

Fantasy Craft



PSI-CRAFT

THE FANTASY CRAFT PSIONICS TOOLKIT

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INTRODUCTION

It all goes back to Dragon Magazine #78, my second issue ever. That issue focused on Psionics, and sparked my interest... so we played with the new interpretations and options. The Psionicist class. Katherine Kurtz's Deryni as an AD&D race. The psionics system –fixed (kinda). It was all a neat addition to our game, but we soon decided to move on back to more traditional AD&D fare. And I never really looked back.

Then I became... resentful? I don't know really what my feelings were, but I became one of those players who feels that psionics aren't fantasy-centric. The 2nd Ed AD&D psionic supplements were deemed 'power gamer wank fodder', and I didn't really disagree. I poo-poo'd Dark Sun as much of the same. When 3rd Ed came out with psionic splatbooks featuring the return of the Psionicist class (and other variations, too!), new races that were totally focused on psionics, and integration that made psionics seem like part of the game rather than a bolt on, I had drifted away from D&D and focused on other games, including a new one called 'Spycraft'.

Spycraft was one of a glut of D20 variant games that came out thanks to the OGL. It was a fine game, and it did a lot of different stuff. I converted my old 1980's Top Secret adventures to the system and ran my group through the tail end of the cold war – helping Eastern Bloc athletes defect, stopping a mad scientist and his doomsday cult... you know, the usual. However, Spycraft also had another line of books in addition to its sexy sliver covered basic line. It was the black covered Shadowforce Archer line – a 5-minutes-in-the-future epic civil war between a now fractured super spy agency and its foes that was loaded down with psionics. Heck, psionics were the entire basis for the setting's power and conflict.

So my interests in psionics were perked again. After all, it wasn't a fantasy setting; no it was a modern day/next Sunday AD setting. That, in my mind, was the perfect place for psionics – baring a SF-distant-future-among-the-stars setting.

Then Spycraft 2.0 was released and, though it took a lot of rules crunching, I began running that. Crafty Games released a few transition PDFs, updating some Spycraft 1.0 products to 2.0 use. One of those was for updating Shadowforce Archer. That meant that spycraft 2.0 had a psionics system (of a sort). I integrated that in my toolbox and used it sparingly.

However, a purely class based psionic system didn't quite do it for me, nor for many others on Crafty's (excellent) forums. When Fantasy Craft was released, many ideas were bantered about, including simply reskinning the magic system. I watched with interest, because Fantasy Craft was supposed to be the first in the Mastercraft system – a unified set of D20 rules for mix-and-match campaigns of eras, genres, and settings. So, a psionic system would

defiantly be up my alley – Not for Fantasy Craft, but for those other Mastercraft games that I would want it for.

One of the debates was about what kind of mechanic would be used to 'power' psionics. Magic has Spell Points, which are granted by class levels. Then the concept of a reduction of your maximum vitality was put forth by Scott Gerin. This 'vitality burn' would allow the character to use powers more as they leveled with or without a psionic based class – vitality was a universal mechanic regardless of class.

This was an epiphany for me. Using a feat based system for psionics meant you could play a psionic character without regards to classes, but if you wanted to play a really powerful psion, you could by taking levels in various psionic classes.

So I started organizing what you see here. I shelved the project a few times, as I got overwhelmed by the number of powers and the haphazard organization.

So one day I chucked it, and striped it all back down to nothing.

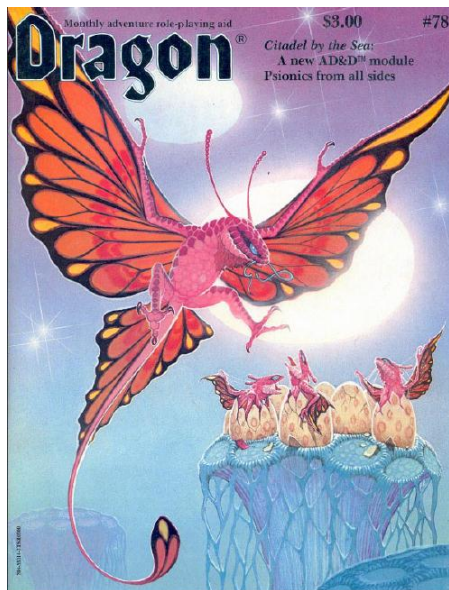
That did the trick. I set my parameters, based not on what all had come before, but on what I wanted to see in the system. Powers were distilled down to their most basic form, and then Mastercraft's unique trick mechanic allowed other powers to build on that base. I threw out some of the 20 year old science and discipline names and made new ones that followed the real world 'classical' naming conventions (wondering why you've never heard of somatoarêtes before? Well, because I made it up!).

After I had my new built-from-the-ground-up framework done, I scoured the forums and web for tweaks that enhanced the final product. For example, the Teleport trick was renamed Bamf! Because of Sletchman's use of that name in his own (unfinished) Psionics rules.

Anyway, this intro is being written before this document is hitting the net for a real wide ranging playtest trial-by-fire. All the work that has been done here may well be reworked completely... we'll see.

Til next time,

Big Jim





PSIONIC CAMPAIGNS

In this chapter you'll find the hows and whys of adding psionics to your campaign via campaign qualities, as well as how to create Psionic Races, Talents, and Specialties.

PSIONIC BASICS

Psionics are not an addition that is needed for every campaign – just as the miracles and sorcery qualities are necessary for every campaign. This section helps you work psionics into your campaign... if it fits.

WHAT ARE PSIONICS?

Powers of the mind, in the simplest of terms. Classic psychic powers - like ESP, Telepathy, and Telekinesis are covered by these rules, as are lesser known abilities like energy projection and control of various kinds, conscious control of involuntary functions, enhancement of the body with mental boosts, and even teleportation and other 'bending of space' effects with the mind.

What psionics aren't though, is magic. Although many effects and abilities are similar, these two areas of power use do not use the same methods or power sources to work. Psionics are powered by the mind and will of user, while magic is typically powered by an outside force as 'channeled' by the user.

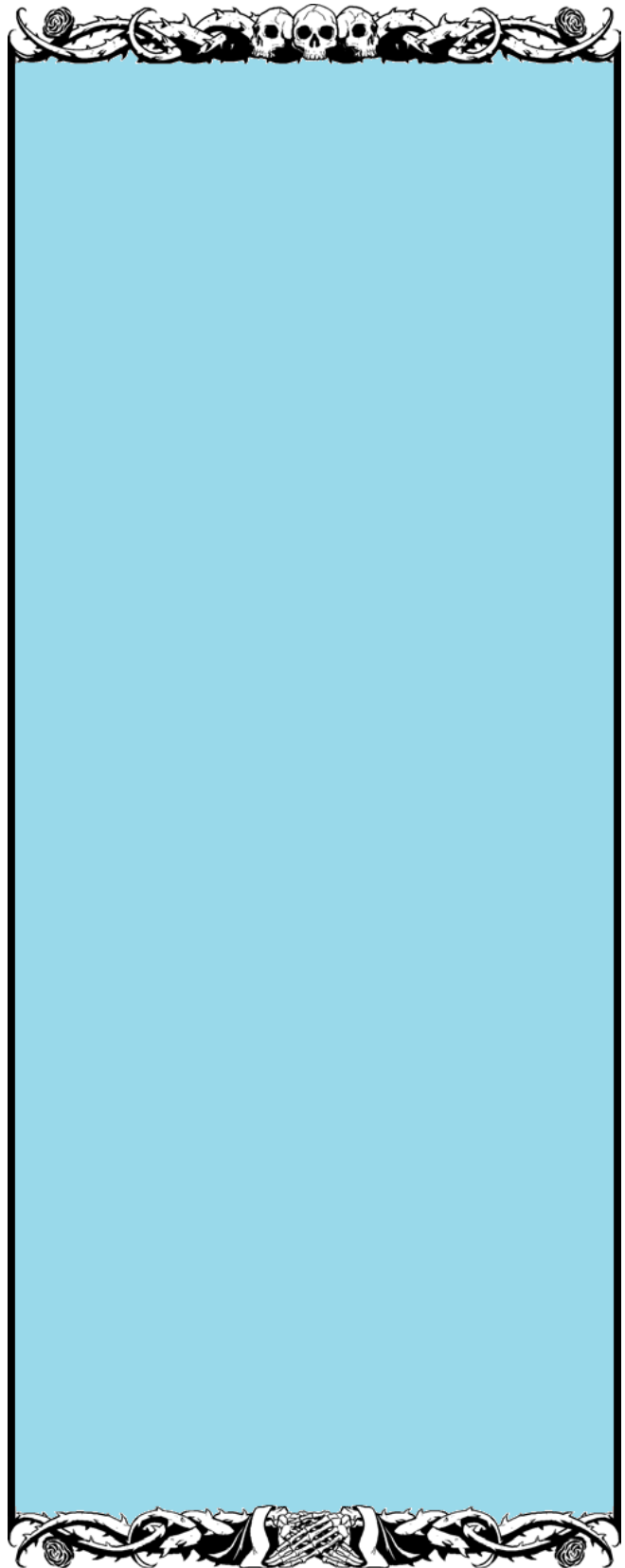
WHY PSIONICS?

Psionics can be used as a replacement or alternative to magic, or as an otherworldly counterpart. You may not need psionics available in every campaign (most don't) or even be available to the PCs at all – reserving its use to mythos-type menagerie, if you wish. If you're not sure why you need psionics in your campaign, then the most likely answer is that you don't.

However, if you want to expand the abilities of characters in your campaign with a twist, psionics might be right up your alley as an alternate power source for special effects.

ADDING PSIONICS TO YOUR CAMPAIGN

So you've decided that you do want to include psionics. Fair enough. To fully integrate psionics, you need to decide how common psionics are. Some settings assume that everyone is aware of, or has, psionic powers. Some make it the purview of a select group of psion races or monkish orders. Finally, in some settings it is an exceedingly rare, but occasional 'accident of birth'. First up is adding psionic origin options, then we'll study how powerful (really how much of an impact) psionics should have on character abilities and options.



CREATING PSIONIC RACES AND SPECIALTIES

In order to 'build' a psionic race, you must first understand the art of creating new origin options. That's too much of a diversion to go into here, but the '7 design point' method is discussed in depth on the Crafty Games forums and wiki. It is suggested that you go there and learn the basics and terms that will be used in this section.

The basic method of granting psionic abilities is through granting a specific feat to the race – in this case Psionic Prodigy. As you see the Psionic Prodigy feat often has the Psience or even a specific power listed in the sample races and specialties in chapter 2. This is perfectly fine, and focuses the origin on what it really does in a psionic sense. Remember that adding a feat to a race costs 3 design points – this means that almost half of the starting design points for your race is locked up in making them psionic.

Other creative uses for the normal options include adding psionic tricks (using the normal trick granting 1 point option), Enlightened Psicasting, and the addition of a new ability for 1.5 design points.

- **Iron Mind:** You gain a +2 insight bonus with saves against spells and psionic powers.

When building specialties, the primary concern will be the fact that your 'feat slot' will be taken up by Psionic Prodigy. Thankfully, the variety of Psiences and powers allow for that to still cover a broad range of abilities.

DETERMINING PSIONIC POWER LEVELS

The default psionics system keeps psionics weak, unless the player chooses to invest character options into boosting it up. This is the most balanced of the two options as it follows Fantasy Craft's general game balance theory of everything that enhances your character is paid for by your choices of character options. You decide to become more powerful as a psion at the cost of other facets of your character.

By activating the Wild Talents option, you allow the psion to gain power outside of character options. However, you also install a cap on the character's psion level. This is more appropriate for a 'psionics heavy' campaign setting like Dark Sun. – where many, if not all the characters are psions to some degree.

The Psionics Emerge option greatly cuts down on the psion power level of either of the fore-mentioned campaign styles. By restricting access to psion level granting classes, you effectively restrict your psions to levels gained from psionic feats – namely psion level 3. Even with the Wild Talents option also active, a 20th career level character is maxed out at a psion level of 13 (one half your career level plus the three psionic feats that grant psion levels). So think carefully about the severe penalties of the Psionics Emerge option before you use it. In many cases, you will want to make access to psion classes to not be a huge ordeal – or at least let the players know up front just how hard it will be to explore the psionic side of the campaign.

Whatever you decide, the addition of psionics should open up new character options for characters to enter new and dynamic areas.

That brings us to the most basic requirement for adding psionics to your campaign – the new campaign quality.

NEW CAMPAIGN QUALITIES

There's only one new Campaign Quality, but everything psionic hinges on it.

PSI POWERS (PERMANENT)

The powers of the mind are real and can affect the world in profound ways. The Psionic Feat category is available for use by any characters and all the rules listed in Chapter 3 for using psionic powers are in use. NPCs gain the use of these powers with the Psicaster NPC Quality (*see page XX*), while player characters may take the Psionic Prodigy feat (*see page 16*) to begin building their mental powers. You may tailor psionics with these additional qualities.

Corrupting Mind Powers (3 Action Dice): Psionics are a vile force that twists the psion's body and mind. Each time a character uses a psion power, he must also make a Will save (DC 10 + the vitality burn spent to make the check). With failure, he gains 1 grade of the following condition.

Hallowed (I–IV plus special): The character suffers a –2 penalty with Fort saves and Charisma-based skill checks per grade suffered. If a character with *hallowed IV* is *hallowed* again, he instead becomes an NPC under the GM's control. A character loses 1 *hallowed* grade at the end of each scene.

Focus Items (Permanent): Attuned crystals and amulets, crystal balls, tea leaves, tarot cards, throwing the I-Ching... these are all examples of various kits for psions. You must have a Focusing Kit (*see page 36*) or all your psicasting checks are considered untrained.

Lost Psiences (Permanent): One or more Psiences or Powers have been lost, though a fledging underground exists for the knowledge. Choose any number of Psiences, powers and/or psionic tricks. To gain any of those listed, a character must also spend Reputation equal to 3 × the power or trick's vitality burn (min. 5).

Psionics Emerge (Permanent): Psi powers have only just begun appearing, and there is little to no codified way to control these new and frightening powers. No levels may be taken in any class that increases your Psion Level with the Psion class feature without GM approval/ roleplay access. Gaining access to those classes may require a specific contact, or be a prize in itself.

