points of damage per PSP spent.

20—The psionicist takes 1d4 points of damage for every PSP he/she was going to expend that round.

Psychic Sacrifice

Power Score:	Wis -10
Initial Cost:	Death, Contact (see below)
Maintenance Cost:	20 PSPs / round (see below)
Range:	Unlimited (see Contact)
Preparation Time:	0
Area of Effect:	One person
Prerequisite:	Psychic Surgery

This science allows a powerful psionicist to transfer a portion of his or her power to another person when he or she dies. One science and two devotions are chosen at random from those known by the user of this power (the Sacrifice), which are immediately added to those known by the target. The target gains enough PSP's to use the three powers once per day each, with 4 rounds of maintenance.

If the target was a non-psionicist before the use of this power, he or she should be treated as a wild talent. If the target was already a wild talent, the new powers and PSP's are added to those currently possessed. If the target was a psionicist, the powers and PSP's are added to their current abilities, and are considered separate from the normal maximums allowed by their level. The powers can be from a discipline outside those currently known by the target, and do not count against the maximum number of sciences/devotions per discipline. If the powers granted are already possessed by the target, the PSP's are still gained, and the power score in that power is increased by one



(as though the target had relearned that power). In all cases, the PSP and power gain is permanent.

The target's alignment becomes that of the sacrificer. If this causes the target's alignment to change, this has a 1% chance per PSP gained of driving the target insane.

At the discretion of the DM, the target may be visited by the spirit of the sacrificer. The spirit may give the target hints, encouragement, or other support in particularly difficult situations. This may occur at most once per month, and lasts for at most 1 turn.

To initiate this science, the sacrificer must first die. This can be either an accidental or intentional death, although an intentional death for the sole purpose of using this science grants the sacrificer a +2 bonus to his or her power score. At the very instant of physical death, the player must state his or her intention to initiate Psychic Sacrifice, and also must state the target. The sacrificer's psyche is then kept alive by feeding off the remaining PSPs the psionist had at death. The upkeep of 20 PSPs/round must be paid each round until the power is successful, or the sacrificer's psyche dies. The sacrificer must also attempt contact (via psionic attack forms if the target is an unwilling psionist) each round. If the sacrificer does not have enough PSPs remaining to pay the upkeep and attempt contact, their psyche dies.

Once contact has been successfully made with the target, the sacrificer rolls against the power score for Psychic Sacrifice. The upkeep of 20 PSPs must also be paid in this round; if not enough PSPs remain, the sacrificer's psyche dies. If the roll is successful, the effects listed above occur. If the roll is failed, contact is broken, and must be attempted again in the next round.

If the Psychic Sacrifice is successful, the sacrificer may never be Raised, Resurrected, or Reincarnated. However, if the sacrifice is

unsuccessful (the sacrificer runs out of PSP's or skips a round of attempting contact for any reason), the sacrificer may be raised, resurrected, or reincarnated.

Power Score—the sacrificer can pick the science and two devotions granted to the target.

20—the sacrifice fails, and both the sacrificer and target are psychically stunned, losing all current PSPs (killing the psyche of the sacrificer).

1—only 1 science or 2 devotions (50/50 chance) are granted to the target.

Note to the DM: If this science is allowed in your campaign, you should make allowances for NPC psionists who have been targets of it in their lifetimes, and therefore have more than the normal allotment of psionic powers and PSPs. In particular, the DM may consider high level evil NPC psionists who "farm" low level psionists for the sole purpose of having them sacrifice their powers to their mentor.

Stasis

Power Score:	Wis -4
Initial Cost:	40
Maintenance Cost:	30/round
Range:	10 yards
Preparation Time:	3
Area of Effect:	1 Creature
Prerequisite:	13th level, convergence, rigidity (or immovability for those lacking Dragon Kings), time/space anchor, stasis field

This power requires at least two psionists in convergence whose total levels must be 50 or higher. No psionist in the convergence can be below level 13. All psionists must make a successful power check in the same round the



power is to be initiated. It is not required that more than one psionicist in the convergence know his power since being convergence makes it available to the other psionicists.

The effect of this power is to totally immobilize the victim to the point that they are utterly helpless. Their body is rendered immobile in that they can make no physical motion, they are effectively rooted to the spot they are standing in, so that they cannot be physically moved, and they are anchored to the time-space continuum so that they cannot teleport, and things like teleport trigger, and contingency spells that are supposed to teleport the victim will fail. Further, the victim's mental processes are slowed down to 1/60 of their normal rate, rendering them virtually helpless against telepathic attacks.

Power Score—The victim is held in stasis until released by another power check.

20—The power backfires, and the psionicists fall victim to the power until they run out of PSPs to maintain it. This backfire occurs if any psionicists roll a 20.

Speed up/ slow down factor	Power Score penalty	Initial/maintenance cost (see note)	Prerequisite Level
2	3	10/5	5
3	4	20/5	10
4	5	30/5	15
5	6	40/5	20

Note: The power can only be maintained if the psionicist is the affected creature. The costs are relative to the psionicist's time frame, in other words the initial cost is relative to normal time (and will affect the target creature for one round of normal time), while the maintenance cost is relative to the new time frame, and must be paid for every round the psionicist experiences. A 20th level psionicist for example, who speeds up time by a factor of 5, would not have to pay maintenance cost for

Time Flow

Power Score:	Int
Initial Cost:	Special
Maintenance Cost:	Special
Range:	Touch
Preparation Time:	0
Area of Effect:	1 creature
Prerequisite:	Time stop, 5th level

This power allows the psionicist to speed up or slow down time with regards to the target creature. At the time the check is made, the psionicist declares by how much the time flow will be increased or decreased. In other words, how many rounds will occur for the target creature while a single round of 'normal time' passes (or alternatively how many rounds of 'normal time' will pass in what the target creature sees as a single round). The power scores and initial/maintenance costs are given below.

the first five rounds (or 1 round 'normal time') since this is covered by the initial cost. After these 5 rounds, the maintenance cost would be 5 per round (or 25 per round normal time). Since this power affects the flow of time, rather than speeding up the metabolism of the target creature, as is the case with magical haste for example, no aging will result. Anyone who returns to the normal time frame however, will be confused and unable to do anything for as many rounds as were spent in the other time frame. This gives the body time to readjust to

normal time and recover from the strain. It is possible to force the body to ignore this time of recovery. To do so requires a Wisdom check and a Constitution check, with a penalty equal to the factor by which time was affected for both checks. If either is failed, 1d6 random ability scores are permanently lowered by one. In other words, this is not a good idea except in the most desperate cases.

Power Score—The psionicist may increase the time factor by one, without having pay the extra cost in PSP's.

20—The psionicist is confused and disoriented as described above.

Metapsionic Devotions

Helmboost

Power Score: Wis -5
Initial Cost: 40
Maintenance Cost: none
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisite: 7th level

This devotion is useful only for spelljamming psionicists. This means they must be using a serial, pool, or other helm which can be used by psionic creatures. If the power succeeds, the MV of the vessel increases by 1 while the SR increases by 3. This lasts for a duration of three rounds.

The psionicist can not use the power again during that day, due to the stress induced on the hypothalamus by this power. Should the power be attempted a second time, there is a 55% chance that it will fail, leaving the psionicist insane (although with his powers intact). Such inane helm persons have been known to decide that ramming a larger vessel (or even

ordering a full stop) are excellent combat options.

In a serial helm, several psionicists could use this power, but not all at once. Using more than one of these powers on a helm has no effect.

Power Score—Lasts for 5 rounds.

20—The helm is inoperable for 1 round.

1—The MV is unchanged, but the SR still increases.

Psionic Concealment

Power Score: Wis -4
Initial Cost: 4
Maintenance Cost: 1/round
Range: 0
Preparation Time: 1
Area of Effect: personal
Prerequisite: telepathy, psionic sense

With psionic concealment, a psionicist can conceal his psionic activity from those with psionic sense.

When the character makes his check, all of his psionic activity is concealed from others. If a being checks for psionic activity, the DM conducts a secret psionic contest, and the higher successful roll takes effect. That is, if the concealer wins, nothing is sensed, and if the sensor wins, he spots the concealment and the powers being concealed. For the contest, the concealment roll is reduced by one for every five PSPs expended that round.

Concealment provides reasonably good protection from psionic feeders and the like, as well as psionicists.

Power Score—Gain +4 in detection contests.

20—Lose all psionics for 1d4 turns.



Psychic Reach

Power Score: Wis -5
Initial Cost: 8
Maintenance Cost: 5/round
Range: 30 yards
Preparation Time: 1
Area of Effect: special
Prerequisite: Telekinesis, 6th level

This psionic power causes a semi-transparent hand, made of the user's psionic life-energy to spring forth from him, and grab on to creatures. The hand can be moved anywhere within range in 1 round; then any 'touch' psionic powers can be used through it.

The 'hand' exists until it loses its grip (see below), the user fails to pay maintenance, the hand leaves the range, or is destroyed. The hand is AC0, and has hit points equal to the psionist's level. The user actually gives up that many of his own HP: when the power lapses, he gains any remaining HP back. The hand is only hit by magic weapons of effects. Dispel magic and non-damaging spells have no effect.

Each round, the psionist must check to see if the hand loses its grip if it is being actively avoided. This check is his wisdom adjusted by his opponent's AC; either way, maintenance is paid at this time. All "reaching" powers are initiated with -2 power scores.

Power Score—Hand has double HP free.

20—All 'touch' powers are double cost for next turn.

Psychic Rogue

Power Score: Wis -4
Initial Cost: contact + 12
Maintenance Cost: 8/round
Range: NA
Preparation Time: 1
Area of Effect: individual
Prerequisite: Psychic Drain

This power allows the psionist to temporarily steal a psionic power from another person. After contact is established the psionist spend 10 PSP and chooses one of the victim's powers (The psionist must know if the victim knows the particular power).

After that, and while paying maintenance cost, the psionist is able to use the power as any other. The victim will forget the power until the psionist stops paying maintenance.

Power Score—The victim is also rendered unconscious while the power is in use.

20—The psionist is unconscious for 1d4 rounds

Time Flux

Power Score: Con - 2
Initial Cost: 8
Maintenance Cost: 5/round
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisite: none

Using this devotion, the psionist can cause time to speed up or slow down for himself only. Thus, the psionist can exist at twice the speed of the rest of the world, or half the speed, effectively *hasting* or *slowing* himself. Because the increase or decrease in speed is time

oriented instead of biologically oriented, the psionist can perform ALL actions at either twice or half normal speed. For example, a psionist can make two psionic actions per round, use two magic items per round, etc; a *slowed* psionist could take only one action every two rounds.

