

MODERN: SIX-PACK – PSIONIC OPERATIVE ITEMS

by Michael Hammes

INTRODUCTION

Like *Thirteen Arcane Operative Items*, this PDF explores what kind of items the R&D departments of the various covert agencies might come up with in a world that features psionics.

As I looked through the various psionic powers and compared them to the spells in the SRD, I noticed quite a bit of overlap was possible; a number of spells that were used in that PDF had psionic powers that served the same function.

Rather than take up space by essentially duplicating the same sort of entry, I left those items off and stuck with six items that were different.

AUTHOR'S ASIDE

I personally find that psionics have been given short shrift in the d20 Modern SRD. Of course, this also reflects a personal bias as I prefer psionics to magic in a modern setting.

That being said, if you like what you see here, and you're familiar with our other work, drop us a line and let us know whether you want to see more psionic-based material.

CHAMELEON SUIT (CHAMELEON)

When donned this 100% all-natural silk bodysuit takes on the appearance and visual texture of the nearby surroundings, including objects, and grants its wearer a +10 enhancement bonus on Hide checks.

Type: Wondrous Item (psionic); *Manifester level:* 4th; *Purchase DC:* 32; *Weight:* < 1 lb.

POCKET WEAPON (CALL WEAPONRY)

There are a large variety of items contained within the concept of a *pocket weapon*. In all cases, the item is something innocuous and compact such as a handkerchief, business card holder, cigarette holder, necklace, etc. (the item should be one that will not arouse suspicion on its own or be coveted or taken away by captors).

Once per day, the owner of a *pocket weapon* grasps the item and, with a command word, calls a weapon into his or her waiting hand, the original item disappearing from his or her hand as the weapon takes its place.

The weapon so summoned remains for 1 hour at minimum (see below) before it disappears and returns to wherever it originally came from and the item used to call the weapon returns to the owner's hand. This also occurs if the called weapon is out of the owner's possession for 2 or more rounds.

There are four types of *pocket weapons*:

Simple melee - calls a random simple melee weapon to hand (club, metal baton, sap, etc.). The owner does not have a choice in what weapon appears. The weapon remains for one hour.

Type: Wondrous Item (psionic); *Manifester level:* 1st; *Purchase DC:* 28; *Weight:* < 1 lb.

Handgun- calls a random handgun (Beretta 92F, Glock 17, Skorpion, etc.) or simple melee weapon to hand; the choice is made at the time the item's power is invoked. The owner cannot call forth a specific handgun. A handgun comes fully loaded with the appropriate ammunition. The weapon remains for four hours.

Type: Wondrous Item (psionic); *Manifester level:* 4th; *Purchase DC:* 31; *Weight:* < 1 lb.

Longarm - calls a random rifle, shotgun, or submachine gun (M16A2, Benelli 121 M1, HK MP5, etc.) to hand. Alternatively, this version can also be used to call a handgun or simple melee weapon to hand; the choice is made at the time the item's power is invoked. All guns come fully loaded with the appropriate ammunition. As with all versions of the *pocket weapon*, a specific weapon cannot be called, only a specific type (i.e. simple melee, handgun, or longarm). The weapon remains for seven hours.

Type: Wondrous Item (psionic); *Manifester level:* 7th; *Purchase DC:* 34; *Weight:* < 1 lb.

Archaic or Exotic Melee - calls a random archaic or exotic melee weapon (Longsword, Kukri, etc.) to hand. Alternatively, this version can also be used to call a longarm, handgun, or simple melee weapon to hand; the choice is made at the time the item's power is invoked. All guns come fully loaded with the appropriate ammunition. As with all version of the *pocket weapon*, a specific weapon cannot be called, only a specific type. The weapon remains for ten hours.

Type: Wondrous Item (psionic); *Manifester level:* 7th; *Purchase DC:* 37; *Weight:* < 1 lb.

PSIONIC DETECTOR (DETECT PSIONICS)

This handheld device has a large wedge-shaped digital display screen and numerous small crystals embedded in its surface.

A *psionic detector* is capable of detecting psionic auras in a 60-foot quarter-circle area and displays the results on the wedge-shaped display screen).

In the 1st round, the *detector* shows the presence or absence of psionic auras; the display lights up if one or more auras are present.

In the 2nd round, the information becomes more refined. The display reveals the number of psionic auras in the area and also the strength of the strongest aura through the digital display.

In the 3rd round, the display pinpoints the strength and location of each aura. By reading the display information, the individual using the *detector* may make Psicraft checks to determine the discipline involved (One check per aura; DC 15 + power level, or 15 + half manifester level for non-power effect).

The *detector's* read-out may display erroneous information in psionic areas or if multiple disciplines or particularly strong local psionic emanations are present. In such cases, weaker auras may be concealed.

Aura Strength: An aura's psionic power and strength depend on a power's functioning power level or an item's manifester level.

Functioning Power Level	Item Manifester Level	Aura Power
0-level or lingering aura	Lingering aura	Dim
1st–3rd	1st–5th	Faint
4th–5th	—	Moderate

If an aura falls into more than one category, the *detector* indicates the stronger of the two.

Length Aura Lingers: How long the aura lingers after the source has vacated the area depends on the aura's original strength.

Original Aura Power	Duration
Dim	1 minute
Faint	1d6 minutes
Moderate	1d6 x 10 minutes

Each round, the *detector's* user can turn to detect things in a new area. The *detector* can tell the difference between magical and psionic auras. The *detector* can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks its detection capabilities.

Type: Wondrous Item (psionic); *Manifester level:* 1st; *Purchase DC:* 29; *Weight:* 1 lb.

REMOTE CONTROL (CONTROL OBJECT)

This ordinary appearing remote control is of the type used for model airplanes, cars, boats, etc. Once turned on, however, the *remote control* can be pointed at, and used to animate, an unattended inanimate object weighing up to 100 pounds (a chair, a table, a file cabinet, etc.).

Controlled through the *remote control*, the animated object can move at a speed of 10 feet with erratic and ungainly movements and can also make a single slam attack per round with an attack bonus of +0 dealing 1d4 points of bludgeoning damage.

Note that the animated object must be controlled through the *remote control* in order for it to perform any action; it does not move nor attack on its own. If the animated object does not receive input from the remote, it simply stands unmoving in its last position while awaiting its next command.

Turning off the *remote control* instantly causes the object to revert to its inanimate state.

Type: Wondrous Item (psionic); *Manifester level:* 1st; *Purchase DC:* 29; *Weight:* 1 lb.

SHOES OF SPEED (BURST)

These shoes, usually athletic shoes but often professional types, allow the wearer to move +10 feet faster than his or her normal movement rate. The wearer does not have to move that quickly; he or she merely has the option to.

Type: Wondrous Item (psionic); *Manifester level:* 1st; *Purchase DC:* 29; *Weight:* 1 lb.

UNIVERSAL DOOR OPENER (KNOCK)

This small crystal key instantly opens stuck, barred, locked, or mechanically or electronically sealed doors, boxes, chests, etc. including those with hidden mechanisms. It also loosens welds, shackles, or chains that hold closures shut. Once opened, the closure does not relock itself or become stuck again on its own.

Using the crystal key is a move action that draws attacks of opportunity; each move action the *door opener* can undo up to two means of preventing the opening of the closure.

The *door opener* cannot open a closure larger than 40 square feet in size.

To use the *door opener*, it merely needs to be placed against a locked item and the command word spoken.

Type: Wondrous Item (psionic); *Manifester level:* 4th; *Purchase DC:* 32; *Weight:* 1 lb.