Wild Talents (Permanent): Psi powers grow more powerful, even without formal training. Psion PCs gain a psion level at every other Career Level (2, 4, 6, etc.). However, a psion's total psion level may never exceed his Career Level.



PSIONIC CHARACTERS

In this chapter you'll find the Species, Talents, Specialties, Classes and Feats that make psionics an integrated part of your campaign.

NEW ORIGIN OPTIONS

The following Origin options expand the depth of psionics in the campaign. Check the Psi Powers campaign quality (page 5) for the specifics of availability.

PSIONIC SPECIES

Listed below are 3 races which showcase psionics as a major feature. They are:

Deryni. The deryni from the novels of author Katherine Kurtz are a race that can interbreed with normal humans. They are generally hated and persecuted by the normal humans that resent their powers.

Dromite. The Dromite are a small insectoid race that often overfills their hives, and so must send individuals away, creating a ready source of gregarious wandering bug-man adventurers.

Xeph. The xeph from 3rd edition of Dungeons and Dragons are typified as a freewheeling nimble type of race with the addition of psionic abilities.

Access to these species is the same as any other Fantasy Craft campaign – on a campaign by campaign basis. Ask your GM! Making new psionic races are covered in Chapter 4's *Creating Psionic Races and Specialties* section (page 5).

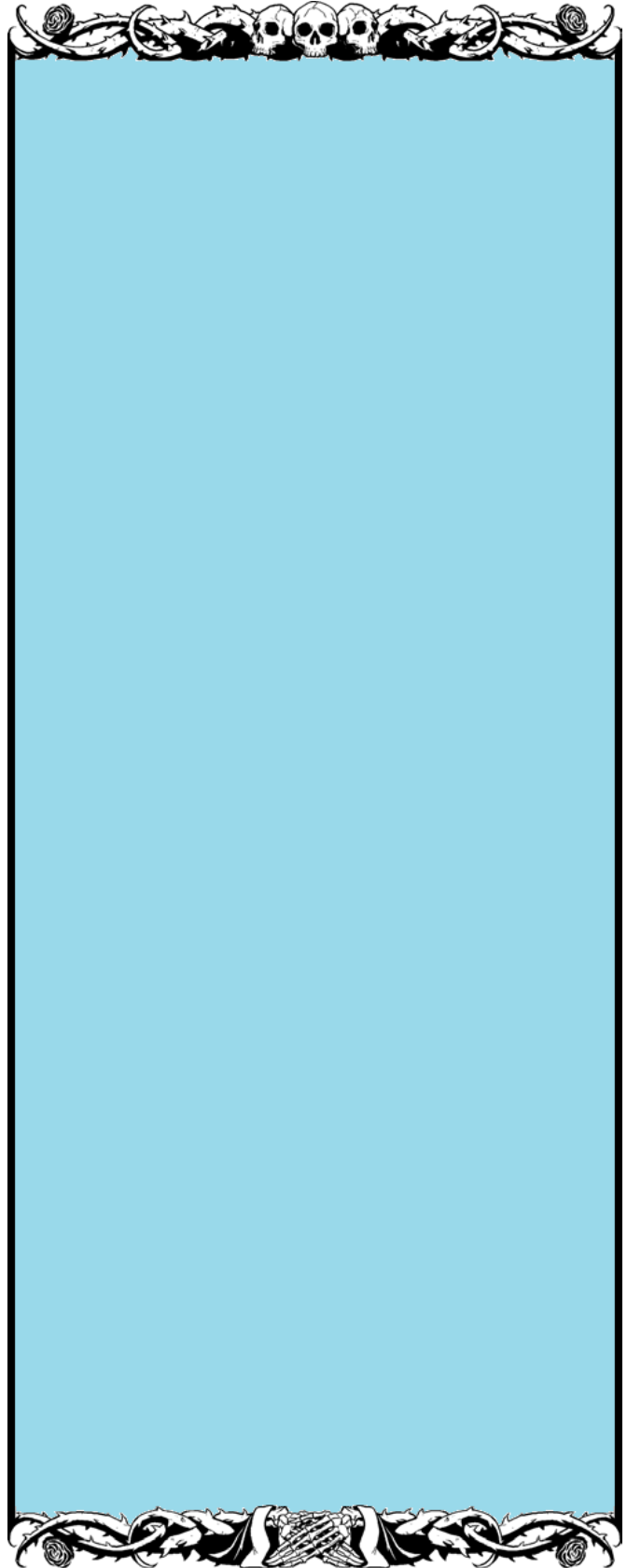
DERYNI

You're a deryni, a stable psionic human offshoot race. Your psionic abilities and the ability to pass them on genetically to your children is the only thing that sets you apart from "average" humans. Even children that would normally be considered "half-deryni" due to their parentage are genetically full deryni.

Still, you often find yourself persecuted by normal humans because of your abilities. Just different enough to be hated, you try to keep a low profile... or baring that, to make sure that your powers can be explained away as different, more accepted abilities.

Common Personality Traits: Loyal (to those who earn it), quiet, reserved, suspicious, taciturn

Common Physical Traits: Deryni are physically indistinguishable from their human cousins, though they often exhibit paranoid or guarded demeanors/mannerisms.



Example Names: Being a stable human offshoot, deryni typically use names from the human culture they are members of.

Splinter Race Feats: Deryni have no known splinter races, as they themselves could be considered a splinter race of humans.

Type: Medium Biped Psion Folk with a reach of 1. Your maximum wounds equal your Constitution score.

- *Attribute Modifier:* +1 Intelligence, +1 Wisdom, -2 Strength
- *Base Speed:* 30 ft.
- *Enlightened Psicasting:* Your maximum Psicasting rank increases to your Career Level + 5. Only the highest bonus from any enlightened ability may apply to each skill.
- *Iron Mind:* You gain a +2 insight bonus with saves against spells and psionic powers.
- *Mixed Blood:* You are considered both a Deryni and a Human.
- *Psionic Prodigy:* You gain the Psionic Prodigy Feat.

DROMITE

You're a dromite, a short asexual insectoid with a colorful carapace covering most of your body. This color is associated with your caste: Fire (red), Glimmer (green), Ice (light blue), Voice (white). The areas of your body that aren't covered with chitin ranges from a stark white to a dark tan in color.

Your head is topped with two quivering antenna, while your face is dominated by two compound eyes that often glow with psychic power. Your small mouth doesn't have stereotypical insect mandibles, but is instead similar to other humanoids' mouths surrounded by chitinous plates.

Dromite society is bases around hive-cities which periodically go through population explosions. The purpose of this is the expulsion of a new hive queen and her court, along with numerous workers of various castes. However, far more workers are produced than needed, and it is this excess population which often becomes the race's wandering adventurer representatives.

Common Personality Traits: Cheerful, curious, friendly, idealistic, optimistic

Common Physical Traits: Compound eyes, expressive antenna, hard exoskeleton, insectoid features, three fingered hands

Example Personal Names: Aksa, Hakkor, Leik, Niks, Rask

Example Caste Names: Brightflare, Icespear, Shatter, Sunspark, Thunder

Splinter Race Feats: Dromites have no known splinter races, though their various Castes are treated as such by many outsiders.

Type: Small Biped Psion Folk insectoid with a Reach of 1 (see *Fantasy Craft*, page 227). Your maximum wounds equal 3/4 of your Constitution score.

- *Attributes:* -2 Wisdom
- *Base Speed:* 30 ft.
- *Bloodhound:* Your base scent range is equal to your Wisdom score × 10 ft. Also, you gain a +6 bonus with Tracking checks.
- *Caste:* Choose one of the following castes and gain Resistance 3 for the associated damage type: Fire (fire), Glimmer (electrical), Ice (cold), or Voice (sonic).

- *Caste Attack:* You gain the "Psionic Attack" trick that corresponds to your caste (see *Caste*, above) – Fire (Flame Jet), Glimmer (Lightning Blast), Ice (Ice Shards), or Voice (Piercing Wail).
- *Cold Blooded:* You require only 1 common meal per day but suffer 1 additional damage per die from cold and are sickened for a number of rounds equal to 1/2 any cold damage taken (rounded down). If you suffer continuous cold damage - such as from the environment - you are sickened until you escape the source of the damage.
- *Enlightened Psicasting:* Your maximum Psicasting rank increases to your Career Level + 5. Only the highest bonus from any enlightened ability may apply to each skill.
- *Insectoid Appearance:* You suffer a -2 penalty to Appearance (see *Fantasy Craft*, page 153).
- *Psionic Prodigy:* You gain the Psionic Prodigy (Energeikinesis) Feat. You must choose the Power that corresponds to your Caste (see *Caste*, above) – Fire (Pyrokinesis), Glimmer (Electrokinesis), Ice (Cryokinesis), or Voice (Vibrokinesis).
- *Thick Hide 2:* You are considered to be wearing partial armor that provides Damage Reduction 2. This DR does not stack with other armor (only the best protection applies). If you gain thick hide from multiple sources, your hide offers the highest single DR value + 1 per additional hide benefit (e.g. thick hide 4, thick hide 3, and thick hide 1 offer DR 6).

XEPH

You're a xeph, a limber, agile psion with a quick wit to match and a seemingly carefree attitude. Your ability to find the lighter side of things often causes others to misjudge you as whimsical and oblivious, but you in fact see the world as an often harsh place that requires you to accentuate the positive, and buoy up others with your humor.

Physically, you're slightly shorter than the average human, with pointed ears and a typical lean build. Your skin tone is likely one of a range of earthy colors, but some of your race has dull violet, blue, or green skin. Your hair is almost universally black and straight. Your eye color is one of a pastel range, with yellow being the most common, and your iris covers the whole of the visible eye (there are no 'whites').

Xeph society has taught you too see the world as a place full of things that should be discovered and experienced so as to help the individual find his place in his own existence. Some do this without ever leaving home, while others (perhaps you) feel the need to immerse yourself in experience after experience to achieve this most personal of goals.

Common Personality Traits: Curious, jovial, free-wheeling, friendly, vindictive.

Common Physical Traits: Brown/Grey/Violet skin, slender, graceful, straight black hair in a topknot or braid.

Example Names: Assim, Cyra, Jamsheed, Narda, Shatrevar.

Splinter Race Feats: Xeph have no known splinter races.

Type: Medium Biped Psion Folk with a reach of 1. Your maximum wounds equal your Constitution score.



- *Attribute Modifier:* +2 Dexterity, +2 Charisma, -2 Strength, -2 Wisdom
- *Base Speed:* 30 ft.
- *Cat Fall:* You suffer 1 less die of damage from falling.
- *Darkvision I:* You ignore the effects of dim and faint light.
- *Enlightened Psicasting:* Your maximum Psicasting rank increases to your Career Level + 5. Only the highest bonus from any enlightened ability may apply to each skill.
- *Psionic Prodigy:* You gain the Psionic Prodigy (Somatokinesis - Speed Control) Feat.

SOULKNIFE VARIANTS

The Soulknife can be changed slightly to allow for a more varied and diverse, but related, group of psionic weapon wielding warriors.

Soulmace: Edged Proficiency becomes Blunt.

Souldart: Edged Proficiency becomes Hurlled; Psionic Weapon trick becomes Psionic Ammunition.

PSIONIC TALENTS

The following human talents allow characters to integrate their psionic abilities into their concept right out the gate.

PSI-ACTIVE

Your mind has been expanded, and you're aware of the strangest things.

- *Attributes:* +1 to lowest attribute, then +1 to lowest attribute
- *Base Speed:* 30 ft.
- *Agile Defense:* Your base Defense increases by 1.
- *Free Hint:* Once per session, you may request a free hint from the GM. If he refuses you gain 1 bonus action die.
- *Psionic Prodigy:* You gain the Psionic Prodigy Feat.
- *Light Sleeper:* Sleeping is never a Terminal Situation for you.

PSY-READER

You tend to not tell people what you're capable of. That's how you manage to stay *two* steps ahead.

- *Attributes:* +2 Wisdom, -2 Constitution
- *Base Speed:* 30 ft.
- *Always Ready:* You may always act during surprise rounds.
- *Free Hint:* Once per session, you may request a free hint from the GM. If he refuses you gain 1 bonus action die.
- *Psionic Prodigy:* You gain the Psionic Prodigy (Extra Sensory Perception or Telepathy) Feat.

PSIONIC SPECIALTIES

The following specialties correspond to what most players think of when they first encountered psionics in their role playing history. You'll note that all three have the same feat (Psionic Prodigy) as their bonus feat. That's because it's the cornerstone for gaining access to psionics.

SOULKNIFE

Thanks to your mind-formed blade of psionic energy, you're always armed.

- *Bonus Feat:* Psionic Prodigy (Telekinesis - Force Form)
- *Melee Combat Expert:* You are considered to have 2 additional Melee Combat feats for any ability based on the number of Melee combat feats you have.
- *Decisive:* You gain a +5 bonus with Initiative.
- *Edged Proficiency:* You gain the Edged proficiency.
- *Natural Menace:* You gain 1 rank in Intimidate and a +1 morale bonus to all Intimidate checks. Apply this bonus rank before spending skill points.
- *Psionic Weapon:* You gain the Psionic Weapon trick for your Force Form power.

WILDER

You're a self-taught, driven-by-your-emotions survivor who's always ready to push your powers a little extra.

- *Bonus Feat:* Psionic Prodigy
- *Fast:* Your ground speed increases by 10 ft.
- *Natural Survivor:* You gain 1 rank in Survival and a +1 morale bonus to all Survival checks. Apply this bonus rank before spending skill points.
- *Seasoned:* Your lowest attribute score rises by 2, and your highest attribute score decreases by 2.
- *Tenacious Spirit:* You gain 1 additional vitality per level.

PSYCHIC WARRIOR

You strive towards martial perfection with a combination of mental power and physical prowess.

- *Bonus Feat:* Psionic Prodigy
- *Attribute Training:* The lower of your Strength or Wisdom scores increases by 1 (your choice if a tie). Apply this bonus after any modifiers from your Species or Talent.
- *Extra Proficiency:* You gain 2 additional proficiencies or tricks.
- *Heroism:* You gain a +1 bonus with all attack and skill checks you make during Dramatic scenes.
- *Tenacious Spirit:* You gain 1 additional vitality per level.