There are some other unique qualities of this ability. There is no metabolic change, like the aging associated with *haste*. Spells and psionic powers are affected, so if the psionist increases his speed, spell duration is only half of what it would be in normal time, but an initiative bonus of 3 is gained while the power is in effect. For example, a protection from evil spell cast on the psionist that would last 8 rounds of real time will now last only 4 rounds. On the other hand, if a psionist slows himself, spells last twice as long as they would in real time, but there is an initiative penalty of 3 while being slowed down. For example, a slow poison cast on a slowed psionist would last twice as long as normal. The PSP cost in real time for any psionic abilities outside the Time Flux (ie, not affecting the psionist) does not change, but the cost for those abilities affecting the caster is increased or decreased appropriately.

Numerous applications exist for this power. If a psionist wants to "burn off" a harmful spell (like *slow* or *hold person*), the speeding up usage would help greatly. Likewise, if the psionist wants a spell to remain longer than normal (in real time), then the slowing use is best.

Power Score—Once during the maintenance the psionist can *time shift* himself one round into the future with no chance of failure or disorientation. The psionist does not need to know the *time shift* for this effect to occur. If the psionist does in fact know *time shift*, then he can try to move two rounds into the future as

if it were only one round (but with standard chance of failure).

20—The psionist is stopped in time for 1-4 rounds, unable to react, but can be injured. For game purposes, all attacks hit and all saves are failed.

Psionic Affecting Spells

Zoe's Psionic Enhancement

(Alteration) Reversible

Level 2 Wizard Spell

Components: V

Duration: Special

Casting Time: 2

Area Of Effect: 1 Psionic Creature

Saving Throw: Negates

This is an unusual spell for the simple reason that wizards don't like psionics. (They would, however, like the reverse: Zodiac's Psionic Restriction.) This wizard spell can boost (or reduce) PSPs. The total can be raised above the normal max. At any rate, the bestowed PSPs disperse at 1 PSP per 2 rounds.

Therefore, the bonus is short lived, so use them fast. They start to drain away the round after casting.

This spell involves great concentration and is a drain on the wizard. 3 PSPs are given for each hour the spellcaster is willing to "cannibalize."

The reverse, Zodiac's Psionic Restriction, drains PSPs at the rate of 3 PSPs per level per round. The duration is 1 round per 2 levels. A save (adjusted for wisdom) may be made each round the effect is applied.

The caster can do very little while this spell is in effect. No spellcasting is possible. The caster may move at 1/2 his movement rate while this spell is in effect.

20 wisdom gives immunity to this spell.

This spell was created by Zodiac. Zoe was an astrologer who later became a psionics. After a near death experience (involving illithids), she devoted her life to her god. As an ascetic, she still used her psionic talents. She

researched this spell to allow herself to enhance her previous abilities.

Dalen's Mental Resistance

(Abjuration)

Level 9 Wizard Spell

Range: 20 yards

Components: V,S,M

Duration: 2 rounds/level

Casting Time: 9

Area of Effect: One living being for every 5 levels

Saving Throw: Neg.

This spell is used to stop all mental and psionic powers from affecting a specific being. This is accomplished by creating a field around the being affected that stops all mental energy from passing through it. This field, however, stops the mental energy from either entering, or leaving. Thus, this could be used to stop a psionics from using any powers on anyone but himself. It also grants immunity to any psionics attacks, including the dreaded mind flayer mental blast. It provides protection from any spell that deals with the mind of the person protected as well as ANY psionic power. This will spell is quite similar to Mind Blank, except that it provides full protection against psionics and a few other mental powers. The list of spells that are protected against is too long to list, but if the spell affects the mind of the being, it will not work.

Dalen was a Red Wizard of Thay, but was overthrown by another wizard who had a psionics working for him. Dalen researched a way to stop psionics from working, and partially succeeded. He was hoping that a wall or sphere could be created, but found that this was impossible, because all the research he found pointed to the fact that such a field would have to be in close proximity to a living

being, no more than an inch away in fact. Dalen later died when he tried to cast this spell on a psionic lich. Since the spell only affects living beings, which a lich is obviously not, Dalen was reduced to a mental vegetable and subsequently killed.

New Ideas for Old Powers

This article is in reply to someone's comment on how Psionics were a weak and defenseless class. The quoting has been removed and some of the article has been trimmed to avoid confusion or redundancy.

From what you are saying, it's obvious to me that you are playing a "Head Messer", a psionist with mainly telepathic powers. That right there is your first problem.

The telepathy 'school' looks pretty neat and powerful at first, but in reality, you have to go through so much crap in order to do anything that a fight is usually over and everything is dead before you can get anything done. This happened all year to a friend of mine who had a telepath in the same party with a paladin, a really nasty fighter, a wu jen alterer, and a pretty kickin' bard. He would get set up, contact whatever, do other stupid things, and get ready to mindrape the thing, and it would be dead. He was handy to have around when the party got split up, or when we were interrogating something, or for recon (he had an owl), but that was about it.

On the other hand, I played a Psychometabolist in a comparatively powered party. This character was the ultimate 'Swiss Army Character', even more so than a bard. He could do ANYTHING, and do it well.

Most of my character's abilities were in the Psychometabolic school, because except for a couple useful things like Telekinesis and Receptive (for the PSP's), he didn't need anything else. OK, I'll list the things my 9th

level psionist could do about something charging at him--

Use Telekinesis on his +2 short sword from a distance

Use Animate object on anything (rock, tree, helmet) and do something funny and/or damaging

If it's small, Herial Barrier and watch it bounce

Molecular Agitation if you're out of the fight

Animal Affinity--I rolled the Grizzly Bear, this can get really nasty

Life Draining, this speaks for itself

Metamorphosis--This probably has the most potential of any ability in the whole book. A couple of my favorites were: Changing into a puddle of mercury in front of a whole bunch of monsters, then using life draining when they stepped in me; changing into a metal bar, Animate Object-ing myself, wrapping around a frost giant's legs, then life draining him while he's helpless; and gaining the ability to cross any hole in any dungeon in the world by sprouting wings.

Adrenal Control can give you massive bonuses to damage or AC

Ectoplasmic Form--use this and whatever's charging will go right through you. If your DM allows this, here's a really nasty thing to do--walk up to an enemy while 'ghosty', stick something, anything at all, into him, and let go. Bang, it materializes 'Nuff said.

Wrench, if it's undead

That's not the complete list of nasties I can throw out, just the most often used. Body equilibrium is pretty worthless in combat, but it was probably the one I used the most often. Chemical simulation can get you through any lock around.

There's not really a whole lot to do at the low levels, but that's because of lack of PSP's, not lack of abilities available. The way to get

around that is to get Receptacle at the soonest time possible.

There is a suggestion I have to anyone looking to play a psionist is to specialize in Psychometabolism with a good number of the Psychokinesis skills, or vice versa. You will end up having the best thief in the world, who, given a couple rounds, can tank along with any fighter, then heal the party afterwards.

This article is a response to the "uselessness" of some of the psionics powers. It has some additional comments from other people added in.

For the Psionic abilities such as "Feel Sound" or "See Sound" they may seem fairly "useless" to a hack-and-slasher [[although I can think of several applications] 1) See sound could be almost equivalent to Blind Fighting, if not better; 2) Feel Sound might be able to negate a back-stab attempt if the warrior can feel where the attack is coming from in the last instant -- I would still allow the attack, but the surprise might more easily be negated; 3) See Sound could give a warrior precise information about the location of a sonic attack (breath weapon, roar area of effect, etc) and allow that warrior to place themselves in the correct spot to avoid the attack form.. etc. etc.]].

But the most useful applications I can see (no pun intended) would be in other areas (perhaps classified under role-playing?) such as: Consider a bard with See Sound. Could they not weave an intricate pattern with their voice or instrument... perhaps boosting their abilities, winning 'sound sculpture' contests in a psionic rich land, allowing them to identify magical music effects by eye seeing a harpy's song at a distance larger than the Charm Person range, etc.

Feel Sound might give similar benefits to the musically inclined. Although, I would probably LOWER a saving throw if Feel Sound was used around a magical song, such as the harpy or siren.

Feel Light could enhance agricultural Non-Weapon Proficiencies sort of like a Green Thumb, sensing the proper location of the correct like to grow things. Or, a character with Feel Light could be hired (at high rates if it is a rare talent) to perform tasks from the mundane to the complex:

- a) Hire as a theatrical stage lighter, with a better "feel" for the correct lighting.

- b) Be sought by mages trying to make a place scry-proof to "feel" for any cracks in the lead plating which would let through Crystal Ball effects, ESP, or X-ray vision.

- c) Placed as a guard in the dark dungeons to be waiting for the slightest light to approach so they could warn others.

- d) They would make great ship's crew on foggy nights, looking for that very faint glow from the lighthouse, keeping the ship from the rocks...

If you are a lenient DM you might allow small effects or uses of the Psionic ability to not quite follow the rules or not use a PSP: Say the character with Feel Light could always be awake at the first touch of dawn, "feeling" the new day. Or allow the character to feel the "quality" of light (say being able to distinguish between Light and Continual Light spells, or between Mage Light and Cleric Light...)

In addition would not the See Sound power be useful for negating the effects of a Darkness spell or natural darkness all the same, being able to see how the sound reflects around the room and off of objects. Also, See Sound would be great for seeing what the spell caster is saying while inside a Silence 15' Radius.

Used i n conjunction with Spellcraft, that is most useful.

Not all the Psionic Abilities are for combat, or even for adventuring... but all of them can be used with creativity in MANY situations.

Psionic Items

The Need for Psionic Objects

Why psionic objects, you ask. Why create objects with psionic powers, when any power imaginable can be obtained with objects powered by magic? Well, there are several answers to this question, depending on who's asking it.

But first let's see the inherent qualities of psionic objects: First and foremost, psionic objects are all intelligent and aligned. So unlike most magical items, they have an ego, and a purpose of their own.

Secondly, psionic powers cannot be fully depended upon. A power might not work in a specific bound, and might even fail so miserably, that it will cause damage to the psionic object itself, or to its wielder.

Psionic objects are also not limited to a specific function. Being intelligent, and having a set of powers, they might use these powers in any way imaginable.

And last, but not least, psionic objects are not magical. They will not respond to detect magic spells, cannot be disrupted, etc.

For the DM, the creator of the world, the reason to use psionic items is twofold. First, magic is not abundant in all campaign worlds. There may be worlds where psionics are more common than magic, and thus it is only reasonable that there will be more psionic objects than magical ones.

A good example of a world where numerous psionic objects might be found is Athas. In that world, where magic is tightly controlled by the sorcerer kings, and psionics are everywhere, it stands to reason that most forces, especially those working against the kings, will have special items created by psionists, instead of

magical objects created by the hard-to-find preservers.

The other reason for DMs to use psionic objects is simply to baffle their players; to give them something new, unknown and unpredictable, yet powerful enough to be useful. Because psionic objects are not magical, it is easy for characters to overlook them when using detect magic, and they cannot be Identified. They do not appear in the DMG, so players won't know them; and they have their own opinions, which is fun to play.