PSIONIC CLASSES

Although you do not need any specialized classes to use and expand psionic abilities (with the proper campaign qualities), the following classes make psions an integrated portion of your campaign setting.

PSIONIC BASE CLASSES

There is only one base class included for use specifically by psions, the Psionicist.

PSIONICIST (BASE)

In a world of brawn and guile, the Psionicist lets his mind reign supreme – for that is the source of his power. With his mental abilities he can sense things others cannot, enhance his own abilities with a thought, and create effects like magic. Like magic, but not quite the same. You see, every use of his abilities taxes him more than he'd like to admit, and the Psionicist must husband his vitality to make the most of his unique talents.

Depending on your campaign, a Psionicist could be...

- An unpredictable combatant, using mind formed weapons and blasting a variety of energies at his foes.
- A mind reading sneak-thief who knows what you are going to do before you do.
- An enigmatic soothsayer, reading palms and advising others on the best course for the future.
- An silent loner, never trusting most because of the secret thoughts that they hold dear and only he can see.
- An expert tactician, skilled at both small unit tactics and using his mental powers to beat the enemy before combat has even begun.

Party Role: Wildcard. Much like the other highly variable classes of mage or priest, the Psionicist does what you build him to do. Some are combat focused, and others are skill heavy.

CLASS FEATURES

Requirements: *Psi Powers* campaign quality

Favored Attributes: Intelligence and Wisdom

Psion: Each level in this class increases your Psion Level by 1.

Class Skills: Bluff, Disguise, Haggle, Impress, Intimidate, Investigate, Resolve, Sense Motive, Survival, Tactics

Skill Points: 6 + Int mod per Level

Vitality: 9 + Con mod per Level

Starting Proficiencies: 4

CORE ABILITY

Mind Master: You can always rely on your burgeoning mental abilities. Each time you spend 1 action die to boost a



psicasting check, you roll and add the results of 2 dice (e.g. at Career Level 1, 1d4 becomes 2d4).

CLASS ABILITIES

Powers of the Mind: At Level 1, you gain the Psionic Prodigy feat. You also have access to all Psionics for future powers, not just the one you chose for your Psionic Prodigy feat.

Moment of Clarity: At Level 2, once per session when making a Psicasting check, you may roll twice, keeping the result you prefer.

At Levels 11 and 19, you may use this ability 1 additional time per session.

Bonus Feat: At Levels 3, 5, 7, 9, 11, 13, 15, 17, and 19, you gain 1 additional Psionic or Skill feat.

Speed of Thought: At Level 4, you may reduce the time to psicast a psionic power to the next step down (1 Round becomes 1 Full Action, Full Action becomes 1 Half Action, Half Action becomes 1 Free Action). Times over 1 Round are halved. You may do this once per session.

At Levels 8, 12, 16, and 20, you may use this ability 1 additional time per session.

Minor Power: At Levels 6, 9, 12, 15, and 18, you may choose one of the following abilities. Each of these abilities may be chosen only once.

- *Always Ready:* Psi-sense... tingling! You may always act during surprise rounds.



Table 2.1: Psionicist

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Special
1	+0	+1	+1	+2	+1	+1	+1	+0	<i>Mind master</i> , powers of the mind
2	+1	+2	+2	+3	+1	+1	+2	+1	Moment of clarity
3	+2	+2	+2	+3	+2	+2	+2	+1	Bonus feat
4	+3	+2	+2	+4	+2	+2	+2	+1	Speed of thought
5	+3	+3	+3	+4	+3	+3	+3	+1	Bonus feat
6	+4	+3	+3	+5	+4	+4	+3	+2	Minor power
7	+5	+4	+4	+5	+4	+4	+4	+2	Bonus feat
8	+6	+4	+4	+6	+5	+5	+4	+2	Speed of thought
9	+6	+4	+4	+6	+5	+5	+4	+2	Bonus feat, minor power
10	+7	+5	+5	+7	+6	+6	+5	+3	Prime channel (session)
11	+8	+5	+5	+7	+7	+7	+5	+3	Bonus feat, moment of clarity
12	+9	+6	+6	+8	+7	+7	+6	+3	Speed of thought, minor power
13	+9	+6	+6	+8	+8	+8	+6	+3	Bonus feat
14	+10	+6	+6	+9	+8	+8	+6	+4	Psionic wellspring
15	+11	+7	+7	+9	+9	+9	+7	+4	Bonus feat, minor power
16	+12	+7	+7	+10	+10	+10	+7	+4	Speed of thought
17	+12	+8	+8	+10	+10	+10	+8	+4	Bonus feat
18	+13	+8	+8	+11	+11	+11	+8	+5	Minor power
19	+14	+8	+8	+11	+11	+11	+8	+5	Bonus feat, moment of clarity
20	+15	+9	+9	+12	+12	+12	+9	+5	Prime channel (scene), speed of thought


- **Beguiling:** When you successfully Taunt a character, you may decline the standard result to have your target become fixated on you for 1d6 rounds. Special characters and villains may spend 1 action die to cancel this effect and become immune to this ability for the rest of the scene. If you gain this benefit from multiple sources, you may also damage the target once without interrupting his fixation (you may do this only once, no matter how many times you gain the benefit).
- **Expertise:** Choose one: Bluff, Disguise, Haggle, Impress, Intimidate, Investigate, Resolve, Sense Motive, Survival or Tactics. You may always take 10 with this skill. Also, taking 10 with this skill doesn't take twice as long and taking 20 takes only 10 times as long.
- **Like Knows Like:** Your powers are sensed by others of your ilk, and respect follows. The Disposition of any NPC who possess the Psion type improves by 5.
- **Light Sleeper:** Sleeping is never a Terminal Situation for you.
- **Look Out!** Each ally and teammate within 10 ft. who can see and hear you gains the benefits of uncanny dodge I. This does not stack with uncanny dodge abilities they already have. You may only choose this ability if you have uncanny dodge I
- **Mental Inspiration:** As a 1 Minute Action, you may request a hint from the GM. If he refuses, you gain 1 bonus action die. You may use this ability a number of times per session equal to your Starting Action Dice.
- **Mental Rebuke:** You not only hold them off with your mind, you mentally shred them. Characters you successfully Turn also suffer an amount of divine damage equal to your Resolve bonus; those targeted who make their Will saves suffer half this damage (rounded down). You may only choose this ability if you may Turn.
- **Mental Block:** You are attuned to certain beings... and can hold them back with your mind. Choose a Type from the following list: animal, beast, horror, ooze, outsider, spirit, or undead. Once per combat you may Turn characters of this Type (see *Fantasy Craft*, page 309).

- **Uncanny Dodge I:** Your powers can give you a split second warning, letting you react quickly to danger. You retain your Dexterity bonus to Defense (if any) even when flat-footed.

Prime Channel: At Level 10, once per session, you may ignore Vitality burn for one power use.

At Level 20, this ability can be used once per scene, instead.


Psionic Wellspring: At level 14, once per adventure, you may spend any number of Action Dice and add them to one Psion casting check. In addition to adding to the check result as normal, each die spent add a +1 psion bonus to the overall results. This can exceed the normal +10 psion bonus maximum shown on table 3.1.



NEW CROSS-TRAINING ABILITIES

The following class abilities are available to any class with the *cross-training* class ability.

- **Psionicist:** *Powers of the Mind; Moment of Clarity; Bonus Feat; Speed of Thought*



PSIONIC EXPERT CLASSES

There are three expert classes for psions detailed in this supplement – the Apex, the Kinesist, and the Psychic. Each of these classes concentrates on expanding and enhancing two related psionics.

The Apex focuses on physical enhancement abilities, the Kinesist explores energy manipulation powers, and the Psychic covers the classic realms of ESP and Telepathy.



APEX (EXPERT)

The Apex is the pentacle of psychically integrating body and mind through his mastery of the psiences of Somatoarêtes and Somatokinesis. This allows his to do amazing things that appear impossible to non psions. Unlike other psionic classes, the Apex is quite happy in the thick of combat, right on the front line.

Depending on your campaign, an Apex could be...

- A svelte athlete whose abilities seem to exceed his physique.
- A rugged daredevil, capable of physical feats that are only possible due to his expansive mental control over his body.
- A brutal martial warrior, pushing his abilities to the edge in the heat of combat.
- A deft thief whose malleable form and mastery of dimensions keeps her at the top of her game.
- A contemplative ascetic, whose unity of mind and body goes beyond spirituality.

Party Role: Combatant. Your high BAB and combat oriented psiences means that you are all about being in the fight.

CLASS FEATURES

Requirements: *Psi Powers* campaign quality, Athletics 6+ ranks, Psionic Prodigy feat, Access to one or both of the following Psiences: Somatoarêtes or Somatokinesis.

Favored Attributes: Strength, Dexterity, Constitution

Psion: Each level in this class increases your Psion Level by 1.

Class Skills: Acrobatics, Athletics, Intimidate, Notice, Prestidigitation, Resolve, Sense Motive, Sneak, Survival, Tactics

Skill Points: 6 + Int mod per Level

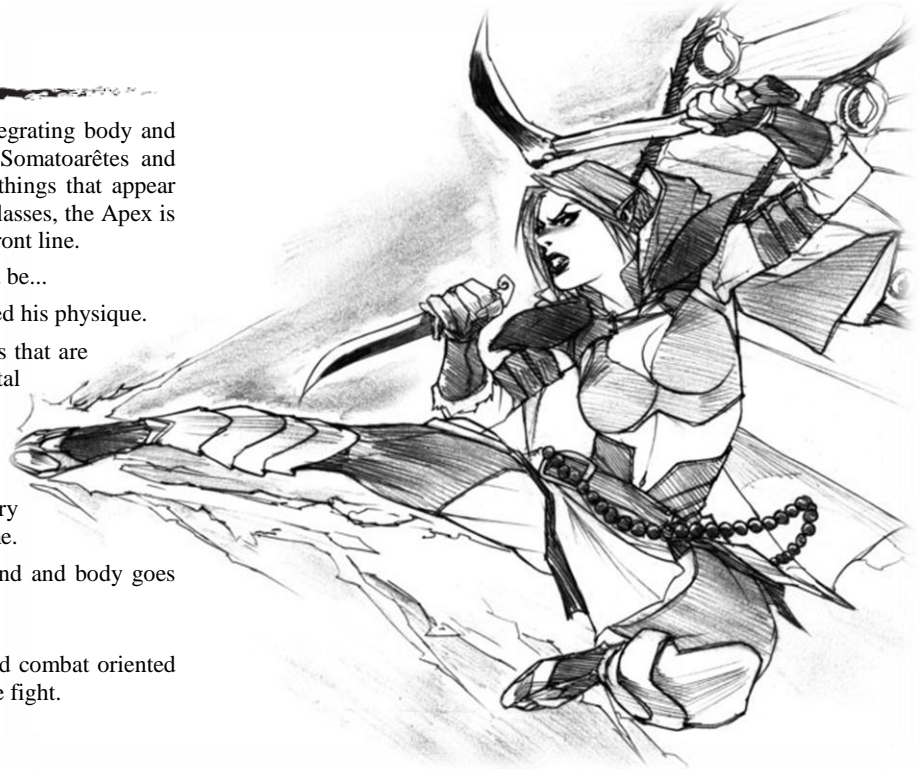
Vitality: 9 + Con mod per Level

CORE ABILITY

Zen: When you spend and roll an action die to increase a Somatoarêtes or Somatokinesis psioncasting check, the result is also added to your Psion Level for that power's use.

CLASS ABILITIES

Mind and Body: At Level 1, you gain access to the Psiences of Somatoarêtes and Somatokinesis for future powers, if you did



not have access to one of them before. Also, you gain 1 bonus vitality point and 1 at every class level hereafter.

Superhuman: At Level 2, once per session, you may gain a psion bonus to your Strength, Dexterity, or Constitution score equal to your starting action dice for up to your Psion Level in rounds. You may choose to end this ability during your Initiative Count as a free action. When this ability ends, you become *fatigued*.

At Level 7, you may use this ability up to 2 times per session.

Bonus Feat: At Levels 3, 5, 7, and 9, you gain 1 additional Basic Combat or Psionic feat.

Wuxia I: At Level 4, your Jump results are no longer limited by your height and the distance you Jump increases by 50% (rounded up).

Wuxia II: At Level 8, the distance you Jump increases by an additional 50% (total 100%) and you're considered to weigh only 1 lb. when determining if a surface or object can support you.

Table 2.2: Apex

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Special
1	+1	+1	+2	+1	+1	+1	+0	+0	Mind and body, <i>zen</i>
2	+2	+2	+3	+2	+1	+1	+0	+1	Superhuman (1/session)
3	+3	+2	+3	+2	+2	+2	+1	+1	Bonus feat
4	+4	+2	+4	+2	+2	+2	+1	+1	Second wind, wuxia I
5	+5	+3	+4	+3	+3	+3	+1	+1	Bonus feat
6	+6	+3	+5	+3	+4	+4	+2	+2	Inner focus
7	+7	+4	+5	+4	+4	+4	+2	+2	Bonus feat, superhuman (2/session)
8	+8	+4	+6	+4	+5	+5	+2	+2	Honed, wuxia II
9	+9	+4	+6	+4	+5	+5	+3	+2	Bonus feat
10	+10	+5	+7	+5	+6	+6	+3	+3	Feel the burn



Second Wind: You know your physical limitations and trust your capabilities enough to push yourself to the edge. At Level 4, each time you fail an Athletics or Resolve check and don't suffer an error, you still succeed as long as the check DC (or your opponent's check result) is equal to or less than your Class Level + 20. If several grades of success are possible, you achieve only the lowest possible positive result.

If you gain this ability for either skill from two or more classes, add together your levels in all classes granting the ability when determining its effect.

Inner Focus: At Level 6, once per scene, you may decrease the vitality burn of one of your Somatoarêtes or Somatokinesis psicasting checks to 0.

Honed: At Level 8, Errors for your Somatoarêtes and Somatokinesis psicasting checks cost an extra Action Die to activate.

Feel the Burn: At level 10, the vitality burn of each of your Somatoarêtes and Somatokinesis psicasting checks decreases by 2, to a minimum of 1.



KINESISIST (EXPERT)

The Kinesist is a catchall category of psion who focuses his mental powers on energy manipulation. Fire, ice, sound, light, electricity, and of course, kinetic energy all fall under the Kinesist's watchful eye. The multitude of different energy forms means that the very few Kinesists are alike, either in power manipulation or in temperament. Those that focus on one of the Energeikinesis powers often personify the energy – Pyrokinetics are hot-headed, Vibrokinetics are loud and boisterous, and so on, while Telekinetics are typically precise or arrogant. None the less, many Kinesists are expert crafters and artists, as forming objects from their energies are common among them as is the inventive art of using their abilities in new and unusual ways.

Depending on your campaign, a Kinesist could be...

- A tinkering craftsman, often surrounded in a cloud of floating parts and tools.
- A dangerous combatant, whose arrival is heralded by the smell of ozone and a halo of electrical energy.
- An elemental master of fire or ice, ever ready to test your abilities for attack or defense.
- A telekinetic whose somewhat frail body personifies the concept of "Mind over Matter".
- A living assault on the senses with either blinding lights or deafening noise... or both.

Party Role: Wildcard. You can go combat heavy with a dangerous Energeikinesis powerset (like Pyrokinesis) or you can follow a more utilitarian path by focusing on the Telekinesis psience. Or mix the two.

CLASS FEATURES

Requirements: *Psi Powers* campaign quality, Prestidigitation 6+ ranks, Psionic Prodigy feat, Access to one or both of the following Psiences: Energeikinesis or Telekinesis.

Favored Attributes: Intelligence, Wisdom, Dexterity

Psion: Each level in this class increases your Psion Level by 1.

Class Skills: Athletics, Crafting, Haggle, Impress, Investigate, Medicine, Notice, Prestidigitation, Resolve, Sense Motive

Skill Points: 6 + Int mod per Level

Vitality: 9 + Con mod per Level

CORE ABILITY

Insightful: When you spend and roll an action die to increase an Energeikinesis or Telekinesis psicasting check, the result is also added to your Psion Level for that power's use.

CLASS ABILITIES

Manipulation Maestro: At Level 1, you gain access to the Psiences of Energeikinesis and Telekinesis for future powers, if you did not have access to one of them before. Also, you gain 1 bonus skill point and 1 at every class level hereafter.



Table 2.3: Kinesist

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Special
1	+0	+2	+1	+1	+2	+0	+0	+1	<i>Insightful</i> , manipulation maestro
2	+1	+3	+2	+2	+3	+0	+0	+1	Mental leap (1/session)
3	+2	+3	+2	+2	+3	+1	+1	+2	Bonus feat
4	+3	+4	+2	+2	+4	+1	+1	+2	Applied knowledge (1/adventure), intuitive mechanic
5	+3	+4	+3	+3	+5	+1	+1	+3	Bonus feat
6	+4	+5	+3	+3	+6	+2	+2	+3	Energetic focus
7	+5	+5	+4	+4	+6	+2	+2	+4	Bonus feat, mental leap (2/session)
8	+6	+6	+4	+4	+7	+2	+2	+4	Applied knowledge (2/adventure), precise
9	+6	+6	+4	+4	+8	+3	+3	+5	Bonus feat
10	+7	+7	+5	+5	+9	+3	+3	+5	Conservation of energy

Mental Leap: At Level 2, once per session, you may gain a psion bonus to your Dexterity, Intelligence, or Wisdom score equal to your starting action dice for up to your Psion Level in rounds. You may choose to end this ability during your Initiative Count as a free action. When this ability ends, you become *fatigued*.

At Level 7, you may use this ability up to 2 times per session.

Bonus Feat: At Levels 3, 5, 7, and 9, you gain 1 additional Gear or Psionic feat.

Applied Knowledge: Your studious nature gives you some temporary insight. At Level 4, once per adventure, you may spend 10 minutes planning to gain 1 temporary Skill feat of your choice until the end of the current adventure.

At Level 8, you may use this ability 1 additional time per adventure.

Intuitive Mechanic: You seem to just know how things work. At Level 4, each time you fail a Crafting or Prestidigitation check and don't suffer an error, you still succeed as long as the check DC (or your opponent's check result) is equal to or less than your Class Level + 20. If several grades of success are possible, you achieve only the lowest possible positive result. If you gain this ability for either skill from two or more classes, add together your levels in all classes granting the ability when determining its effect.

Energetic Focus: At Level 6, once per scene, you may decrease the vitality burn of one of your Energeikinesis or Telekinesis psicasting checks to 0.

Precise: At Level 8, Errors for your Energeikinesis and Telekinesis psicasting checks cost an extra Action Die to activate.

Conservation of Energy: At level 10, the vitality burn of each of your Energeikinesis and Telekinesis psicasting checks decreases by 2, to a minimum of 1.

- A gifted psychiatrist, using your powers to see the real problems that trouble those you help.
- A crusading troubleshooter, who always seems to be in the right place at the right time.
- A researching reporter that finds out facts that only those involved should know.
- A dedicated bodyguard that is always ready for trouble and an uncanny knack for finding the safest route.

Party Role: Solver/Talker. The Psychic can excel at either (or both) of these roles thanks to the focus the class puts on the Extra Sensory Perception and Telepathy Psiences.



PSYCHIC (EXPERT)

The classic mental abilities of ESP and Telepathy are exactly what the Psychic specializes in. Psychics are generally guarded and reserved people, both due to knowing just how easy it is for someone with their powers to discover all your secrets and due to the often violent reaction for people who think you've just done that very thing to them. For those that don't know of their powers, however, the Psychic seems to be the most insightful person ever!

Depending on your campaign, a Psychic could be...

- A hyperaware detective, using your abilities to solve crimes and bring the guilty to justice.



Table 2.4: Psychic

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Special
1	+0	+1	+1	+2	+1	+2	+1	+0	Head games, <i>sensitive</i>
2	+1	+2	+2	+3	+1	+3	+2	+1	Force of Will (1/session)
3	+1	+2	+2	+3	+2	+4	+2	+1	Bonus feat
4	+2	+2	+2	+4	+2	+5	+2	+1	Piercing power (+2), save yourself
5	+2	+3	+3	+4	+3	+5	+3	+1	Bonus feat
6	+3	+3	+3	+5	+4	+6	+3	+2	Psi focus
7	+3	+4	+4	+5	+4	+7	+4	+2	Bonus feat, force of will (2/session)
8	+4	+4	+4	+6	+5	+8	+4	+2	Gestalt, piercing power (+4)
9	+4	+4	+4	+6	+5	+9	+4	+2	Bonus feat
10	+5	+5	+5	+7	+6	+10	+5	+3	Perfected practice

CLASS FEATURES

Requirements: *Psi Powers* campaign quality, Sense Motive 6+ ranks, Psionic Prodigy feat, Access to one or both of the following Psionics: Extra Sensory Perception or Telepathy,

Favored Attributes: Wisdom, Charisma, Constitution

Psion: Each level in this class increases your Psion Level by 1.

Class Skills: Blend, Bluff, Disguise, Haggle, Impress, Intimidate, Investigate, Medicine, Notice, Resolve, Search, Sense Motive

Skill Points: 8 + Int mod per Level

Vitality: 6 + Con mod per Level

CORE ABILITY

Sensitive: When you spend and roll an action die to increase an Extra Sensory Perception or Telepathy psicasting check, the result is also added to your Psion Level for that power's use.

CLASS ABILITIES

Head Games: At Level 1, you gain access to the Psionics of Extra Sensory Perception and Telepathy for future powers, if you did not have access to one of them before. Also, you gain 1 bonus interest and 1 at every other class level hereafter (3, 5, 7, and 9).

Force of Will: At Level 2, once per session, you may gain a psion bonus to your Constitution, Wisdom, or Charisma score equal to your starting action dice for up to your Psion Level in rounds. You may choose to end this ability during your Initiative Count as a free action. When this ability ends, you become *fatigued*.

At Level 7, you may use this ability up to 2 times per session.

Bonus Feat: At Levels 3, 5, 7, and 9, you gain 1 additional Psionic or Style feat.

Piercing Power: Your powers are like a mental wedge, driving into the core of your subject's mind. At Level 4, the DC of saves for your powers with the Invasive quality is increased by 2.

At Level 8, the DCs increase by an additional 2 (for a total of 4).

Save Yourself: At level 4, you gain a +1 psion bonus with all saving throws.

Psi Focus: At Level 6, once per scene, you may decrease the vitality burn of one of your Extra Sensory Perception or Telepathy psicasting checks to 0.

Gestalt: At Level 8, Errors for your Extra Sensory Perception and Telepathy psicasting checks cost an extra Action Die to activate.

Perfected Practice: At level 10, the vitality burn of each of your Extra Sensory Perception and Telepathy psicasting checks decreases by 2, to a minimum of 1.

PSIONIC MASTER CLASSES

Master classes should be customized for each campaign, and psionic master classes are no different. Here though, is one example master class for allowing the fairly iconic psion: the Manipulator.

MANIPULATOR (MASTER)

The Manipulator, regardless of individual attitude or preferences, is at heart a social shark. Subtly, often subconsciously, maneuvering others' desires and actions to benefit her needs, the Manipulator uses her psionic abilities of emotion reading and influence to get what she wants, when she wants.

Even without the Manipulator's psionic edge, she would still be a charming and intriguing companion. But with it, she can charm gold from misers, sell ice to eskimos, and still be admired by everyone as the belle of the ball.

Depending on your campaign, a Manipulator could be...

- A free-wheeling free-loader, using her ability to 'push' her will on others to live the high life.
- A master interrogator, ferreting out information without having to resort to such vulgarities as good cop/bad cop.
- A concerned counselor, ever helpful with nudging negotiations and calming ruffled diplomatic feathers.
- A morale officer of the highest caliber, thanks in no small part to the ability to know every trooper's true feelings.
- A predatory conman, who uses subtle tweaks and acts on unseen knowledge to close the deal.

Party Role: Talker. Through and through, the Manipulator fulfills the role of talker to a tee. Intelligence use of skills and powers insures that the character is not a liability in combat, but out of combat interaction is this character's forté.



Table 2.5: Manipulator

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Special
1	+0	+0	+0	+1	+2	+2	+2	+1	Effortless allure (-1), natural push
2	+1	+0	+0	+2	+3	+3	+3	+1	Friendly overtures
3	+1	+1	+1	+2	+3	+4	+3	+2	Practiced push
4	+2	+1	+1	+2	+4	+5	+4	+2	Effortless allure (-2), friendly overtures
5	+2	+1	+1	+3	+5	+5	+4	+3	Let's be friends



CLASS FEATURES

Requirements: *Psi Powers* campaign quality, Bluff 10+ ranks, Psionic Prodigy feat, Psipowers of Control Pheromones and Empathy

Favored Attributes: Charisma, Wisdom, Intelligence

Psion: Each level in this class increases your Psion Level by 1.

Class Skills: Blend, Bluff, Disguise, Haggle, Impress, Intimidate, Investigate, Notice, Resolve, Sense Motive

Continuity: At Level 1, choose 2 skills that are class skills for any of your other classes. These become Manipulator class skills for you.

Skill Points: 8 + Int mod per Level

Vitality: 6 + Con mod per Level

CLASS ABILITIES

Natural Push: At Level 1, you gain a bonus to your Control Pheromones and Empathy psicasting checks equal to your Class Level.

Effortless Allure: At Level 1, your vitality burn for your Control Pheromones and Empathy powers is reduced by 1, to a minimum of 1.

At level 4, the vitality burn for your Control Pheromones and Empathy powers is reduced by an additional 1 (total of -2), to a minimum of 0.

Friendly Overtures: You continue to develop the skills you use to influence others. At Levels 2 and 4, you may choose 1 of the following abilities. Each of these abilities may be chosen only once.

- *Beguiling:* When you successfully Taunt a character, you may decline the standard result to have your target become fixated on you for 1d6 rounds. Special characters and villains may spend 1 action die to cancel this effect and become immune to this ability for the rest of the scene. If you gain this benefit from multiple sources, you may also damage the target once without interrupting his fixation (you may do this only once, no matter how many times you gain the benefit).
- *Charming:* Once per session, you may improve the Disposition of any 1 non-adversary NPC by 5.
- *I need a Favor:* You gain the following trick:

Charming Musk (Control Pheromones Psionic Trick): Instead of adding to your Intimidate checks, you immediately gain your psion bonus in Reputation points that may only be spent on a Favor provided by one of your targets. Unless used, these Reputation points are lost at the end of the scene.

- *Know the Players:* You gain the following trick:

Connect (Empathy Psionic Trick): Instead of adding to your Detect Lie checks, this check result is used vs. Sense Motive to determine the target's disposition toward other characters. Each connection take one minute to determine.

Practiced Push: At Level 3, your Control Pheromones and Empathy powers' psicasting times are reduced to a half action.

Let's Be Friends: At level 5, once per scene, you may reduce the psicasting time for one of your Control Pheromones or Empathy power uses to a free action. Also, you gain a trick:

Overwhelming Friendship (Control Pheromones Psionic Trick): You may make an Influence check (1 half action) substituting this psicasting check result in place of your Impress (Cha) check result. This trick doesn't count as an Influence Check from you, nor does its shift count as an applied shift (see *Fantasy Craft*, page 74). This trick cost +3 Vitality burn (for a Total of 6). You may use this trick as many times per session as you have Empathy psipower tricks +1. Use of this trick is Invasive.



PSIONIC FEATS

The following feats form the new feat category of **Psionic Feats**. Access to Psionic feats is gained via the Psi Powers campaign quality (page 5), but if it is active in the campaign, then Psionic feats can be chosen at any time you gain access to them, either through class abilities or as a standard career level benefit.

MORE POWER

You're obviously not givin' her all you've got, capt'n.

Prerequisites: Psion Level 1+

Benefit: Your Psion Level increases by 1. You may add a new Psience to your list of Psiences available to you, if you desire, before you choose a power for this Psion Level.