For the psionist character himself, psionic objects are the only ones he can create, so there's no questions why he should create them. It stands to reason that the psionist would prefer to have psionic objects, simply to have more powers at hand.

For the adventurer, psionic powered objects may be useful simply because magical negation does not work on them. Powers of disruption might destroy all of his magical items, but the psionic items will remain untouched.

For one who wants a powerful item and can use either magic or psionics to create it, there are several considerations:

- Creating psionic items is much simpler than creating magical ones. All that is needed is a new and relatively expensive item, and the psionist to concentrate on giving it powers. This might not be quick, but it certainly beats roaming through jungles and dungeons in search of components and knowledge for the creation of the magical item.

- Psionists, unlike magic users, need not be of an exceedingly high level to be able to create permanent items. So it will probably be easier to find a psionist capable of doing so, than finding a magic user for this purpose. Even if a high level psionist does not know how to empower objects, it is relatively easy to get him to develop this power. A magic user would have to wait until he has reached the appropriate level (16th level).

The Creation of Psionic Objects

Psionicists usually fashion their psionic items from personal things, like clothing parts or jewelry. If a psionicist can play an instrument, he will make a similar psionic instrument. If he likes to collect butterflies, he will have a psionic net. As long as the object is not too awkward and is something the psionicist uses a lot, it has a good chance to be made into a psionic object.

Unlike magic users, psionics have no special feelings for wands and their ilk. This does not mean that they will never create a wand or a rod, but such items will be rarer than amongst magic users. Psionicists also prefer to avoid combat, and so create few weapons (although if a psionicist feels a need for a weapon, he will prefer a psionically empowered weapon over a magical one).

Creating psionic objects is draining, but not particularly complicated. There is one little snag, however - a lot of powers need more than the 8 or 12 PSPs the object receives for the power. To use such a power, the object must have some way of obtaining more PSPs. The most obvious solution is to give the object access to some other minor power. On rare occasions, when the object has access to the Metapsionic discipline, it might be lined with gems, and given the power of Receptacle. This can as much as double the number of PSPs in its possession.

After the psionicist has empowered the object, he must then train it for the specific function he had in mind. After all, one set of powers can be used for many varying tasks. Training the object is a simple matter of explaining its job to the object. The object is always well disposed towards its creator, and will gladly learn its task.

Using Psionic Objects

Using psionic objects is not as easy as using magical items. Being intelligent, a psionic object will obey a command only if it sees fit to do so, or is outmatched in a personality conflict (as explained in the DMG).

Because a psionic object has an alignment, it will often use its power against a wielder of the opposite alignment. Although the DMG suggests that aligned weapons will cause damage if handled by a character of another alignment, this is not strictly necessary. In fact, aligned objects might be used as traps for other alignments, by pretending to be helpful, and then, when their user needs them the most, the item will not function, or will use its power in a harmful way.

The power of a psionic object cannot be used too often, as the item has to recover lost PSPs. Psionic objects not in use are assumed to be asleep (or rejuvenating) and so recover 12 PSPs per hour. When asked to perform their power, they will "wake up" and use it, then return to "sleep" when their service is no longer needed.

It is possible to use the powers of an object in ways that the psionicist who created it never intended. This is never as simple as the initial training. Unless there is a psionicist in the party, the true powers of the object will not be understood. The more difficult part is getting the object to agree to its new use. The DM should role play the situation. Here's an example:

A party is trying to talk a sword which can change shape into using its shape change power to new ends. The result depends on what the party asks.

"We know you can change into any weapon; well can you change into a weapon with wings and fly ahead to alert us of any problems?"
"What a cute idea. How come I haven't thought of it myself? At last to be able to act on my

own, without some dirty hand guiding me. I can do even better; I can change into a bird."

"Can you change into a stool?" "A stool?! How degrading! Can't you just sit on the ground?" "Hey, you know very well I can't play my harp sitting on the ground." "Oh, OK. I do like your music."

"Oh no! I forgot my cooking pot. Will you get that sword of yours to change into one?" "That does it! Of all the low... I'm never speaking to you again!" "What did the sword just say?" "I don't know, but the blade just turned dull."

Sample Psionic Objects

A few psionic objects are included here. The following things are detailed for each item: powers - the psionic powers it has; PSPs - the maximum number of PSPs; description - details about the object and its uses; other uses - possible uses which are not part of the initial training.

Ring of healing / regeneration

Powers: Cell Adjustment (or with Absorb Disease)

PSPs: 8 (or 16)

Description: This type of ring can cure disease and restore lost hit points. The ring can restore about 1 point of damage per hour (the actual rate depends on the power's core), and can instead use its power to cure its owner, or someone else touching it, of any nonmagical disease. Note that this ring can help "regenerate" from wounds which cannot be healed with normal regeneration.

A small percent of these rings are also able to cure magical diseases. The magical diseases are usually absorbed harmlessly into the ring. Diseases which lower intelligence can affect the ring, so a ring will not willingly absorb such a disease, unless it is extremely loyal to its master, or can be convinced or forced to do so.

Lowered intelligence will not affect the working of the ring, but will possibly make it less opinionated.

Note that a ring with Absorb Disease can cure up to 3 points of damage at a time (although in continuous use its rate is still about one point per hour).

Other uses: If so instructed, a ring with Absorb Disease can keep enough PSPs for 2 points of healing in reserve, while still being used for regeneration. This way, when the owner of the ring is down to 0 hit points or less, the ring can restore him to consciousness, or at least keep him hovering on death's door for two more rounds, which might be enough to save his life.

Match-all weapon

Powers: Metamorphosis + one other power, at least

PSPs: 24 or more

The match-all weapon is a powerful item, but is rarely very useful for the psionist himself. This weapon typically appears as a sword of about 4 pounds - usually a scimitar, as this can be used by psionists. It can, however, change into any weapon of about 3 to 5 pounds. This change can last for several turns. On rare occasions, the change is permanent, and the new form becomes the base form of the weapon. The match-all weapon can imitate any weapon of the same weight - from bows to a quarterstaff, a spear or a rapier, and it does so perfectly.

The match-all weapon always has another power. This power is typically used only in its base form. One common power is Life Draining (the hit points are absorbed by the weapon, and do not go to the wielder). Another, less common, is Animal Affinity. This allows the weapon to either acquire the movement mode of the animal, and attack by itself (with a THAC0 of 20), to fight with the THAC0 of the animal, with no regard to the

THAC0 of its holder, or to do damage by bite or poison (this gives a +1 penalty to the attacker's THAC0, due to the change in shape of the weapon).

Some rare match-all weapons weigh more - up to 10 pounds. These are not usually manufactured because psionics cannot use them. Some halfling psionist/thieves are said to make daggers and knives which can transform into thieving tools.

Note that transformation takes 5 rounds to prepare, so the weapon cannot change shape on a moment's notice. Thus effective use of the match-all weapon necessitates planning. Returning to base form is instantaneous, however.

Other uses: The match-all weapon can actually change into any object or creature of about the same mass. This opens the way to an unlimited number of uses. As an example, the object could be sold as a miniature tree, a crown, or whatever, to someone, then revert to weapon form some time later, and stab its new owner (with the help of Animal Affinity).

Tie of awareness

Powers: Clairvoyance, Danger Sense
PSPs: 20

For the psionist who wants to look good and still be ready for trouble, the tie of awareness is just the right piece of clothing. When told to be on alert, the tie will keep sensing danger for up to half an hour (less if its owner so wills and the tie agrees to his reasoning). When danger is sensed, the tie will point in its direction, and will try to use its Clairvoyance power to view the area of the danger, and report its findings to its owner.

Other uses: A tie with clairvoyance is an excellent tool for spies, and also for thieves.

Brooch of traveling

Powers: Dimensional Door (with Dream Travel or Teleport other)
PSPs: 8 (16 or 20)

The basic type of this brooch allows the wearer to open a dimensional door. The brooch cannot use its power for one round after passing through the door, or after making a power check of 20.

Some of the brooches are brooches of dreams. They have the dimensional door power, but also have Dream Travel. They use it on themselves, and take their wearer as a passenger. The maximum range is thus 200 miles.

The most powerful brooches can teleport their owner. These brooches are empowered with Teleport Other, and are teleported together with the wearer as personal belongings. They can also use this power offensively, or use it on their wearer even when separated, to save him, if they are faithful. These brooches have a range of 100 yards for teleport. Some have also the Teleport power, so they can teleport themselves separately from their owner. These have a range of 10 miles.

Note that if the owner of a brooch is unconscious, the brooch will often use its power on its own accord, to save its owner and itself.

Other uses: The brooch can be used (with the DM's approval) to create a first door of any orientation. By holding the brooch in different directions, or at a distance, using physical, magical or psionic means, it is possible to create a Dimensional Door trap. Many kinds of traps are possible, limited only by the imagination of the user, the PSPs of the brooch, and the consent of the DM.

Staff of wrenching

Powers: Wrench, Receptacle (Prolong)

PSPs: 32 (48)

This staff can be used to wrench an undead in the Prime Material plane or out of it. The undead can be wrenched out of the Prime Material plane for 2d6 turns, or forced into it for about 2 rounds.

Like most, if not all, psionic items of the metapsionic discipline, this staff has access to the Receptacle power. Thus it is lined with gems of at least 1,600 gp worth, and usually double that value. The staff uses available time to recharge the gems. With the gems, it has a maximum total of 32 PSPs. (Note that the staff is valuable in itself, and sometimes gilded.)

Some staves also have the Prolong power, and so are able to wrench undead at a distance of 45 yards. These have 48 PSPs, and the value of their gems is likewise higher.

Other uses: Some of these items are shaped as holy symbols instead of staves. Psionicists sometimes use these to impersonate priests with the power of turning undead, especially in places where psionicists are unwelcome.

Headband of psionic strength

Powers: Convergence, Prolong, Receptacle

PSPs: 48

Only one such item is known to exist. It was made by kar-zi-ah, a 20th level psionicist. Kar-zi-ah had a 5th level psionicist friend who was into traveling and exploration, but felt that lack of PSPs prevented him from using his Teleport and Probability Travel effectively.

Kar-zi-ah persuaded his friend to learn the power of Convergence, and created a special psionic headband for him. By using Convergence with the headband, he could utilize some of the 48 PSPs stored in it (half of them inside the gems lining the headband). The friend had also created receptacles for himself, using the power of the headband.

Using the newly gained PSPs, he traveled to other planets and other planes, and eventually died during an adventure in the outer planes. The headband was later retrieved by its creator, and hidden from sight. Its current whereabouts is unknown.

Box of metapsionic creation

Powers: Empower and many others (see below)

PSPs: 248

This box is used to manufacture objects with metapsionic powers. It uses Empower to achieve this. It also has most other metapsionic powers: a praise, ultrablast, convergence, enhancement, gird, magnify, prolong, psionic inflation, receptacle, retrospection, splice, stasis field and wrench.

The box is lined with gems of at least 12,400 gp value, more usually around 25,000 gp. These are used as receptacles. This is not always so, and sometimes a part of the box itself is used as an empowered vessel. With the receptacle, the box has a total of 248 PSPs.

The box has an ego of 31, which makes it totally uncontrollable. It has a purpose of its own, and will try to use its powers to further this end. This is partly determined by the alignment and the purpose of its creator. Of course, most of these boxes have a servant (although he might consider himself the owner) who takes care of bringing newly made objects to be empowered.

Some boxes hate possible competition, and will use ultrablast on psionicists who are close enough, and psionic inflation if these are out of range for ultrablast and try to use their powers. Other boxes are friendly, and would sometimes converge with another psionicist to help him.

A lot of these boxes, especially good ones, dedicate themselves to the destruction of undead. These boxes typically make about one Staff of Wrenching per week. These staves are of the more powerful type.

The only defense a box will use against normal foes is its stasis field. Its servant will probably try to protect it the best way he can, however.

Psionic Objects of Athas

Just like it has its share of unique psionic powers, so does Athas contain many special psionic objects. These objects have to do with the special conditions on this world, and include such items as the Obsidian Rod of Water Finding and Gathering, and the Stone of Insect Control. A short description of the rod is given here.

Obsidian rod of water finding and gathering

Powers: Concentrate Water, Compact (Feel Moisture)

PSPs: 16 (16+8)

This item is Y shaped, with a leather bag, or another container, hanging on it. It uses its powers to gather water into the container, and then compacts them.

The item's main use is to serve as a water reserve. It tries to gather water once per day, or on its wielder's command. The water is then moved to another container to be kept there until it expands back to its drinkable form.

Some rare rods are built of two separate parts, which are actually two different psionic items. One is able to sense water, The other can gather it as explained above. When the two parts work together, they can enhance the water gathering ability significantly, as the water divining part can instruct the rod's wielder on the best place to stand for the water gathering. When the two parts don't want to work together is when trouble starts...

Other uses This object is often used for compacting objects instead of water.

Broach of Mental Strength

This device, fitted with a precious stone, grants a psionist with an adjustment of +2 or -2 to the modifications for psionic battle (whichever is to the benefit of the psionist) when engaging in psionic attacks or defenses.

Collar and Amulet of Psionic Control

This simple, silver necklace is magically linked to a separate, ornately fashioned and bejeweled amulet. At all times, the wearer of the collar is unable to affect the possessor of the amulet with any psionic power whatsoever. Against psionists other than the wearer of the collar, the amulet gives its possessor the chance to make a saving throw vs. spell to prevent the establishment of any psionic Telepathy power (including Contact). The amulet is usable by any class.

Two large gems, a blue and a red, are set in the face of the amulet. If the blue gem is depressed, the wearer of the collar is affected by Synaptic Static. This affects only the wearer of the collar; it does not fill an area of effect as the power usually does. It lasts until the gem is pressed again to release it, or until the maximum duration of six turns have passed. This power can be used for a total of up to twelve turns per day, in any number of shorter-duration activations. This power has no effect if a non-psionist wears the collar.

If the red gem is pressed, the wearer of the collar is struck unconscious for one turn. This power can be used up to three times per day. This power has no effect if a non-psionist wears the collar.

The collar is clasped shut with a complex magical lock. An observant person might

notice that the clasp looks very similar to the patterns on the bottom of the amulet, and that the amulet can be used to open the clasp. If the clasp lock is opened without the use of the amulet (by a pick locks, knock spell, or by being smashed or broken), the collar will shock the wearer for 10d6 points of damage, no saving throw. This power will affect anyone, psionicist or not, who wears the collar.

The powers of the amulet do not function if it is separated from the collar by more than 240 yards. The explosion effect of the collar's clasp, however, will function no matter what the distance, or even if the amulet is destroyed.

Flea Dip

This potion is actually a shampoo that the psionicist can use to rid themselves of Cerebral Parasites. The whole bottle must be used to lather the head and body. The psionicist must then refrain from using psionics for 48 hours. After this period of time, the parasites will have left the psionicist, who will not be bothered by that parasite for at least two weeks.

Gem of Mental Boosting

This gem, of a precious variety type, permits a psionicist to use their Harness Subconscious non-weapon proficiency more efficiently. The 20% boost in PSP's is increased to 30%, and the meditation time needed to achieve this state is reduced from 48 hours to 12 hours.

Headband of Mental Stamina

This headband will adjust to any sized head when it is put on. It grants the psionicist who wears it the benefit of all durations within their

primary discipline to be doubled (i.e., one round becomes two rounds, one turn becomes two turns) while expending the normal amount of PSPs.

Manual of Realization

This book is written to benefit members of the psionicist class only. Anyone other than a psionicist who reads any of this book must save vs petrification or suffer the loss of 1d6 Wisdom points for 1d12 months.

The benefits it provides to a psionicist who reads the book all the way through is the gaining of an extra devotion within that psionicist's primary discipline at the completion of study. This may include a devotion the character does not presently have, or the boosting of one the character already possesses. The book is usable only once per character.

Multiplier

A multiplier can be any item or even weapon. What it does is gives the psionicist more PSP. Instead of adding on to the total PSP like a receptacle, the multiplier MULTIPLIES the total PSP of the psionicist. Thus, there can be many levels of multipliers. Perhaps at low levels a 1.5 multiplier (total PSP * 1.5 Effectively adds 50% of the total PSP to the total) and at higher levels, even a 3x multiplier would be quite powerful indeed. How these items work is not known fully. Some say that they tap into undiscovered reserves of psionic power and unleash them. Others say that they make the using of psionics easier and thus use less PSP and so it only SEEMS like they have more PSP. Yet others say that the multiplier works like a backup, adding it's own PSP to the usage of any power, thus costing the psionicist less to use the power, and once again, making it

seem like they have more. Whatever the reason, most psionics do not care how they work, only that they do! If a psionicist has more than one multiplier, the largest one will work, the rest will be useless. A psionicist will KNOW that an item is a multiplier the second it is worn/wielded/used. There is also a cursed version of the same thing, called a divider. A psionicist will not know what it is doing and does not need a Remove Curse spell to get rid of it. Since the psionicist does not know what the item is doing, they will have no reason to discard the item, until they begin to wonder why they are running out of PSP so quickly. To deal with these items, I suggest not letting the player know how many PSP that they have. This will keep the player in suspense. If they mess up on another power and lose PSP, do not tell them. You only need to say whether or not the psionicist can use the power. It might be fun to see a psionicist who is flying up in the air with a levitate and suddenly runs out of PSP because of one of these cursed items!

Placate: Intelligent Shortsword

Placate is a simple looking shortsword. The only physical attributes that are of any interest are its silver blade and a back sapphire (5000gp value) imbedded into the hilt. If placate detects

POWER	CHECK	I.COST	M.COST
Ultrablast	W-10	75	N/A
Convergence	W	8	0
Enhancement	W-3	30	8/r
Psi Inflation	W-5	20	3/r
Psi Sense	W-3	0	0
Psi Concealment	W-4	0	0
Receptacle	W-5	0	0

Placate has a 18 intelligence (wisdom for power checks) and has an ego of 35. It has 60 PSPs (plus 50 stored). It can communicate telepathically with the wielder and can speak

a psionicist (Psionic Sense), it will give off the smell of bubble gum.

Placate is an intelligent sword who opposes violence and is perfectly happy to hang over a fireplace. If Placate feels that there will be a combat situation, he has to be tricked or forced out of its scabbard. In order to force it from its scabbard, a successful open doors chance must be rolled.

When a psionicist wields Placate, he has the ability to give Placate a pseudo-magical bonus. In order to do this, the psionicist must roll a power check equal to his wisdom minus the extended bonus (up to +5). If the power check is successful, the psionicist pays the plus squared (ie. +1=1: +2=4: +3=9) per round. If the psionicist rolls a 'power score' then he gain a bonus power at no extra cost. If the psionicist rolls a 20, then he may not try to power the sword for 1d6 rounds. Also, by doubling the cost, the psionicist may choose a bonus power. This means that the psionicist may make the damage either fire, cold, or electrical; causing extra damage to creatures vulnerable to the specified type. The power score for the sword is reduced by 2 if the psionicist chooses to use the bonus power.

In addition, Placate is empowered with the following psionic powers.

NOTES

Doesn't affect wielder

With wielder only

Metapsionics only

Doesn't affect wielder

Always active

Always active

Stores 50 PSPs in gem

the following languages: common, elven, dwarvish, illithid, and halfling. Placate is Lawful Neutral.

Ring of Knowledge

A Ring of Knowledge grants its wearer 2 + 1d2 proficiency slots which may be used for either weapon or nonweapon proficiencies. The wearer does not automatically gain new proficiencies upon donning the ring, but rather must learn them in the normal way.

If the ring is removed, the wearer will forget whatever bonus proficiencies that were given by the ring at the rate of one per week, with the proficiencies lost to be randomly determined.

Shadowdeath: Psionic Scimitar

Align: NE, Int: 15, Ego: 24, PSPs: 83, Wis: 19

Speaks Common and Orcish, and has telepathy with wielder.

Primary Discipline: Psychometabolism

Sciences: Metamorphosis, Death Field, Life Draining, Shadow Form

Devotion: Body Equilibrium, Cell Adjustment, Chameleon Power, Ectoplasmic Form, Cause Decay, Double Pain

Special Power: gives Mind Blank to wielder

This sword was created by a highly evil psionist, who disappeared centuries ago. It was taken from her by a traitorous henchman, and was lost for many years after he died. If found, it will attempt to control its wielder and force him or her to try to discover the fate of its creator.

Psionicist Gods

Neodig Beowulf Demigod of the Mind

Neodig started as a humble mage in the City of Bast. He rose quickly in power with the famous adventuring company, The Claws of Bast. When that legendary group retired, Neodig soon chafed under the position of Magus in the court of Norom. He continued to adventure across many spheres, eventually wandering to Kara-Tur. There he was impressed by the discipline shown in the common people, and most specifically with the martial arts, finding them to be a great compliment to his psionic abilities. After many great adventures Isis allowed Neodig to become a demigod.

Roleplaying Note: Neodig is an adventuresome spirit, who is very concerned with the mental well being of his followers. As such any great crisis that causes much mental pain and disorder may warrant a visit from Diggy's avatar. Also Neodig is always giving his Clerics new materials to heighten their mental prowess. More than one high priest of Neodig has a copy of Plato's Republic, or Aristotle's Metaphysics.