MORE RANGE

Reach out and touch someone.

Prerequisites: Psion Level 1+

Benefit: Your psion range multiplier increases by 10 ft.

Special: You may take this feat multiple times, increasing your range more each time.

MORE TRICKS

Nothing up your sleeve.

Prerequisites: Psion Level 1+

Benefit: Your Psion Level increases by 1 and you gain 2 psionic tricks (in addition to the 1 power or 2 tricks you receive normally for gaining a Psion Level).

PSINET

You are the center of a web of thoughts that allow full unspoken communication.

Prerequisites: Read Mind power and Project Thought power

Benefit: Your psion range multiplier increases by 10 ft. for your Read Mind and Project Thought powers. Also, you gain a trick.

Psi-Link (Read Mind or Project Thought Trick): When you activate this power as a Full Action, the other power is activated as part of the same action (targeting the same characters) using the same psicasting total for only 2 additional Vitality Burn (typically 5 total). You may target a number of characters equal to 1/2 your psion level (rounded up). When this power expires, as a free action and a reduced Vitality burn of 1, you may psicast this trick again, maintaining all the original targets.

PSIONIC BASICS

Your mental talents are remarkable.

Prerequisites: Psion Level 1+

Benefit: Name a Psience. You gain a +2 insight bonus and a threat range of 19–20 with psicasting checks on powers from that Psience.

Special: You may take this feat multiple times, choosing a different Psience each time. Each feat has a separate name (e.g. Psionic Basics (Somatokinesis), Psionic Basics (Telepathy), etc.).

PSIONIC MASTERY

Your mental abilities continue to amaze.

Prerequisites: Psionic Basics

Benefit: The benefits of your Psionic Basics feats increase to a +3 insight bonus and a threat range of 18–20. Also, once per scene, you may also re-roll a psicasting check for a power affected by one of your Psionics Basics feats.

PSIONIC SUPREMACY

You're one of the most powerful practitioners around.

Prerequisites: Psionic Mastery

Benefit: The benefits of your Psionic Basics feats increase to a +4 insight bonus and a threat range of 17–20. Also, you may activate those psicasting checks' critical successes for 1 less action die (minimum 0).

PSIONIC PRODIGY

Welcome to the next step in evolution.

Prerequisites: Psion Level 0

Benefit: You gain a Psion Level of 1 and you may purchase ranks in the Psicasting skill. Also, pick a Psionic Psience. You may choose powers and tricks from that Psience as you gain Psion Levels, including this one. Finally, you gain the Psion type in addition to any other types you currently possess.

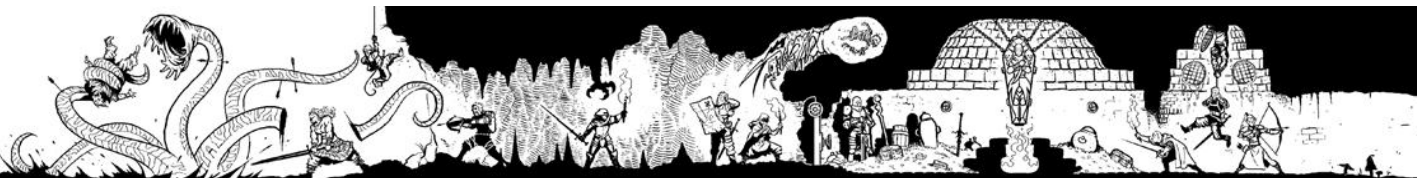
TELEKINETIC MIGHT

You are the fulcrum, and your mind is the lever.

Prerequisites: Any Telekinesis power

Benefit: You're considered 1 Size category larger when calculating your Telekinetic psience power and trick effects that use your size, carrying capacity, etc. so long as you are standing firmly on the ground and not climbing, flying, or riding.

Special: You may take this feat multiple times, increasing your 'telekinetic size' by another category each time.





PSIONIC POWERS

Psions exist in campaigns with the *Psi Powers* quality (see *New Campaign Qualities*, page 5). The method or reason for psionics being present vary from campaign to campaign, sometimes it's due to experimentation, sometimes it's the emerging next step in human evolution. Whatever the reason, a character with psionic abilities is known as a psion.

PSIONIC RULES

ACCESS TO PSIONIC POWERS

The following section details the rules concerning gaining psionic powers for both PCs and NPCs.

GAINING & POSSESSING POWERS

Whenever a psion gains a Psion Level as a permanent ability, he also gains a psionic power or two tricks for powers he already possesses. Psion levels are only gained as permanent abilities through Feats and Classes.

LOSING & REGAINING POWERS

Should a psion's possessed powers decrease, temporarily or permanently, he chooses which powers are lost. Should this number later increase again the psion must regain the lost powers before he can gain new ones. Lost powers may be regained in any order.

NPCS GAINING PSIONICS

NPCs gain access and increase their abilities as psions via the *Psicaster* or *Feat* (choosing *Psionic Prodigy* as the feat) NPC Qualities. See Chapter 4's [Campaign Options](#) section for details.

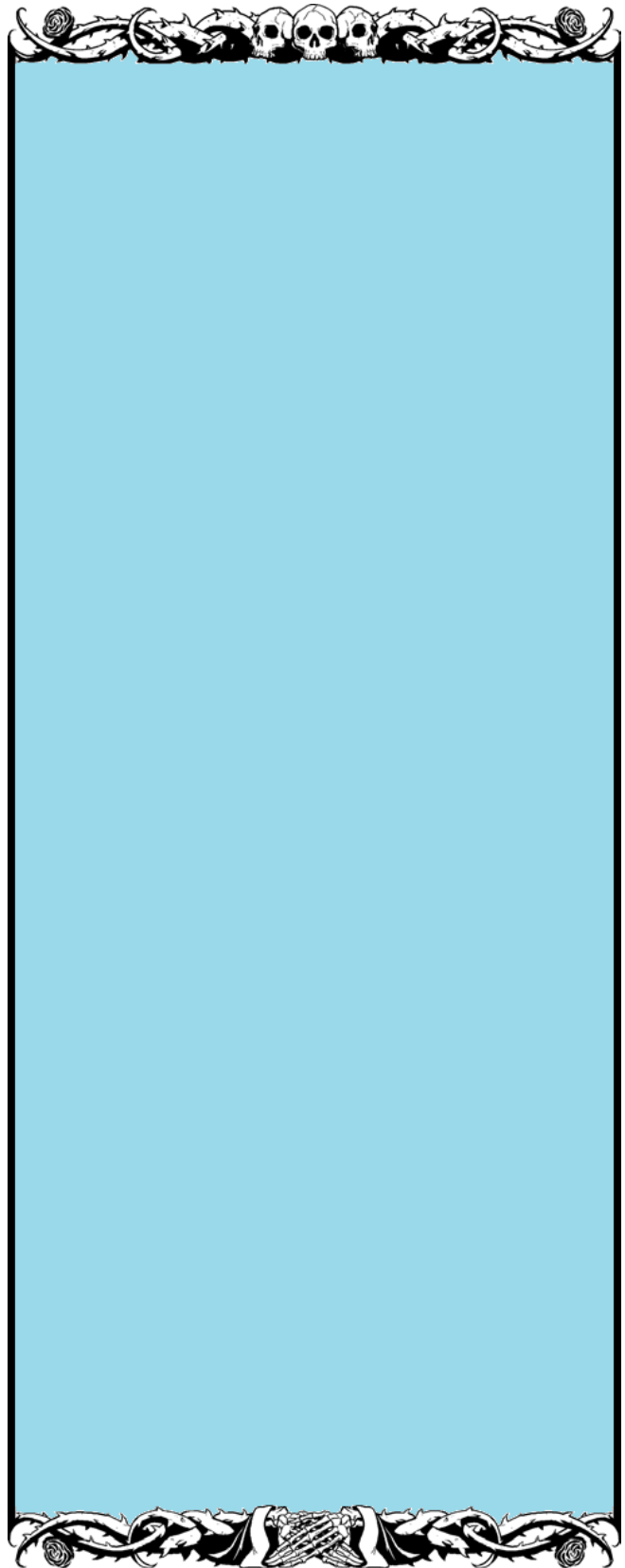
DEFENSE AGAINST PSIONICS

The following section details the rules for any special defenses and countermeasures concerning psionic powers.

COUNTERED & SUPPRESSED POWERS

Various effects can counter or suppress psionic powers.

- A countered power's effect and Duration end. If this occurs during the *Psicasting* check, the power is still considered to have been used but its effect and Duration end before they begin.
- A suppressed power's effect pauses but its Duration continues. The effect resumes if any Duration remains when the suppression ends.



INVASIVE QUALITY

Certain powers have the Invasive Quality (detailed below). Though not a defense, it should be noted that this quality does cause the power's use to fail if the target passes the save.

PSI DEFENSE

Certain characters and objects possess Psi Defense, which makes it more difficult to target them with psionic powers. When a target has Psi Defense, the Psicasting result must also equal or exceed the Psi Defense or the power fails.

PSIONIC QUALITIES

Qualities may be a bit of a misnomer, because both listed Psionic Qualities are actually disadvantages of sorts.

INVASIVE

When an Invasive power is used, all targets must make a Will save (DC 10 + 1/2 your psion level + your psion bonus). With success, a target immediately knows someone is tampering with his mind, gains a cumulative +2 bonus with all saves made to resist your Invasive powers until the end of the current scene, and the power use fails.

UNRELIABLE

The Psicasting checks for this power have their Error Range increased by 2.

PSION RANGE

The base range of Psion powers is Psion Level x 10 ft. Any psionic power that has a range increment or a range difference than this is noted in the specific power or trick description.



USING PSIONIC POWERS

The following sections concern the actual nuts and bolts of power use.

VITALITY BURN

Unlike the arcane caster's spell point system, psions power their abilities through a game mechanic called *vitality burn*.

Vitality burn isn't the same as vitality damage – it's the reduction of the character's maximum vitality as powers are used.

Since it's a reduction in the character's maximum vitality value, it can't be healed, but it also only affects a character's current vitality if the newly reduced maximum is lower than the character's current vitality. If that is the case, the character's current vitality drops to match his new maximum.

Example: Marc, is a 1st level soldier with a CON of 15 (14 vitality/ 15 wounds) and a psion level of 1. He has one power, Force Form, and one trick, Psionic Weapon (long sword). Combat has just started and Marc decides to form his psionic weapon as his action and suffers 6 vitality burn – the normal cost of power use with that trick. That reduces his maximum vitality by 6 to a value of 8. His current vitality also automatically drops to 8 because it cannot exceed his maximum.

A psion who has suffered a lot of vitality damage is able to use his powers without further endangering his life – however, getting healing in the current scene also won't help much!

Example: Marc, is in a new combat, once again at 14 vitality and 15 wounds. Combat has just started and Marc gets hit before his action. After DR, he suffers 8 vitality damage (6 Vitality left). On his action he decides to form his psionic weapon, and suffers 6 vitality burn, just as in the previous example. Thanks to the vitality burn, his maximum vitality drops to 8, just as before. However, since his current vitality is lower than his new maximum, there are no other vitality reductions – His current vitality is 6, his current maximum is 8.

The adjusted vitality maximum is just that – the maximum vitality the character can have.

Example: After combat, Marc has a current vitality of 6, and a current maximum vitality of 8 due to vitality burn. His fellow party member Hodge offers to cast Touch of Light on him to heal his vitality damage. After two times, Marc can't be healed of anymore vitality damage – he's reached his current maximum of 8!

EXCEEDING YOUR VITALITY WITH VITALITY BURN

If a character's maximum vitality is lower than the amount of vitality burn he'll suffer for using a power, but higher than 0, then he may still use the power. Vitality burn in excess of his maximum vitality is applied to wounds, in classic "psychic overload" manner – nose bleeds, ears bleeding, coughing up blood in some cases, etc.

Example: Marc, is in yet another combat, once again at 14 vitality and 15 wounds. Combat has been going a few rounds, and Marc keeps getting disarmed of his psionic weapon. He decides to form it a third time, suffering another 6 vitality burn, which takes his maximum vitality from 2 to -4 (14-6-6-6). He was at a positive maximum vitality when he used the power, so the power's vitality burn is paid and he loses 4 wounds. Marc grimaces in pain as a trickle of blood flows from his nostril and his psi-sword flairs to life once again...

Wounds caused by excessive vitality burn are not subject to a reduction in "maximum wounds"; unlike vitality. They can be healed normally as any other wound.

Example: Combat is over. Hodge can now heal Marc of his 4 wounds he suffered due to excessive vitality burn –



through magic, or a Mend check, or a Refresh action, or any other healing method.

RECOVERING VITALITY BURN

Vitality burn is fully recovered at the start of each scene with one exception: if any of the psion's powers with a Duration other than Permanent is still in effect from a previous scene, that vitality burn is *not* recovered, even if the power's Duration ends during the current scene.

Note that this does not heal the character of vitality loss due to vitality burn, it simply returns the maximum you may have. To regain the lost vitality, the character will require some form of healing as normal.

Example: It's a new scene and Marc's vitality burn from forming his psionic weapon during combat has finally faded. Hodge can now Touch of Light Marc back up to his maximum vitality of 14.

STANDARD NPCs AND VITALITY BURN

Standard NPCs, with their lack of Vitality, cause a real problem in integrating them with the psionic system detailed here. So here is how Standard characters and vitality burn interact.

Standard characters make a Damage Save vs. $10 + 1/2$ the accumulated vitality burn (rounded down). If failed, the character suffers a cumulative -1 to his future Damage Saves.

RECEPTIVE TARGETS

Some psionic powers can be used on other characters as a beneficial effect or for other mundane reasons. Characters aware of the psion's abilities and that trust the psion enough to allow unrestricted use his powers on them, are said to be Receptive. Receptive targets automatically fail their Will save as prompted by the Invasive Quality. Only fellow party members and the psion's contacts should be Receptive targets in most cases.

PSICASTING (INT)

Psicasting is how psionic powers are activated, via the use of the Psicasting skill and the Psicasting Action, listed below.

PSICASTING (INT)

Psions spend skill points to purchase ranks in the Psicasting skill, which is only available to characters with a Psion Level of 1 or higher. Psicasting operates like any other skill.