Stats:

Alignment: Neutral Good
Worshippers Alignment: Any Non-Evil
Area of Control: Psionics, The Mind
Symbol: Greek Letter Psi

Priesthood:

Alignment: Any Non-Chaotic Non-Evil

Ability Score Requirements:

Con: 11

Int: 12

Wis: 15

Prime Requisites: Con, Wis

Races: Human, Half-elf, Dwarf, Gnome, Elf, Half-Elf

All Clerics of Neodig are multiclass clerics/psionicists similar to the cleric/mages of Isis.

Weapons and Armor Allowed: Martial arts abilities only

Weapon Proficiencies Earned: 4 at 1st level, 1 at 4th, 5th, 8th, 10th, 12th, 15th, and 16th levels, and 2 at 20th level

Hit Dice: 1d6

Spheres

Major Access: Thought, Divination, Healing, Necromancy, All, Numbers, Travelers

Minor Access: Time, Creation, Charm, Protection, Wards, Law

Powers:

1st) Detect and analyze any mental illness, disorder, or problem

3rd) Meditate as a Shukenja

5th) Soothing Word 3/day

10th) Immunity to mind affecting spells as if they had a 25 intelligence and wisdom.

Non Weapon proficiencies

Reading/Counseling, Education, Reading/Writing

Recommended: Artistic Ability, Religion, Spellcraft

Duties of the Priesthood

Priests of Neodig are expected to develop their mind to the limits of their abilities. They are expected to develop their bodies through their practice of the martial art, for the body is the casing of the mind. They are expected to spend at least one turn each day meditating on the mysteries of the mind. They may marry. They are also to serve their community in counseling the troubled, advising those seeking wisdom, and above all, eliminating insanity wherever they find it. They are also to serve as educators of any who seek knowledge, especially teaching the ways of logic and critical thinking. However, in most Egyptian societies, the task of doling out knowledge is left to the priests of Thoth. They may NOT ingest any chemical that would alter the workings of their mind. This includes alcohol.

Neodig's Avatar

When Neodig became a demigod, he made his material body into his avatar. The avatar is usually traveling the spheres in a ship the size of a small asteroid, powered by a psijamming helm. It looks quite like the Deathstar, however Diggy doesn't take kindly to people calling him 'Darth'.

Psionicist 16 Mage 5

Str: 15

Dex: 18

Con: 25

Int: 25

Wis: 25

Chr: 18

MV: 12'

fl 48'

SZ: 6'

MR: 70% mortal magic

40% demigod

10% higher powers.

AC:-5

HD:20 Hp: 160

Att#: 3/1

Damage: 1-10

Thaco:1

Psionics ALL Sciences, Devotions, Attacks, and Defenses

PSP: 595

Neodig regains PSP at twice the normal rate because of his natural ability to meditate. Neodig only fails his power checks at a 20 no matter what. However when it does fail no detrimental effects occur, and the normal PSP loss is incurred.

Special Attacks And Defenses

Neodig knows all of the martial arts special abilities in Oriental adventures. He learned this by studying Giet Kwun Do under Sogra, the Grand Master of Petals. Neodig has sage abilities in eight fields: Psionics, Inner Planes, Outer Planes, Human Religions of Toril, Oerth, Aeth, And Alexandria, and the Culture Of Kara-Tur. He can show the thoughts of any contacted creature upon any surface. Because of his wide travels and powers of logic, Neodig has a 65% chance to legend lore any artifact he comes across. He can use a gaze attack which will cause any sentient creature to be charmed, feeble-minded, confused, or put to sleep. All saves versus these attacks are made at -3. Neodig also has all of the abilities of his clerics (i.e. the abilities gained at 1st, 3rd, 5th, and 10th levels.)

Magic Items: Circlet of Rapid Regeneration, The Staff of Neodig, and The UFP Tub.

The Staff Of Neodig

The staff of Neodig was created by Neodig when he first became a god. It is a neutral good aligned staff with an intelligence of 19, and wisdom and constitution of 18, and many psionic powers. It has 300 PSP and an ego of 50. This six foot staff is made of an unknown light blue substance which is seemingly unbreakable. Atop the staff is a head made of silver. The face is fully animate, which allows the staff to communicate through speech. The staff knows all languages. The back, top, and sides of the skull just above the ears is made of crystal, which operates as a mirror of mental prowess. The staff rarely leaves the side of Neodig's Avatar, but has been lent out to especially faithful priests on important mission for the faith. It has the following psionic powers:

Aura Sight
Create Object
Sens. to Psi. Imp.
Molec. Rearrangement
Dangersense
Telekinesis
Know Direction
Control Light
Poison Sense
Control Sound
Radial Navigation
Create Sound
Spirit Sense
Inertial Barrier
Molecular Agitation
Molec. Manipulation
Cause Decay
Soften
Cell Adjustment
Banishment
Mindlink
Probability Travel
Probe
Teleport

Superior Invisibility
Teleport Other
Tower of Iron Will
Dimension Door
Psychic Crush
Dimension Walk
Conceal Thoughts
Contact
Psychic Surgery
ESP
Ultrablast
Identity Penetration
Convergence
Invisibility
Psionic Sense
Soundlink
Retrospection
Synaptic Static
Stasis Field
Telempathic Projection
Truthear

Note to DM's: While many would consider this staff to be too powerful, even for an avatar, I would direct them to Horus's Avatar (Legend and Lore, Page 100) who is running about with a +5 vorpal/defender/holy avenger/ luck blade, or Thoth's Avatar's Staff of Command, Curing, The Magi, Striking, and Power.

UFP Tub

The Tub was created by Neodig to be his steed. It is a bathtub two meters long, one meter wide, and one meter high. It is made of adamantium, which gives it an armor class of -3, hit points of 100, and hull points of ten. It can walk on the flippered feet the extend from each corner at 12', swim at 6' and fly at 12' maneuverability class. it has an intelligence and constitution of 18, 100 PSP, and an ego of 20. It has the following psychoportive powers: Probability Travel Teleport, Teleport Other, Dimension Door, and Dimension Walk.

The main power of the Tub is its
 spelljamming ability. Whenever
 anyone sits in the Tub and activates this ability
 all spells and PSP are drained from them. The
 Tub uses these to power itself for spelljamming
 journeys. It has a Ship's Rating equal to the
 level of the user. In an air envelope (tactical
 speed), with Neodig piloting, the Tub moves at
 a maximum speed of 357 mph.

New Monsters

Dream Fiend

CLIMATE/TERRAIN:	Any Dreamland
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Psychic Energy
INTELLIGENCE:	Supra-genius
TREASURE:	Nil
ALIGNMENT:	Neutral Evil

NO. APPEARING:	1
ARMOR CLASS:	-4
MOVEMENT:	15
HIT DICE:	8
THACO:	7 (as 15 HD)
NO. OF ATTACKS:	2 claws
DAMAGE/ATTACK:	1d6+5 PSP(x2)
SPECIAL ATTACKS:	PSP drain, Psionics, Possession
SPECIAL DEFENSES:	None
MAGIC RESISTANCE:	15%
SIZE:	M (human sized)
MORALE:	Fearless (19-20)
XP VALUE:	25,000

Dream Fiends, commonly called dream demons, are only found in a non-dreamland environment when they are not in their natural bodies. Otherwise they are found in dreamland. Their natural form is that of a scarred and wrinkled human. They may appear old and slow but are extremely agile and quick. But with their dreamland powers they can alter their appearance.

Combat: These creatures feed on psychic energy like cerebral parasites. They attack like madmen slashing with their claws, draining 5 PSP on any successful hit along with 1d6 points of damage. All of the drained PSP is added to the dream fiend's permanent PSP total. When a psionic is drained to 0 PSP they will fall unconscious. Once the victim is slain, they may elect to possess the body only if it is a dreamer's body. This is automatically successful. On completion of the possession, which takes 5 rounds, the dream fiend gains all psionic powers that the dreamer had. At this point the dream demon can use a natural equivalent of Dream Crossover. This however causes the possessed body to be destroyed after possession and the dream fiend back into dreamland. The dream fiend can only stay in the real world for 1 day. After which time they are forced back.

When they die they dissolve and form a noxious, foul smelling cloud equivalent to a Stinking Cloud spell. This cloud lasts 1 round before dissipating.

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
*	Special	All/All	Int	250+

* The level of the Dream Fiend is equal to 10 plus the levels of any previous victims. To randomly determine, roll 2d6 for the number of levels.

Dream fiends always have equivalent to 10th level in terms of original psionic powers, but any gained from victims are also present. They always have all dreamer psionics and most telepathic powers as well.

Habitat/Society: Nothing is known about the masses none have ever been in dreamland long enough to study them. It is rumored there is a king dream fiend that is equivalent to level 30 and has all psionics available with well over 1000 PSP. No dream demon has ever been captured alive to prove or disprove this rumor. It is known however that dream fiends have a taste for the PSP's of child psionics and will go to great lengths to get them. Any psionic cast in dreamland has a chance equal to its PSP expended to attract a dream demon. If a dreamer power is used, the chance is doubled. The dream demon will show up in 1d4 turns and immediately attack.

Dream fiends are intimately related to the Bastellus, but it is known that these two creatures are enemies and will attack on sight. The Bastellus will twist the dream of the sleeper, but what is not commonly known is that the creature must draw the dreaming person into dreamland. This is a natural power of the Bastellus and does not require PSP. The Dream fiend however is most jealous of this fact and hates that the Bastellus does not kill its victim. The dream demon can harm the Bastellus without a +3 weapon.

Ecology: These creatures live only in dreamland and can only be found in the Prime Material Plane on unique occasions. They have no place in the natural order. The gas they form on death is of no value.

Elf-bane Spider

(Dark Sun Monster)

CLIMATE/TERRAIN:	any frequented by Elves
FREQUENCY:	rare
ORGANIZATION:	solitary
ACTIVITY CYCLE:	any
DIET:	Elves
INTELLIGENCE:	semi (2-3)
TREASURE:	nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	24
HIT DICE:	10+5
THACO:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	shoot web
MAGIC RESISTANCE:	10%
SIZE:	H (18' tall)
MORALE:	Champion (15-16)
XP VALUE:	5,000

Psionic Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
1	1/1/3	-/M-	16	30

Psychometabolism--Sciences: Shadow-form;
Disciplines: Chameleon Power, Displacement, Detect Elf (no cost).

Unlike most spiders, which sit in wait of prey, the Elf-bane spider's long legs allow it to achieve great speeds in pursuit of its preferred prey, Elves. Its small beige tear-drop body (roughly 3' radius) stands atop 18' legs.

It feeds almost exclusively on Elves; although it will eat Half-elves if desperate. It uses its unique psionic ability, Detect Elf (a variant of Heightened Senses), to locate its prey. This ability is considered always on and is maintenance free. With it, the spider can smell any being of at least 50% Elven heritage up to 5 miles distant.

Combat: This spider will always seek out and attack Elves before any other creature; next it will attack Half-Elves (since it does not find Half-Elves as nutritious as full-blood Elves). It cannot digest those with less than

50% Elven heritage, so it normally ignores them; however it will fight if threatened.

The Elf-bane spider usually uses its psionic abilities (shadow-form and chameleon power) to close to within a hundred yards of its prey. It then initiates its displacement power and dashes to the attack at full speed. It attacks with its bite, which causes 1d6 points of damage; however, its most dangerous form of attack is its poison. As soon as it has incapacitated a victim, the spider will pick the body up and move to a safe location where it can digest its meal.

The severity of a bite from an Elf-bane spider varies as a function of the victim's race, affecting onset time, damage, and saving throw adjustment, see the table below. The adjustment to the victim's saving throw is cumulative with any other adjustments, such as those due to low or high constitution. For example, while Gwenn, an Elf, faces immediate death (with a -4 penalty to her save) should she be bit; Halminok, a Dwarf, has a good chance (+4 bonus to his save) to remain unaffected, especially if he also has a high constitution (he still takes biting damage, of course).

Race	Class	Onset	Strength	Adj.
Elf	E	immediate	death/20	-4
Half-elf	D	1-2 min	30/2-12	-2
Mul	B	2-12 min	20/1-3	+2
Dwarf	A	10-30 min	15/0	+4
Human/others	C	2-5 min	25/2-8	0

The Elf-bane spider does not spin a stationary web. However, if seriously wounded (i.e., HPs fall below 25% of normal), it will attempt to flee by shooting a single 9' long strand of web at the nearest target using its normal THACO versus AC 10 (modified by target's DEX). If the strand hits, it wraps around the victim--treating as per Spider Strand spell (see Dragon Kings). Any creature man-sized or smaller is immobilized and cannot move. Any large creature is impeded and moves at half rate, attacking only half as often with a -2 penalty to the attack roll. Any huge or gargantuan creature is unaffected. In order to break free of the strand, the victim must make a successful half bend bars roll FOR EACH YARD of the strand (i.e., 3 separate rolls). A large creature is no longer impeded after breaking 1 yard, a man-sized creature is no longer immobilized after breaking 1 yard and no longer impeded after breaking 2 yards, a small creature is no longer immobilized after breaking 2 yards and no longer impeded after breaking 3 yards, and a tiny creature remains immobilized until all 3 yards are broken. The strand may be cut at the rate of 1

yard per round (if the target is immobilized, he cannot attempt to cut the strand).

Habitat/Society: The Elf-bane spider is a solitary creature, pursuing its prey across the burning sands; however, it is not uncommon to find several spiders independently following the same Elven tribe.

Elf-bane spiders mate twice a year, for one week immediately following High Sun and one week immediately following Low Sun. As with most spiders, the male is significantly smaller than the female, but with few exceptions (HD 5; THAC0 15; SZ M), his stats are identical to the female's. She will invariably kill him after mating if he is slow in his escape (an odd carry-over from their origins, since she cannot digest him). The female wraps her fertilized eggs in a web ball and buries them beneath the sand; after two months, 3d6+2 young emerge. They mature quickly, reaching full size before the next mating period.

Ecology: Scholars dispute the origin of the Elf-bane spider. Some hold the view that today's spiders are the descendants of spiders originally created by the sorcer-king Andropinis of Balic in order to protect his orange groves from Elven thieves. Their psionic abilities and resistance to magic have been offered as evidence for this theory. Others believe that a long forgotten Dwarven civilization bred these spiders to be used in a standing conflict with an equally ancient Elven nation. The fact that Dwarves are highly resistant to this spider's poison is often cited as support for this latter theory.

Elf-bane spiders do not collect treasure, and their nomadic nature prevents them from accumulating incidental valuables. They produce little of value (although some would say that killing Elves is value enough) however, those skilled in herbalism or the making of poison (such as bards) can extract enough poison from one spider for 2d6 applications-- the poison has the same properties as above and retains its potency for 1 Athasian week (i.e., 15 days).



Yugoloth, Charon

CLIMATE/TERRAIN: The River Styx
FREQUENCY: Unique
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: None
INTELLIGENCE: Godlike (21+)
TREASURE: Nil
ALIGNMENT: Neutral Evil

NO. APPEARING: 1
ARMOR CLASS: -5
MOVEMENT: 18" over all surfaces
HIT DICE: 140 hp
THACO: 10
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-8+paralysis
SPECIAL ATTACKS: Gaze inspires fear
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: 80%
SIZE: M (6' tall)
MORALE: Fearless (19-20)
XP VALUE: 38,000

The river Styx links the topmost layers of the Lower Planes, and its branches can be found anywhere from the Nine Hells to the Abyss. When encountered, the river is a deep, swift, and unforgivable torrent. Those who touch or drink from the Styx will forget their past lives completely. A saving throw applies. If save is made, treat as a forget spell cast by a 15th-level wizard. The safest passage across the Styx is by the skiff of Charon, boatman of the Lower Planes. Charon appears as a skeletal man with a haggard face and glowing eyes. He is normally dressed in royal robes or ermine and silk.

Combat: Charon will not transport any beings that do not pay his price, and he has several abilities to enforce this. His gaze causes fear (as wand) to all he views. He strikes with a long pole, causing 2-8 points of damage and paralysis (saving throw applies) for 2-8 turns. Charon may also tap the power of the river Styx itself, causing it to rise up and attack like a 16 hit dice water elemental. Any hit by this river-incarnation does 5-30 points of damage and causes the target to save or lose its memory. Charon may at any time summon 3-18 Marraenoloth or 2-12 Hydroloths who will appear in 1-3 rounds.

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
13	5/7/24	All/All	Int	300

Common/Sciences/Devotions:

- Psychometabolism - Sciences: Energy Containment
Devotions: Body Equilibrium, Body Weapony
- Clairsentient - Sciences: Object Reading, Sensitivity to Psychic Impressions
- Psychoporation - Sciences: Probability Travel

Habitat/Society: Charon may be summoned only on the banks of the Styx. Any of the following spells attract his attention: holy or unholy word, conjure elemental, summoning an invisible stalker or aerial servant, or a symbol of any type. He will appear with a large black skiff that holds 10, and if requested will ferry his charges to the topmost layer of any Lower Plane. His charge is a magic item, a silk bag of 100 pp, or two gems of 500+ gp value. Charon never carries this treasure but distributes it among his servants, the Marraenoloth (see PlaneScape).

Ecology: Charon's form may be destroyed, but he is never truly slain, as he is native to all 5 of the lower planes. His form will cease to exist on that plane for a single day before returning.

Errors in the Complete Psionics Handbook

Psychokinesis Discipline

The following PK devotions do not require Telekinesis as a prerequisite: Animate Shadow, Control Light, control Sound, Molecular Agitation, Soften, and Telekinesis. All others have Telekinesis as a prerequisite.

Telepathy Disciplines

Telepathic Defense modes have no prerequisites. All prerequisites should be ignored! A character does not need access to Telepathy to get Defense modes.

The mind link power is not a prerequisite for the following powers: Empathy, ESP, Identify Penetration, Information Awareness, Psychic Impersonation, Send Thoughts. Mind link has never been a prerequisite for: Ejection, Conceal Thoughts, Contact, Life Detection, Mind Bar, Psionic Blast, and Psychic Messenger. Mind Link is a prerequisite for all other Telepathic powers.

Psychic Crush should be a devotion and Psionic Blast should be a science.

All references to Telepathic power (or prerequisite) should be changed to mind link power instead.

On page 75 the heading for Fate Link power is missing.

Ego Whip and Mind Thrust both require contact as a prerequisite.

Psionic Monster list

Brain Mole: References to the amplification power should be changed to Psychic Drain. Also, Mind Thrust is a Telepathic Power not Metapsionic.

Intellect Devourer (adult): References to the Amplification powers should be changed to Psychic Drain. Also, Ectoplasmic Form should be listed as Discipline not a science.



Odds for winning initiative with and without Combat Mind

Throughout this discussion, it will be assumed that initiative is being rolled between two people, with no special modifiers other than the modifier provided by Combat Mind. The two people will be referred to as Person 1, and Person 2.

	1	2	3	4	5	6	7	8	9	10
1	(1,1)	(1,2)	(1,3)	(1,4)	(1,5)	(1,6)	(1,7)	(1,8)	(1,9)	(1,10)
2	(2,1)	(2,2)	(2,3)	(2,4)	(2,5)	(2,6)	(2,7)	(2,8)	(2,9)	(2,10)
3	(3,1)	(3,2)	(3,3)	(3,4)	(3,5)	(3,6)	(3,7)	(3,8)	(3,9)	(3,10)
4	(4,1)	(4,2)	(4,3)	(4,4)	(4,5)	(4,6)	(4,7)	(4,8)	(4,9)	(4,10)
5	(5,1)	(5,2)	(5,3)	(5,4)	(5,5)	(5,6)	(5,7)	(5,8)	(5,9)	(5,10)
6	(6,1)	(6,2)	(6,3)	(6,4)	(6,5)	(6,6)	(6,7)	(6,8)	(6,9)	(6,10)
7	(7,1)	(7,2)	(7,3)	(7,4)	(7,5)	(7,6)	(7,7)	(7,8)	(7,9)	(7,10)
8	(8,1)	(8,2)	(8,3)	(8,4)	(8,5)	(8,6)	(8,7)	(8,8)	(8,9)	(8,10)
9	(9,1)	(9,2)	(9,3)	(9,4)	(9,5)	(9,6)	(9,7)	(9,8)	(9,9)	(9,10)
10	(10,1)	(10,2)	(10,3)	(10,4)	(10,5)	(10,6)	(10,7)	(10,8)	(10,9)	(10,10)

By counting the number of entries where each person wins initiative, and the number of entries where there is a tie in initiative, it can be seen that each person has a 45% chance of winning initiative, and there is a 10% chance of a tie.

	0	1	2	3	4	5	6	7	8	9
1	(1,0)	(1,1)	(1,2)	(1,3)	(1,4)	(1,5)	(1,6)	(1,7)	(1,8)	(1,9)
2	(2,0)	(2,1)	(2,2)	(2,3)	(2,4)	(2,5)	(2,6)	(2,7)	(2,8)	(2,9)
3	(3,0)	(3,1)	(3,2)	(3,3)	(3,4)	(3,5)	(3,6)	(3,7)	(3,8)	(3,9)
4	(4,0)	(4,1)	(4,2)	(4,3)	(4,4)	(4,5)	(4,6)	(4,7)	(4,8)	(4,9)
5	(5,0)	(5,1)	(5,2)	(5,3)	(5,4)	(5,5)	(5,6)	(5,7)	(5,8)	(5,9)
6	(6,0)	(6,1)	(6,2)	(6,3)	(6,4)	(6,5)	(6,6)	(6,7)	(6,8)	(6,9)
7	(7,0)	(7,1)	(7,2)	(7,3)	(7,4)	(7,5)	(7,6)	(7,7)	(7,8)	(7,9)
8	(8,0)	(8,1)	(8,2)	(8,3)	(8,4)	(8,5)	(8,6)	(8,7)	(8,8)	(8,9)
9	(9,0)	(9,1)	(9,2)	(9,3)	(9,4)	(9,5)	(9,6)	(9,7)	(9,8)	(9,9)
10	(10,0)	(10,1)	(10,2)	(10,3)	(10,4)	(10,5)	(10,6)	(10,7)	(10,8)	(10,9)

Odds of winning initiative without Combat Mind:

The top row of the table below represents all the possible initiative rolls for Person 2, and the first column is all possible initiative rolls for Person 1. The entries of the table represent all possible outcomes of the initiative rolls of each person.