Tools: If the Focus Items campaign quality addition is active in the campaign, then a psion without a focus item is considered untrained even when he has Psicasting ranks (see *Fantasy Craft*, page 63). With access to a psion's workshop, a psion's threat range increases by 3.

Knowledge: Psion Psiences, powers and tricks; Psicasting techniques; focus items

PSICASTING (VARIES BY POWER)

A psion makes this check to use powers he knows and may use. A psion may only make 1 Psicasting check per round and,

depending on the power activated, free movement or the ability to speak aloud may or may not be necessary.

Psicasting is generally not an obvious action or clearly visible to anyone with line of sight to the psion; however, many powers are. To conceal an attempt to use an obvious Psicasting, the caster must also make either a Prestidigitation check (for Str, Dex, or Con based powers) or a Bluff (for Int, Wis, or Cha based powers). These checks are opposed by the observer's Notice skill.

To make a Psicasting check, the psion suffers the Vitality burn listed for the power and/or trick. Then he makes a Power Check on the chart below, using the power's listed Psionic Attribute and the key attribute for the skill check. A psion may only take 10 or 20 with this check when a rule or option specifically allows him to do so.

Table 3.1: Power Bonuses

Power Check Result	Psion Bonus
9 or less	Power fails
10-14	+1
15-19	+2
20-24	+3
25-29	+4
30-34	+5
35-39	+6
40-44	+7
45-49	+8
50-54	+9
55+	+10

If he generates a positive Psion Bonus (check results of a 10 or higher) then the power is successful and he references the power's effect to see what the power does and how the Psion Bonus affects the power.

With failure (check result of 9 or less), the power does not activate and has no effect (a sentient target feels a hostile force or tingle but can't necessarily deduce the nature or origin of the sensation).

With a critical success, the psion recovers the power's vitality burn suffered to use the power. With a critical failure, his confidence is shaken and he suffers a -5 penalty with Psicasting checks until he threatens with a Psicasting check or until the end of the current scene, whichever comes first.

PSONIC POWER EFFECTS

Psionic powers have a number of different effects, especially when you take the addition of tricks into account.

ENHANCEMENT POWERS

A great many of powers simply generate a bonus to a skill check or other type of check. These "Buff powers" bonuses are considered to be a psion bonus (which is where they are generally derived from).

OFFENSIVE POWERS

Some powers and tricks are offensive in nature, but don't qualify as attacks. Most of them also have the Invasive Quality, making them easy to spot as a power that affects the enemy directly.



Table 3.2: Psion Attacks

Attack Name	Damage	Damage Type	Threat	Range	Qualities
Fling Debris	1d6 +1 per Psion Level*	Lethal	19–20	20 ft. × 5	Inaccurate
Flame Jet	1d6 +1 per Psion Level*	Fire	19–20	10 ft. × 5	AP 5
Flash Strobe	2d6 +1 per Psion Level*	Flash	20	10 ft. × 5	
Ice Shards	1d6 +1 per 2 Psion Levels*	Cold	20	10 ft. × 5	Bleed
Lightning Blast	1d6 +1 per 2 Psion Levels*	Electricity	20	20 ft. × 5	
Mental Bolt	1d6 +1 per 3 Psion Levels	Divine	20	10 ft. × 5	
Piercing Wail	2d6 +1 per Psion Level*	Sonic	20	10 ft. × 5	

* With a successful Reflex save (DC 10 + the attacker’s Psion Level), the target suffers only 1/2 of the listed damage (rounded down).

ATTACK POWERS

Psionic Powers aren’t used to attack themselves, but instead generate an effect that allows an attack. As long as the power granting the attack is active, the character may use the Psion Attack advanced action (listed below).

PSION ATTACK

1 Half Action • Attack Action • 1 Vitality burn

The character makes 1 attack against 1 target. This attack must be granted by an active psionic power, and uses Table 3.2: Psion Attacks for its profile. This attack is treated as a hurled attack, including when applying feats, abilities, and effects. In addition, the character may apply his Intelligence modifier in place of his Dexterity modifier (to hit) and Wisdom in place of Strength (damage) when making this attack. This action may only be performed once per round, and each use inflicts 1 Vitality burn on the character.

OTHER EFFECTS

Most other powers don’t pigeon hole as easily as others – the Synthesis power and its related tricks all grant rerolls, and the most of the Telekinesis and Telepathy Psionics are extraordinary effects. Make sure that you read each power and trick closely to understand just how they interact with other portions of the Fantasy Craft system.

PSIONIC PSIENCES

Psionic powers are grouped into 6 “Psionics”, each consisting of 5 powers and 20 tricks (4 per power). Each power is part of only 1 Psience and each Psience represents a fundamentally different effect grouping.

The six Psionics (and the common name for their adherents) are:

EXTRA SENSORY PERCEPTION

Extra Sensory Perception, or E.S.P. as it’s more commonly known, is set of awareness or detection abilities outside the normal five senses most people possess. ESPers’ abilities range from claircognizance (French, “clear understanding”) abilities such as aura reading and remote sensing, to emotion reading, object reading, and even more extraordinary phenomena such as future sight or the ability to recall and restructure details for finer scrutiny.

ENERGEIKINESIS

Hailing from the Greek words for power (*energeia*) and movement (*kinesis*), this psience concerned itself with the manipulation of various phenomena, each of a unique type. The subcategories, each categorized as a power, are cryokinesis (cold), electrokinesis (electricity), photokinesis (light), pyrokinesis (fire), and vibrokinesis (sound). Those with multiple powers from this psience are known as energists, but it’s far more common for a psion to only develop one of the phenomena, and is known as a kineticist of the appropriate type, such as a pyrokineticist or electrokineticist.

SOMATOARÊTES

Somatoarêtes, from the Greek words for body (*somato*) and “reaching your highest human potential” (*arête*), is the psience of boosting or enhancing your physical or mental prowess with your psionic abilities. A great many of this psience’s powers and abilities have to do with heightening and/or focusing existing senses by unnatural degrees, while others deal with boosting speed, athleticism, and honing the mind. Those with these abilities are known as Adepts.

SOMATOKINESIS

The psience of Somatokinesis (Greek, “Body Movement”) is about fundamentally changing your body’s form or capabilities. Practitioners of this psience are known as Somatokineticists. These changes range from pheromone production (on a useful scale) and breathing and other yoga style control techniques to cellular healing manipulation and body form manipulation and even attunement and access to other dimensional space.

TELEKINESIS

From the Greek roots of *tele* (distant) and *kinesis* (movement), we get the name of this psience. Psions (called Telekinetics) proficient with this psience can move objects with their mind. Their abilities range from levitation to remotely grabbing or flinging objects to actually holding air molecules in a scintillating energy field formed of their own will to create weapons, barriers, or other objects.

TELEPATHY

Telepathy (Greek, “Distant Affliction or Experience”) describe the abilities of the psience very well. At a fundamental level, Telepaths have the ability to allow contact between minds. This contact can range from sending and receiving thoughts (both helpful and harmful), to manipulating emotions, controlling actions, and affecting other psions’ abilities.



POWER DESCRIPTIONS

Each power description has these entries, which outline the basics of the power's requirements and effects. Important things to remember is that tricks for psionic powers often change Vitality burn, Qualities and targets of, not to mention the effects of, that power.

NAME

This is what the power is called.

PSIENCE

This is the Psience that the power falls under. Any game effects that target this Psience, such as Psion Basics, would affect this power.

VITALITY BURN

This is the base amount of vitality burn that using this power incurs. Note that many tricks change the amount of vitality burn suffered when used with a power.

PSION ATTRIBUTE

This is the Attribute that is used as the key attribute for psicasting checks for this power. Any Psion Qualities that affect the use of the Psicasting check or power use are also listed here.

PSICASTING TIME

Most powers have a Psicasting Time of 1 free, 1 half, or 1 full action. With a longer Psicasting Time,

the effect happens at the start of the psion's first Initiative Count after the psicasting is complete.

In all cases, the caster makes the Psicasting check at the moment casting is complete and chooses targets, effect, and other facts of the power at that time.

EFFECT

This is what the power does. It tells you how many targets, what happens to the target, what enhancement you grant to yourself or another, etc.

TRICKS

This is the list of tricks that are available for basic use with the power. Most tricks greatly change the effect of the power's use – effectively changing the power into a related, but different power. Unless the trick states otherwise, the power's vitality burn, duration, target, etc. all remain the same as the base power's effect. Many tricks only change one aspect of the power's effect. These tricks generally start with a statement similar to "Instead of adding to your (*Zig*) checks, this power now adds to your (*Zag*) checks". Other tricks change the power to an even greater degree. They typically start with a statement similar to "Instead of this power's normal effect, you may..." These tricks completely replace the power's normal effect.



TABLE 3.3: PSIONIC POWERS AND TRICKS BY PSIENICE

E.S.P.

Claircognition

- Aura Distillation*
- Aura Reading*
- Clairaudience*
- Clairvoyance*

Empathy

- Expose*
- Ferret*
- Swindle*
- Sympathy*

Precognition

- Augury*
- Foresee*
- Predict*
- Premonition*

Psychometry

- Object Essence*
- Object History*
- Object Trace*
- Object Use*

Synthesis

- Evaluate*
- Interrogate*
- Reconsider*
- Second Glance*

SOMATOARÊTES

Adrenal Burst

- Bounding Leap*
- Scrambling Climb*
- Slow Burn*
- Strong Swimmer*

Combat Sense

- Evasion*
- Exploit*
- Intercept*
- Uncanny Dodge*

Enhance Senses

- Bloodhound*
- Deft Hands*
- Visual Spectrum*
- What?*

Focused Mind

- Endure*
- Flatter*
- Prepare*
- Recall*

Speed Control

- Accelerate*
- Burst of Speed*
- Graceful Landing*
- Reflexive Burst*

TELEKINESIS

Force Form

- Dual Psionic Weapons*
- Psionic Ammunition*
- Psionic Gear*
- Psionic Weapon*

Kinetic Shield

- Barrier*
- Blast Shield*
- Kinetic Field*
- Shield Other*

Levitation

- Crash Slam*
- Cushion Fall*
- Levitate Other*
- Root*

Psi-Smith

- Cobble*
- Entropic Touch*
- Gremlins*
- Telekinetic Reassembly*

Psychokinesis

- Ethereal Grab*
- Fling Debris*
- Phantom Limbs*
- Poltergeist*

ENERGEIKINESIS

Cryokinesis

- Cold Blood*
- Deep Freeze*
- Ice Armor*
- Ice Shards*

Electrokinesis

- Conduit to Ground*
- Lightning Blast*
- Shock Field*
- Taser*

Photokinesis

- Concealing Shadows*
- Flash Strobe*
- En-Light-en*
- Target Beacon*

Pyrokinesis

- Extinguish*
- Flame Jet*
- Flaming Heart*
- Pyromania*

Vibrokinetics

- Feel the Noise*
- Low Frequency Thrum*
- Piercing Wail*
- Vibro-Field*

SOMATOKINESIS

Biorhythm

- Death Trance*
- Hold Breath*
- Resist Temperature*
- Skin of Iron*

Body Malleability

- Clay Face*
- Constrictor*
- Shrink Away*
- Triple Jointed*

Cellulokinesis

- Damage Transference*
- Detoxify*
- Purge*
- Reknit Flesh*

Control Pheromones

- Alluring Musk*
- Dominant Musk*
- Enraging Musk*
- Trusting Musk*

Dimensional Shift

- Bamf!*
- Dimensional Convoy*
- Dimensional Travel*
- Portal*

TELEPATHY

Catalyst

- Counter*
- Power Dampening Field*
- Psion Boost*
- Suppress Power*

Domination

- Command*
- Convince*
- Overload*
- Suggestion*

Project Thought

- Alter Perception*
- Mental Bolt*
- Pain Touch*
- Psychic Scream*

Read Mind

- Anticipatory Flash*
- Rifle Thoughts*
- Unpredictable*
- Zeitgeist*

Telempathy

- Instill Calm*
- Instill Confidence*
- Instill Fear*
- Instill Rage*



ADRENAL BURST

Psience: Somatoarêtes

Vitality burn: 4

Psion Attribute: Strength

Psicasting Time: 1 Full Action

You can send a focused surge of adrenaline to help you smash stuff. With practice, you can refine it to less brute strength uses, such as climbing, swimming, jumping and even long term ordeals.

Effect: You may add your psion bonus to your damage when attacking objects and scenery for a number of rounds equal to your Psion Level.

Tricks:

Bounding Leap (Adrenal Burst Psionic Trick): Instead of adding to your object/scenery damage, this power now adds to your Jump checks.

Scrambling Climb (Adrenal Burst Psionic Trick): Instead of adding to your object/scenery damage, this power now adds to your Climb checks.

Slow Burn (Adrenal Burst Psionic Trick): Instead of adding to your object/scenery damage, this power now adds to your Push Limit checks. Also, this trick lasts your Psion Level in hours, not rounds.

Strong Swimmer (Adrenal Burst Psionic Trick): Instead of adding to your object/scenery damage, this power now adds to your Swim checks.

BIORHYTHM

Psience: Somatokinesis

Vitality burn: 4

Psion Attribute: Constitution

Psicasting Time: 1 Full Action

You have the mental ability to control your breathing, heartbeat and numerous other involuntary bodily functions. This grants you tremendous control over your body.

Effect: You may add your psion bonus to your Calm and Concentration checks for a number of minutes equal to your Psion Level.

Tricks:

Death Trance (Biorhythm Psionic Trick): Instead of this power's normal effect, you may feign death for up to 1 day × your psion bonus. You must either choose a specific time period that you wish to feign death or set specific conditions under which you will awaken (such as hearing a predetermined codeword or suffering a certain amount of damage). While in this state you need no food, water, or air, and are functionally dead. Determining that you're actually alive requires a successful Medicine check (DC 10 + your Psion Level), as does awakening you prematurely.

Hold Breath (Biorhythm Psionic Trick): Instead of this power's normal effect, you may go 1 minute × your psion bonus without breathing, but otherwise functioning normally.

Resist Temperature (Biorhythm Psionic Trick): Instead of this power's normal effect, you gain heat and cold resistance equal to twice your Psion Level for 10 minutes × your psion bonus.