Odds of winning initiative with Combat Mind:

It will be assumed here that Person 2 is using Combat Mind, so the top row entries for that person run from 0 to 9 instead of 1 to 10.

Again, by counting the number of entries, we can determine the probability of each person winning initiative, and the probability of a tie. As can be seen, Person 1 has a 36% chance of winning initiative, Person 2 has a 55% chance of winning initiative, and there is a 9% chance of a tie. This represents a significant improvement for the person using Combat Mind.

Humour

As a bonus, here are some humorous articles that were sent to me, using psionics in various parodied worlds. The powers mentioned in them are in the list of powers above, so beware!

Transportation Beam History

The original sea vessel, the Starfish Enterprise, under the command of James T. Smirk (see note 1), had a magical item called Transportation Beam. It was a small splinter of wood, the size of a tooth pick, which, when the command word was said, grew to a fully sized wooden beam with legs. The legs allowed the beam to walk on land or paddle in water. Up to four people could sit on the beam, and it had a carrying capacity of 500 pounds.

To command a Transportation Beam, the user usually says "beam me xxx, Scotty", where xxx is a compass direction, and Scotty is the activation word. Another possibility is "beam me to the ship, Scotty". Note that the beam cannot fly, and the phrase "beam me up, Scotty" has never been actually heard, contrary to common misconception. If the beam is in compressed form, it expands once the command is said and can be used. If it's already in full size, it just takes the new direction. When all users dismount the beam, it shrinks back to tooth pick size.

[Note: I know very little about spelljamming]

The Starfish's namesake, the spelljamming Starship Enterprise, didn't include such a powerful device, but the transportation methods used on the ship gave the term "beaming" a whole new meaning. Apparently the crew of

the Starship Enterprise heard about the usefulness of a beam for transportation, and did their best to make use of beams for this purpose. The effort was headed by captain Fab-Look Picard, who was a great believer in "the old ways".

The first use of a beam for transportation was simple. If you want to get quickly to the surface of a planet, what's faster than jumping off the ship? Of course few people would do it of their own free will, but after being knocked unconscious by a large beam, they wouldn't argue any more, and it was easy to throw them overboard. Only ensigns traveled this way, but even this stopped after the captain was called to StarFreaks command, and was told that this is The Next Generation, and ensigns should be treated differently. Of course keeping all ensigns alive seemed abhorrent to the captain, as it contradicted "the old ways".

Some time later a psionist was brought on board. As it happened, this was a turn for the better. Being a Psychoptraion specialist, he knew the Teleport Other science. It wasn't long before Shaky La-George, the chief engineer, discovered a use for this power - they didn't have to bring the ensigns on deck in order to drop them to the planet, but could just teleport them outside the ship, where they wouldn't have anything to cling to, and would fall to the planet below. Certainly saves a lot of carrying.

After a month or two of this, a brilliant ensign brought up the idea that Teleport Other can actually bring them to the surface of the planet. He was quickly awarded the first opportunity to try this new idea. The Teleport worked perfectly, and the ensign landed inside an active volcano.

Of course it took some time to find out what happened, as there was no means of communication with the ensign, and teleporting was only one way.

It should be noted that all this time the beaming process continued to be in use. Apparently unconsciousness was needed before the Teleport Other power would work (see note 2). The term 'beaming' was used to describe all transportation methods involving hitting someone on the head with a beam. As mentioned before, teleporting the ensigns to the surface had some problems. It turned out that viewing the planet from distance didn't give the psionist a good enough idea of the target, and as a result the landing sites varied considerably. As the ship was close to running out of ensigns, a considerably better method was needed.

Eventually the psionist remembered that he had Clairvoyance. This really helped, and in no time they were beaming people accurately to the surface. At this time they hit idea that they could construct a psionic item capable of transportation. It took several months, and thanks to the multi-talented psionist and the great plans of La-George, it became the unique piece of engineering we all know (if we read note 3).

The Teleporter, as the device was called (a few Transportation Gizmos were rejected), made the Enterprise the most well known of Star Freaks' ships, and in no time it started doing special "peace keeping" and "scientific exploration" missions for Star Freaks (see note 4).

But there was one basic problem with the Teleporter - it only worked one way. Teleporting back to the ship was problematic. Initially teleportation devices were built on the planets to allow transportation back to the ship, but these took a lot of time and effort to build. Lately there has been new research into the Teleport Here power (see note 5), and new devices are promised to be released "by the end of fall", which probably means "when the Romulan empire falls", or "once we stop falling in this bottomless pit".

Note 1:

Captain Smirk's full name is James Tea Smirk. As the story goes, the pregnant Mrs. Smirk was sitting at the dinner table next to Mr. Smirk when suddenly she started making all sorts of "Oh", "Ooh", "Aæhhh" and "Eeeh" sounds. "Are you okay?" asked Mr. Smirk. "I'm fine. Do you want a cup of tea? I'll bring you one," answered Mrs. Smirk, when all of a sudden little baby Smirk slid from her womb effortlessly, and landed on the floor, head first. "Nice tea," said Mr. Smirk, "I wonder what you would have given me if I wanted coffee." And the name stuck.

Note 2:

While the power description of Teleport Other states that a willing character can be teleported, most simple minded folks have an aversion to being disintegrated and reintegrated in another place (which is a common misconception about the working of teleportation), and therefore are never fully willing to be teleported, even if they say they are. The problem is even more acute with ensigns, for some reason. Because of this problem, a lot of psionists still don't know that the Teleport Other power can be used on conscious people. Therefore beaming (and general clubbing) is still very common among the users of this power.

Note 3:

See "Teleporter" article.

Note 4:

Read "conquering and pillaging" and "treasure hunting". Among a user who are BLAZEMONGER fans will recognize the use of quotes as in BLAZEMONGER's "Customer Service" department.

Note 5:

See "Teleport Here" power.

Teleporter

As is well known, a psionic item should be made from an item of exceptional quality which is 48 hours old at most. Unfortunately the only thing of value which the Enterprise could manufacture was food. The great chef, Foo D. Replicator (the D. stands for Bar), was an honored member of the crew, and was growing, cooking and baking all kinds of highly exceptional foods.

The first attempt was made using large circular blocks of cheese, enchanted with the Food to Stone spell (an extremely well known spell, often used by store owners, apparently to keep the food intact). The psionist failed the empowering process, however, blaming his inability to concentrate on the matter. Apparently Mr. Replicator's cheeses were of such high quality that the smell survived the Food to Stone spell. The second try was with a large pizza, but this caused a problem with the beam (see below), so eventually the designers settled on a huge loaf of bread (enchanted with Food to Stone, of course).

In the eventual design, the loaf of bread is right below a loose wooden beam. People who need to be transported stand on the loaf, and the beam is then dropped on them, knocking them unconscious. Then the Teleport Other power can transport them to their destination. In retrospect it's obvious why the pizza shaped transporter wasn't good, as it's very difficult to find a matching circular beam, let alone drop it accurately.

The even more problematic side of the transporter was the psionic empowerment (for some general details on psionic items see my article in the Net Psionics Handbook). As usual, the two common problems arose. The first is the small number of PSPs an item holds. A reasonable Teleport costs 50 or more PSPs,

and with the need to teleport more than one person this is even more problematic. This is usually solved by including many redundant powers. The second problem, the limitation of powers to a single discipline, is usually solved by having several parts, often communicating through a telepathic part. These solutions were used with the Teleporter (luckily the psionist was a lawful good, so the parts work well together).

The Teleporter parts:

Note: The number in parentheses are the power scores for the powers.

Teleport part

The teleport part is stationed above the falling beam.

Powers: Teleport (16), Teleport Other (14), Banishment (15), Dimensional Door (10), Dimension Walk (9), Dream Travel (9), Teleport Trigger (17), Time/Space Anchor (16)
PSPs 76
Int 13
Ego 19
Alignment LG

Typical use:

With 76 PSPs, it's possible to teleport one person to a distance of 10,000 miles, or up to three people to a distance of 1,000 yards. The more usual application is sending one important crew member to a 10 miles distance. This way if the teleport fails, a second attempt can be made in 20 minutes (assuming that the teleporter was fully charged with PSPs). Recently a backup teleport part was added, allowing teleportation of two people to a great distance or two attempts for one person. Since

an important crew member will rarely travel alone, an ensign or two are always being sent with him. Unfortunately the teleporter cannot teleport such a large number of people, so an alternate method is used. A special device, called Parachute (note 1), was devised. The unconscious assigns are connected to a Parachute, and then the Dimensional Door is activated. One door appears in front of the teleport device. Since the device faces the floor, it appears on the floor, under the ensign, which then falls through it and through the second door, under the ship.

Special uses:

When there's no need to return in a hurry, the teleport part can teleport itself onto the surface of the planet, then regain its PSPs, and send crew members up one at a time, and then send itself back. Since the teleport part knows where the ship is (hopefully it hasn't moved), it doesn't need the help of the other parts. This function is rarely used.

Clairsentient part

Powers: Clairvoyance (9), Move Focus (12) (see Net Psionics Handbook), Aura Sight (8)

PSPs 32

Int 17

Ego 8

Alignment LG

Typical use:

Before transportation to a location the teleporter doesn't already know, the clairsentient part is used to get an image of the location (sometimes called "getting a lock on the location"). Typically the rough location is found using Clairvoyance, and then refined with the use of Move Focus, or another Clairvoyance invocation.

Special uses:

The clairsentient part is often used for surveillance. When the ship is on its way, with no need for teleportation, it's a good time to find out more about the guests. The clairsentient part can use its Clairvoyance and Aura Sight powers to gain more knowledge about a visitor to the ship. The clairsentient part generally sees spying on others as an unacceptable activity (being lawful good), and the result is a personality conflict with the operator of the transporter. The part can be convinced, however, to use Aura Sight on a newly arrived guest, and then, if the guest is evil, it might agree to spy on him.

Telepathic part

Powers: Mindlink (10), Contact (15), ESP (11), Send Thoughts (17)

PSPs 36

Int 15

Ego 9

Alignment LG

Typical use:

When a teleport to a previously unknown location is called for, the telepathic part waits a while, then contacts the clairsentient part using Mindlink to find out what it has seen. In case the clairsentient part is not yet ready, the telepathic part contacts it again later. The picture gained in this way by the telepathic part is sent to the teleport part using Send Thoughts.

In an experienced teleporter the telepathic part can often make a good guess as to the time it takes the clairsentient part to get the visual impression. The clairsentient part will typically keep the image in mind at this time. Therefore the ESP power is enough, and saves two PSPs per invocation. Note also that the parts are always willing to be telepathically contacted,

so the telepathic part has no problem contacting them.

Special uses:

If the destination is known by a crew member, the data can be received from his mind, instead of using the clairsentient part of the teleporter.

Note 1:

Parachute - originally from para - beside and chute - fall. The device is built by gnomes. It was invented by a slightly dyslectic gnome, who apparently read it as "bedside fall".

The device is basically a mattress, to which the person about to fall is tied. It is intended to break the fall - it's always safe to fall on a mattress. In fact, it sometimes even works. Note that the mattress does a great job of soaking water, so if you fall on a lake or some such, you better get out of the tying ropes as quickly as possible.

Captain's Log history

Ship captains have always had the urge to record their experiences. In the old days, before the wondrous inventions of quill and papyrus, these events were recorded by carving them on blocks of wood, i.e. logs. It is said that the famous explorer, the wizard known as Mage Lan, once made a trip around the world, and ran out of logs. He then went on to dismantle several ships in his fleet just to provide logs for recording the rest of his voyage (several of the logs were used to describe the dismantling of the ships).

These logs were wildly known as captains' logs. Later, at the time of the five kingdoms, collectively known as Star Feet, the phrase

Captain's Log referred to one special item, belonging to the well known ship, the Starfish Enterprise. However with the fall of the Star Feet confederation, the Log was lost, and its current location is unknown.

The Captain's Log was a wooden log, similar to other logs in appearance, although the enchantments laid on it made it very special. First of all, it had the ability to convert speech into carvings, thus recording the words of its owner. Moreover, once the log was fully carved, the whole carving was shrunk down to one small mark, allowing carving to continue on an almost blank log. The writing could then be recalled by pressing the mark. Marks were laid out along the circumference at the lower part of the log. The marks were made in groups of five, with four vertical marks, and the fifth crossing these first four.

The log also had powers similar to the Ring of Human Influence, but more limited. In addition to raising the captain's Charisma to 18 on encounter reactions, the captain could also make a Suggestion to any human or humanoid serving as an ensign on the ship. The log had no Charm power.

Note that the Captain's Log is enchanted in such a way that only ship captains can use its powers. The only power usable by others is the ability to recall entries in the log.

As usual the Starship Enterprise, which became the star ship in the Star Freaks organization, had its own Captain's Log. Captain Fab-Look Picard, always a follower of "the old ways", and keeper of antique comic books, such as those detailing the adventures of the great epileptic barbarian Shake Spear, was fascinated by the idea of the log. He ordered a stock of logs, and started carving them. This made Foo D. Replicator, the ship's chef, quite annoyed, as Fab-Look was using his knife collection for that purpose. Still, he kept quiet about it. No use complaining - the captain will

just force him to have a session with Deanna Troll.

But it was Picard himself who decided to stop carving. It was simply too much work. Comic books made it look so easy. He couldn't understand how the captains of old had the patience for this. And when a splinter went into his palm, it was the last straw. He decided to gather the crew for a brainstorming session. Eventually the captain came up with an idea - something which will not be a lot of work for him, yet will allow him to use a log.

The next day, a young ensign reported to the captain's chambers. Holding a quill and papyrus, he wrote down everything that Fab-Look told him. When he began to slow down, the captain took his log, and hit him on the head with it. Unfortunately, because the captain was so experienced in beaming, but not so in logging, he caused the ensign to lose consciousness. Even after several days of practice he just couldn't get the hang of it, so he eventually went on to hit the ensign on his legs.

This improved the situation considerably.

The problem was that the ensign developed walking problems, for some reason. The ship's doctor suggested that hitting the ensign with a log caused the problem, but since the captain was hooked on the idea of logging, he decided that the solution would be to have an ensign in every place he wants to make a log entry (as he called it). This way they wouldn't have to follow him everywhere, so that walking wouldn't be such a problem.

This continued for a few years. In the meantime the Transporter was created, and Picard was introduced to the power of psionics. The first application of psionics and logging was a log which could hit someone without the need for the guiding hand of the captain (note 2). This certainly made the captain's job easier. It was a nice implementation of the powers of the original Captain's log in that it not only allowed the captain to produce written

documents of his experiences, without lifting a finger, but it also allowed him to use "suggestion" on the crew.

But it was only after the great Og epidemic (note 1), prompted by a visit from The Few, reduced the ensign population considerably, that psionic means were used to create a new nonviolent item (note 2). It was actually created even before that, outside the Enterprise, but Picard only became aware of it at this time. Note that this psionic Captain's Log was created some time after the events described in the Transportation Beam article.

The psionic log has caught on rather well, because of its simplicity compared to the Transporter, for example. Currently a log is being installed at space station Deep Shit 9 (note 3), and more are planned for other well known space installations.

Note 1:

The Og epidemic initially caused ensigns on the ship to be polymorphed into hogs, and later dogs. The situation really deteriorated when they started turning into cogs, and horribly peaked when one ensign turned into a bog, totally sinking the Hollow Deck. Mind you, the hogs did like it. Surprisingly, only one ensign turned into a log, but that was enough to remind the captain that something had to be done about the logging situation.

Note 2:

See the "Psionic Log" article.

Note 3:

When the commander of the station arrived at the location, her first comment was "looks like I'm in deep shit". The name Deep Shit seemed to become popular, especially as it turned out that the station suffered from frequent problems, often on a weekly basis. Star Freaks command got annoyed with the name, and it

was admiral Punkt who answered: "Deep Shit? Nein! I v ill not have zis kind of talk. Zis iz a very g ut station." So Star Freaks command dedded t o call the station officially "Deep Shit? Nein!", to show their belief in the future of the station. Unfortunately for them, people outside Star F reaks command just call it Deep Shit 9.

Psionic Logs

The p s ò n i c l o g h a s evolved with time. Presented here are three versions of the log, from the earliest effort to the latest.

Floating Log

Powers: Telekinesis (12)
PSPs 12
Int 9
Ego 3
Alignment LN

Description: The floating l og is a wooden log, three pounds in weight.

Origins: This was the f irst psionic log created. It was designed to save captain Picard the need to lift a log and hit his ensigns with it.

Use: O n command, the log will lift itself into the a ir, and hit an ensign on his knees. The ensign is either selected randomly, or by the captain.

Other u ses: The log is also used to make "suggestions" to the crew. This is usually done by p lacing the log above a crew member's head, and th en making t he suggestion. Of course, t here's usually not much use for this when i t comes to the crew, as Picard is the c aptain, and c an command them to do his wishes. I t can still be handy at times, though. There's also another u se for the log. When the

captain is alone in his room, he always likes to drink a cup of coffee (note 1). The floating log is g reat a t saving him the effort of actually getting out of bed to take the cup.

Attack Log

Powers: Telekinesis (10), Ballistic Attack (8), Molecular Agitation (13)
PSPs 28
Int 11
Ego 7
Alignment LN

Description: The attack log is very small, just 1 pound in weight. Perhaps the term "log" is not the m ost suitable in this case, but it fits the purpose of this item.

History: The floating log p roved its usefulness when the senile chief engineer of the Exitprise (note 3) came to visit. He continually disturbed the work on the ship, until for some reason his leg was hit by the floating log (note 4). He was th en conf n ed t o his quarters by the ship's doctor. Fab-Look then got the idea of using a log t o get rid of unwanted personnel. The attack log was then invented, to improve on the floa ã i n g l og, which apparently was effective only on old senile people (note 5).

Use: Upon command, the log will hurl itself at an enemy (or e nsign, as the case may be). The log h as THAC0 15, and causes 1d6 points of damage.

Other uses: Since a new log was to be created, Picard decided to enhance i ts coffee serving abilities. The Molecular Agitation power now allows the log not only to serve the coffee, but also to heat it up (note 6).

Memory Log

Powers: Worm Drive - Read (14) Write (10),
Tattoo (2) (note 7), Body Control (9),
Complete Healing (13)

PSPs 40

Int 14

Ego 10

Alignment LG

Description: The memory log is about 8 inches in diameter, and about one foot in height. Its surface is completely smooth.

History: This item was actually developed off the Enterprise, which accounts for its lack of any coffee making power, or, for this matter, any insign "encouragement" power. While it was later installed on the Enterprise, Picard still keeps his old attack log.

Use When the captain uses the phrase "captain's log", the log will start memorizing his words until it hears the words "end entry". The log will then use the Write power to save the memory. When asked to recall a memory, the log will Read it and use Tattoo to inscribe it on its surface. The log can also recite the memory instead of inscribing it. The Body Control and Complete Healing powers are used to keep the log from harm, and allow it to be used even in hostile environments. Of course, most Star Freaks captains will never get near a hostile environment if they can help it, so these powers are rarely used.

Other uses: Captain Picard also uses the log as an answering machine, leaving it in his room with a message, and an instruction to read it if someone knocks on the door, and possibly to remember their message.

Note 1:

Coffee is a drink made of the droppings of the Flandersburg bird. The name comes from Coffee - what a Cof earns for a day's work. Cofs

served their masters at the land of Burnzia, for the small fee of heating material, in the shape of Flandersburg droppings. When they were "liberated" by Star Freaks, the Cofs decided to show their "gratitude" by putting this heating material in a drink. Frankly, it doesn't taste that good, but Star Freaks members always like to show that they are men of the universe, and therefore continue to eat and drink any foul food and drink they encounter (note 2).

Note 2:

Giving foul foods to Star Freaks members is a common custom among most intelligent races. The Klingons, for example, are well known for the disgusting foods they share with Star Freaks members. Of course on most other occasions Klingon food is considered a delicacy. This custom is meant to discourage Star Freaks members from making too much contact with other races, but apparently it doesn't work.

Note 3:

The Enterprise was a late model of the Priase family of ships. Previous ships in the family were the Exprise and the rather less well known Nobelprise.

Note 4:

Captain Hcard always claimed that the old chief engineer just slipped. He never admitted to commanding the log to hit him. The secret is kept with Fab-Look and the log, who both vowed not to tell anyone, even under torture.

Note 5:

After being hit on his leg, the old chief engineer kept yelling "my head, my head!".

Note 6:

While personal coffee machines are available on many new ships (usually used only by

captains), captain Picard still uses his old attack log for this purpose.

Note 7:
Worm Drive and Tattoo powers are new.