Skin of Iron (Biorhythm Psionic Trick): Instead of this power's normal effect, you gain DR equal to twice your psion bonus for a number of rounds equal to your Psion Level.

BODY MALLEABILITY

Psience: Somatokinesis

Vitality burn: 2

Psion Attribute: Dexterity

Psicasting Time: 1 Full Action

You can contort yourself unnaturally to fit places amazing to others. As your power grows, your flexibility increases and even your features can be reformed to a limited extent.

Effect: You may add your psion bonus to your Tumble checks for a number of minutes equal to your Psion Level.

Tricks:

Constrictor (Body Malleability Psionic Trick): Instead of adding to your Tumble checks, this power now adds to your Grapple checks.

Clay Face (Body Malleability Psionic Trick): Instead of adding to your Tumble checks, this power now adds to your Disguise checks.

Shrink Away (Body Malleability Psionic Trick): Instead of adding to your Tumble checks, this power now adds to your Blend checks.

Triple Jointed (Body Malleability Psionic Trick): Instead of adding to your Tumble checks, this power now adds to your Escape checks.

CATALYST

Psience: Telepathy

Vitality burn: 3 (+ special)

Psion Attribute: Constitution

Psicasting Time: 1 Free Action

You can power a fellow psion's powers for them. By expanding this power, you can stop their power use, too.

Effect: You may suffer the Vitality burn of another psion's power use up to your psion bonus. The psion must be within your psion range and doesn't suffer the vitality burn himself. This costs you a Vitality burn of his burn + 3.

Tricks:

Counter Psi (Catalyst Psionic Trick): Instead of this power's normal effect, as another character uses a psion power, you may make a Psicasting check with a DC equal to the power check result that activated the target power. With success, the target power is *countered* before its effect is applied. This costs you a Vitality burn of that character's burn + 3.

Power Dampening Field (Catalyst Psionic Trick): Instead of this power's normal effect, you may double the vitality cost of each psion power used within a radius from you of 5 ft. × your Psion Level for a number of minutes equal to your psion bonus. This trick cost +2 Vitality burn (for a Total of 5).

Psion Boost (Catalyst Psionic Trick): Instead of suffering another psion's vitality burn, you instead raise their Psion Level by your psion bonus for the use of the power. This boost cannot





exceed your Psion Level. The psion must be within your psion range and this trick cost +2 Vitality burn (for a Total of 5).

Suppress Power (Catalyst Psionic Trick): Instead of this power's normal effect, you may inflict your psion bonus as a penalty on another psion's psicasting checks for a number of rounds equal to your psion level. If your Psion Level is higher than the target psion's, then you may also add the difference to the penalty inflicted. This trick costs you a vitality burn of +3 (for a total of 5).

CELLULOKINESIS

Psience: Somatokinesis

Vitality burn: 2

Psion Attribute: Constitution

Psicasting Time: 1 Full Action

You can heal grievous wounds by mental power alone, though it can take some time to build up the reserves to so again. As your power grows, not only can you heal more often, but can learn to make your skin heal minor damage as it happens, and even take on the injuries of others, suffering so that they may live.

Effect: You may add your psion bonus to your Medicine checks for a number of minutes equal to your Psion Level.

Tricks:

Damage Transference (Cellulokinesis Psionic Trick): Instead of this power's normal effect, you use your Reknit Flesh trick (and suffer no vitality burn) on an adjacent receptive character, then suffer half the number of wounds healed (rounded up). You must have the *Reknit Flesh* trick to take this trick. This trick cost +8 Vitality burn (for a Total of 10).

Detoxify (Cellulokinesis Psionic Trick): Instead of this power's normal effect, you or an adjacent receptive character lose up to your psion bonus in grades of the fatigued and/or shaken condition. The total number of effects/attribute damage lost cannot exceed your psion bonus. This trick cost +4 Vitality burn (for a Total of 6).

Purge (Cellulokinesis Psionic Trick): Instead of this power's normal effect, you or an adjacent receptive character lose up to your psion bonus in grades of the fatigued and/or shaken condition. The total number of grades lost cannot exceed your psion bonus. This trick cost +4 Vitality burn (for a Total of 6).

Reknit Flesh (Cellulokinesis Psionic Trick): Instead of this power's normal effect, you may heal a number of wounds up to your psion bonus. This power may be used a number of times per adventure equal to your Psion Level. This trick cost +8 Vitality burn (for a Total of 10).

CLAIRCOGNIZANCE

Psience: Extra Sensory Perception

Vitality burn: 4

Psion Attribute: Wisdom

Psicasting Time: 1 Full Action

You are highly receptive to the energies of both psions and spellcasters. You can also develop the abilities to read Auras and use your mundane senses remotely.

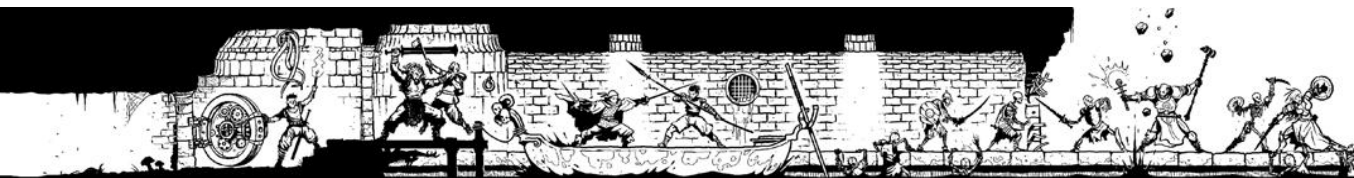
Effect: You may make Notice and Search checks to detect any psionic power use or spellcasting in your psion range. You may add your psion bonus to checks. This power lasts for a number of hours equal to your Psion Level.

Tricks:

Aura Distillation (Claircognizance Psionic Trick): Instead of this power's normal effect, you may use your psicasting check vs. a DC of 10 + Threat Level to find out a character's total bonus for one skill. This trick cost -2 vitality burn (for a Total of 2).

Aura Reading (Claircognizance Psionic Trick): Instead of this power's normal effect, you may use your psicasting result as a sense motive check (opposed by resolve) to determine any of the following: *Alignment, Type(s), Current Psionic Effects, or Current Magical Effects*. If you win the check, you learn one piece of information, +1 more for every 4 additional points you won the check by. Each specific Magical or Psionic effect that the character is being affected by is a separate item on the discovery list, whether it is beneficial, detrimental, or other (such as under a geas or mind control). Multiple reads may be made in order to choose different pieces of information.

Clairaudience (Claircognizance Psionic Trick): Instead of this power's normal effect, you may reset your point of hearing to a location within your psion range. You may move your altered hearing-point up to your psion bonus x 5 ft. per round and it may pass through solid surfaces, though it cannot leave your psion range. This effect lasts a number of rounds equal to your psion bonus. Items or Gear provides no benefit to your senses while using this power. If you have both this trick and the Clairvoyance trick active at the same time, they must both use the same hearing/viewpoint. This trick cost +1 vitality burn (for a Total of 3).





Clairvoyance (Claircognizance Psionic Trick): Instead of this power's normal effect, you may reset your point of view to a location within your psion range. You may move your altered viewpoint up to your psion bonus x 5 ft. per round and it may pass through solid surfaces, though it cannot leave your psion range. This effect lasts a number of rounds equal to your psion bonus. Items or Gear provides no benefit to your senses while using this power. If you have both this trick and the *Clairaudience* trick active at the same time, they must both use the same hearing/viewpoint. This trick cost +1 vitality burn (for a Total of 3).

COMBAT SENSE

Psience: Somatoarêtes

Vitality burn: 7

Psion Attribute: Intelligence

Psicasting Time: 1 Free Action

In combat, you grow hyperaware of your opponent's actions. Precogs might even get jealous of your pre-emptive dodges and strikes.

Effect: You may gain an amount of Sneak Attack resistance equal to twice your psion bonus for a number of minutes equal to your Psion Level.

Tricks:

Evasion (Combat Sense Psionic Trick): Instead of the Sneak Attack resistance, this power now grants the evasion X class ability, where "X" equals 1/3 your psion bonus, rounded up (maximum III). This effect stacks with any Evasion ability you currently have.

Exploit (Combat Sense Psionic Trick): Instead of Sneak Attack resistance, opponents within your psion range have their Dodge bonuses to defense against you reduced by your psion bonus. This trick cost -3 vitality burn (for a total of 4).

Intercept (Combat Sense Psionic Trick): Instead of Sneak Attack resistance, you now gain a bonus to your Parry and Shield Block tricks equal to your psion bonus. This trick cost -3 vitality burn (for a total of 4).

Uncanny Dodge (Combat Sense Psionic Trick): Instead of the Sneak Attack resistance, this power now grants the uncanny dodge X class ability, where "X" equals 1/2 your psion bonus, rounded up (maximum V). This effect stacks with any Uncanny Dodge ability you currently have.

CONTROL PHEROMONES

Psience: Somatokinesis

Vitality burn: 3

Psion Attribute: Charisma

Psicasting Time: 1 Full Action

You can control the amount of pheromones your body produces, inducing a prey response in others. With practice, you can create pheromones that produce other responses.

Effect: You may add your psion bonus to your Intimidate checks against characters within their first scent range increment (typically Wis x 1 ft.) for a number of minutes equal to your Psion Level.



Tricks:

Alluring Musk (Control Pheromones Psionic Trick): Instead of adding to your Intimidate checks, this power now adds to your Impress checks.

Dominant Musk (Control Pheromones Psionic Trick): Instead of adding to your Intimidate checks, this power now adds to your Bargain checks. This trick cost -1 Vitality burn (for a Total of 2).

Enraging Musk (Control Pheromones Psionic Trick): Instead of adding to your Intimidate checks, this power now adds to your Taunt checks. This trick cost -1 Vitality burn (for a Total of 2).

Trusting Musk (Control Pheromones Psionic Trick): Instead of adding to your Intimidate checks, this power now adds to your Bluff checks.

CRYOKINESIS

Psience: Energeikinesis

Vitality burn: 4

Psion Attribute: Dexterity

Psicasting Time: 1 Full Action

You have the power to lower surrounding temperatures to keep yourself cool. As your power grows, you gain the ability to actually produce ice. Sometimes it's sharp, dangerous ice.

Effect: You may gain an amount of heat resistance equal to twice your psion bonus for a number of minutes equal to your Psion Level.

Tricks:

Cold Blood (Cryokinesis Psionic Trick): Instead of gaining heat resistance, if your psion bonus is from +1 to +5, you gain the NPC quality *Damage Defiance: Cold*. If your psion bonus is +6 or higher, you gain *Damage Immunity: Cold*.

Deep Freeze (Cryokinesis Psionic Trick): Instead of this power's normal effect, you may form an ice slick, simple shapes (bowl, tray, rod, etc.), or weapons. Weapons formed only fit a category type in the broadest sense – you can make a Blunt or Edged weapon with the following attributes:

Name	Damage	Threat	Size	Const
Ice-weapon	1d6 lethal	20	T/1h	Hard/1

Ice slicks cover a number of squares equal to triple your psion bonus in any configuration you like, so long as your current square is included. The ice sheets are slick, requiring anyone else to make an Acrobatics check (DC 10 + your psion bonus) or fall down *Sprawled* for each square of movement after the first.

Items and ice slicks created by this power last for your Psion Level in rounds (unless you are in a sub-freezing environment).

Ice Armor (Cryokinesis Psionic Trick): Instead of gaining heat resistance, you gain DR X/fire as a thin layer of ice coats your body, where X is equal to twice your psion bonus.

Ice Shards (Cryokinesis Psionic Trick): Instead of this power's normal effect, you gain the Ice Shards Psion Attack (see Table 3.2: Psion Attacks, page XX). This effect lasts for a number of minutes equal to your psion bonus. If you suffer a critical miss with you Psion Attack advanced action, you suffer 2d4 cold damage and this power use immediately ends as the minimum critical effect.

DIMENSIONAL SHIFT

Psience: Somatokinesis

Vitality burn: 4

Psion Attribute: Wisdom

Psicasting Time: 1 Half Action

You can access some form of pocket dimension that you've attuned your body to. As you grow in power, not only can you place items within it for short-term storage, you can reach through it to other locations or even dimensionally travel!

Effect: You can open a small portal to a pocket dimension. You may open or close the portal as a handle item action, and it always appears adjacent to you. The portal holds your psion bonus in items (up to two Sizes smaller than you), and remains stable for your Psion Level in minutes. After that time, the connection destabilizes and all items in it are lost. You can use this power a number of times per scene equal to your Psion Level.

Tricks:

Bamf! (Dimensional Shift Psionic Trick): Instead of accessing a storage rift, your body transfers itself to the pocket dimension for a moment and spits you back out nearby. You immediately teleport (yourself only) up to 5 ft. x your psion bonus to a location that you can see.

Dimensional Convoy (Dimensional Shift Psionic Trick): Instead of this power's normal effect, you use your *Dimensional Travel* trick (suffer the vitality burn of 8) and bring along a number of receptive characters equal to your Psion Level. You must have the *Dimensional Travel* trick to take this trick. This trick requires a psicasting time of +1 minute per extra character. This trick cost +2 per character shifting vitality burn (for a Total of 10 to unknown).

Dimensional Travel (Dimensional Shift Psionic Trick): Instead of this power's normal effect, you may "shift" yourself bodily to another, named, dimension. You must have the *Bamf!* trick to take this trick. This trick requires a psicasting time of 1 minute. You may take this trick multiple times; naming a different dimension each time (The astral dimension is the most common). This trick cost +4 Vitality burn (for a Total of 8).

Portal (Dimensional Shift Psionic Trick): Instead of accessing a storage rift, you open a small portal that "wormholes" to another nearby location allowing remote access as if it were adjacent. The other end of the tunnel must be within your psion range, and only your hand and items (up to two Sizes smaller than you) in your hand can pass through it. You may perform Stash or Conceal Action (i.e. pickpocketing) checks though the wormhole, but not attacks or bodily travel. The portal automatically closes at the end of your next turn or if you move away, which ever happens first. This trick costs an additional amount of Vitality burn of 10 – your psion bonus (for a total of 4 to 13).

DOMINATION

Psience: Telepathy

Vitality burn: 7

Psion Attribute: Charisma (Unreliable, Invasive)

Psicasting Time: 1 Full Action

You have the power of mind control. It's that simple.



Effect: You may implant simple memories up to 1 minute in length. Because the target's mind fills in the details, you need only describe the new memory in general terms for this to be effective.

Tricks:

Command (Domination Psionic Trick): Instead of implanting simple memories up to 1 minute in length, you may dictate the target's physical actions for 1 round, so long as they do not cause him to injure himself or his allies. Using this ability does not require that you speak to the target (though many telepaths do so out of habit). This trick costs you a vitality burn of +3 (for a total of 10).

Convince (Domination Psionic Trick): Instead of this power's normal effect, you may use your psicasting result in place of your Bluff result when performing a Lie check. This lie can be as outrageous as you wish; if the subject fails, he believes it to be the utter and irrefutable truth. This unflinching devotion to the lie lasts a number of minutes equal to your Psion Level. Then he can come to the self-realization that the lie is not fact, or be convinced by others, should the lie not be instantly refuted by evidence. This trick only requires a Half action to perform, and costs -4 Vitality burn (for a Total of 3).

Overload (Domination Psionic Trick): Instead of implanting simple memories up to 1 minute in length, you may cause the target to become paralyzed for a number of rounds equal to your psion bonus. During this time, you may make another (Half Action) psicasting check vs. the target's resolve. If you win the opposed check, the target will Coup de Grace himself (to unconsciousness only). This trick costs you a vitality burn of +3 (for a total of 10).

Suggestion (Domination Psionic Trick): Instead of implanting simple memories up to 1 minute in length, you may make the target perform 1 action or support 1 of your actions as if your psicasting check was a Persuade check (*Fantasy Craft*, page 74). You may retroactively apply negative Apparent Risk modifiers from Table 2.12, to allow for more dangerous actions to be

performed by the target. (i.e. A guard continuing his patrol and not acknowledging you is a normal risk Suggestion. Marching over to his Sgt. And cursing him out would be a Moderate or Extreme risk suggestion.) This retroactive modifier application cannot lower your check total to a result that would fail the check. The target pursues the task for a number of minutes equal to your Psion Level or until the task is complete, whichever comes first. Using this ability does not require that you speak to the target (though many telepaths do so out of habit).

ELECTROKINESIS

Psience: Energeikinesis

Vitality burn: 4

Psion Attribute: Dexterity

Psicasting Time: 1 Full Action

You can control and amplify you body's electrical field and accumulated static charge to perform some shocking feats.

Effect: You may gain an amount of electrical resistance equal to twice your psion bonus for a number of minutes equal to your Psion Level.

Tricks:

Conduit to Ground (Electrokinesis Psionic Trick): Instead of this power's normal effect, Instead of gaining electrical resistance, if your psion bonus is from +1 to +5, you gain the NPC quality *Damage Defiance: Electrical*. If your psion bonus is +6 or higher, you gain *Damage Immunity: Electrical*.

Lightning Blast (Electrokinesis Psionic Trick): Instead of this power's normal effect, you gain the Lightning Blast Psion Attack (see Table 3.2: Psion Attacks, page 21). This effect lasts for a number of minutes equal to your psion bonus. If you suffer a critical miss with this attack, you suffer 2d4 electrical damage and this power use immediately ends as the minimum critical effect.

Shock Field (Electrokinesis Psionic Trick): Instead of this power's normal effect, you inflict 1d4 + your Psion Level to everyone within your psion bonus x 5 ft. If there is a suitable conductive medium (you and the targets are standing in a puddle or shallow water, metal flooring, etc.) increased the 1d4 to 1d6, and you may boost this damage with Action Dice.

Taser (Electrokinesis Psionic Trick): Instead of this power's normal effect, your unarmed attacks inflict electrical damage (at no penalty) with a damage bonus of your psion bonus. This effect lasts for a number of rounds equal to your Psion Level.

EMPATHY

Psience: Extra Sensory Perception

Vitality burn: 2

Psion Attribute: Charisma

Psicasting Time: 1 Full Action

You can detect the emotions of others, and utilize that information in a variety of ways.

Effect: You know the current emotional state of the target. You may also add your psion bonus to your Detect Lie checks, as well as checks made to penetrate disguises, for a number of minutes equal to your Psion Level.



Tricks:

Expose (Empathy Psionic Trick): Instead of adding to your Detect Lie checks, this power now adds to your Threaten.

Ferret (Empathy Psionic Trick): Instead of adding to your Detect Lie checks, this power now adds to your Canvass checks.

Swindle (Empathy Psionic Trick): Instead of adding to your Detect Lie checks, this power now adds to your Bargain checks.

Sympathy (Empathy Psionic Trick): Instead of adding to your Detect Lie checks, this power now adds to your Lie checks.

ENHANCE SENSES

Psience: Somatoarêtes

Vitality burn: 2

Psion Attribute: Wisdom

Psicasting Time: 1 Full Action

When you use this power, all your senses get just a little sharper. But so does your ability to use that information. With practice, you can manage to enhance only a few greatly enhancing your abilities with certain tasks.

Effect: You may add your psion bonus to your Search checks for a number of minutes equal to your Psion Level.

Tricks:

Bloodhound (Enhance Senses Psionic Trick): Instead of adding to your Search checks, this power now adds to your Tracking checks.

Deft Hands (Enhance Senses Psionic Trick): Instead of adding to your Search checks, this power now adds to your Disable checks.

Visual Spectrum (Enhance Senses Psionic Trick): Instead of this power's normal effect, you may gain the benefit of a number of visual enhancements equal to 1/3 your psion bonus (rounded up) from the following list, in order: Darkvision I, Darkvision II, Keen Sight, Blindsight. This effect lasts for a number of minutes equal to your Psion Level. This trick cost +4 Vitality burn (for a Total of 6).

What? (Enhance Senses Psionic Trick): Instead of adding to your Search checks, this power now adds to your Notice checks. Also, this trick lasts your Psion Level in hours, not minutes.

FOCUSED MIND

Psience: Somatoarêtes

Vitality burn: 4

Psion Attribute: Intelligence

Psicasting Time: 1 Full Action

By taking a moment, you can mentally catalog everything you know about your various skill sets and more efficiently perform them.

Effect: You may add your psion bonus to your next Intelligence based skill check. This check must be made within your Psion Level in rounds or this bonus is lost.

Tricks:

Endure (Focused Mind Psionic Trick): Instead of adding to your next Intelligence based skill check, it instead adds to your next Will save.

Flatter (Focused Mind Psionic Trick): Instead of adding to your next Intelligence based skill check, it instead adds to your next Charisma based skill check.

Prepare (Focused Mind Psionic Trick): Instead of adding to your next Intelligence based skill check, it instead adds to your next Wisdom based skill check.

Recall (Focused Mind Psionic Trick): Instead of adding to your next Intelligence based skill check, it instead adds to your next Knowledge check.

FORCE FORM

Psience: Telekinesis

Vitality burn: 4

Psion Attribute: Wisdom

Psicasting Time: 1 Half Action

You may form simple shapes from pure psionic energy, effectively using your telekinesis ability to hold and move air molecules.

Effect: You may form simple shapes (bowl, tray, rod, etc.) or weapons. Weapons formed only fit a category type in the broadest sense – you can make a Blunt or Edged weapon with the following stats:

Name	Damage	Threat	Size	Const
Psi-weapon	1d6 lethal	20	T/1h	Hard/2

Items created by this power last for your Psion Level in rounds or until they leave your hands/possession, whichever comes first.

Tricks:

Dual Psionic Weapons (Force Form Psionic Trick): Instead forming a crude, generic weapon or shape – you may form up to two of the named weapons from your *Psionic Weapons* trick(s) at the same time. Each weapon forms in whichever of your hands you desire. You must have the *Psionic Weapon* trick to take this trick. This trick cost +2 Vitality burn (for a Total of 6).

Psionic Ammunition (Force Form Psionic Trick): Instead forming a generic weapon or shape – you may form any normal bolt, arrow, or Throw Weapon from the following list: bola, boomerang, chakram, dart, harpoon, javelin, net, rock (either size), or shuriken. Unlike other Force Form items, these last until these hit (or miss) their target after you use them or until they are no longer needed, such as being used with the *staple* trick. While this power is active, you always form as much of the ammunition as you need for the action attempted. You may take this trick multiple times, naming a different ammunition/Thrown Weapon each time. This trick cost +2 Vitality burn (for a Total of 6).

Psionic Gear (Force Form Psionic Trick): Instead forming a generic weapon or shape – you may form a suitable item from *Table 4.6: Goods (Fantasy Craft, page 158)*. The item created cannot have any moving parts (psionic compasses can't find north, psionic pocket watches can't tell time), or extraneous effects (psionic firesteel can't start a fire; psionic maps don't show things that you don't know; grooming kits contain no makeup), and is ready to use upon psicasting (a psionic tent is created already pitched, for instance). The gear lasts a number of hours equal to your Psion Level, until dismissed or until you move more than your psion bonus x 5 ft. away.



Psionic Weapon (Force Form Psionic Trick): Instead forming a crude, generic weapon or shape – you may form the named weapon with the same characteristics as a normal version. These weapons can be from the Blunt or Edged weapon list or one of the following from the Hurlled list: atlatl, blowgun, lasso, sling or staff sling. You may take this trick multiple times, naming a different weapon each time. This trick cost +2 Vitality burn (for a Total of 6).

KINETIC SHIELD

Psience: Telekinesis

Vitality burn: 4

Psion Attribute: Constitution

Psicasting Time: 1 Full Action

You can make a translucent energy shield that stops various projectiles and can even be spread out into a field that slows your enemies.

Effect: You may gain an amount of Ranged Attack Resistance equal to twice your psion bonus for a number of rounds equal to your Psion Level.

Tricks:

Barrier (Kinetic Shield Psionic Trick): Instead of this power's normal effect, you may create a barrier that grants cover. The barrier extends a number of 5 ft. sections equal to your caster level (i.e. 15 feet of barrier would block off three of the four sides of a standard 5 foot square). The cover rating of the barrier is dependent on your psion bonus: +1 to +3 grants 1/4 cover, +4 to +6 grants 1/2 cover, +7 to +9 grants 3/4 cover, and +10 grants total cover. The barrier lasts for a number of rounds equal to your Psion Level.

Blast Shield (Kinetic Shield Psionic Trick): Instead of gaining Ranged Attack resistance, this power now gains you Explosive Resistance.

Kinetic Field (Kinetic Shield Psionic Trick): Instead of this power's normal effect, you inhibit movement for an area of Psion bonus x 5ft. around you. Movement costs are doubled for others in this area (10 ft. of movement per square), though characters can still perform a standard 5 ft. step. Characters that are Running or performing Bull Rushes must succeed with an Acrobatics or Athletics check DC 10 + 1/2 your Psion Level or be stopped at the edge of your field area. This ability lasts a number of rounds equal to your Psion Level. This trick cost +2 Vitality burn (for a Total of 6).

Shield Other (Kinetic Shield Psionic Trick): Instead of you gaining the benefit of this power, you grant this bonus to another character so long as he remains within 10 ft. of you. This trick cost +1 Vitality burn (for a Total of 5).

LEVITATION

Psience: Telekinesis

Vitality burn: 4

Psion Attribute: Wisdom (Unreliable)

Psicasting Time: 1 Full Action

You can lift yourself off the ground with the power of your mind. With some practice, you can lift other things, people... even the unwilling!



Effect: You may levitate up or down at a Speed of up to 5 ft. × your psion bonus. You may move horizontally at up to your normal Speed, but only if there is a surface to “climb” along. This effect lasts a number of rounds equal to your Psion Level.

A levitated character who attacks finds himself increasingly unstable, suffering a cumulative –1 penalty (–1 with the first attack, –2 with the second, and so on, to a maximum of –5). He may spend 1 full round to stabilize himself, negating this penalty.

Tricks:

Crash Slam (Levitation Psionic Trick): Instead of gaining the normal benefit of this power, you may use it to lift and then slam another character or object down. The target may not exceed your heavy load encumbrance, using wisdom in place of strength on Table 4.3: Carrying Capacity. (see *Fantasy Craft*, page 154). Also, the target cannot leave your psion range (including vertically!). The target travels straight up as high as possible (barring ceilings), and is then dropped. The maximum height is 5 ft. × twice your psion bonus and damage is calculated as normal falling damage. Use of this trick on a character is Invasive.

Cushion Fall (Levitation Psionic Trick): Instead of this power’s normal effect, you may reduce the distance fallen (for calculating falling damage) of a number of freefalling characters and/or objects up to your psion bonus and within your psion range by an amount of your Psion Level x 10 ft. This power/trick may be psicasted anytime, even during another character’s Initiative Count, as a free action. This trick cost +4 Vitality burn (for a Total of 8).

Levitate Other (Levitation Psionic Trick): Instead of you gaining the benefit of this power, you may use it on another character or object. This target may not exceed your heavy load encumbrance, using wisdom in place of strength on Table 4.3: Carrying Capacity. (see *Fantasy Craft*, page 154). Also, this target cannot leave your psion range (including vertically!). Use of this trick on a character is Invasive.

Telekinetic Root (Levitation Psionic Trick): Instead of this power’s normal effect, you may target a character with a crushing downward force. The target character loses 5 ft. x your psion bonus in movement and jump checks become restricted actions. If the character’s movement is reduced to 0 by this power, then any extra “unused” psion bonus is applied as a penalty to the target’s attack and acrobatic checks and Reflex saves. This trick is Invasive. This trick cost +2 Vitality burn (for a Total of 6).

PHOTOKINESIS

Psience: Energeikinesis

Vitality burn: 4

Psion Attribute: Dexterity

Psicasting Time: 1 Full Action

You can control light, even create it.

Effect: You may gain an amount of Flash Resistance equal to twice your psion bonus for a number of minutes equal to your Psion Level.

Tricks:

Concealing Shadows (Photokinesis Psionic Trick): Instead of gaining Flash Resistance, you may add your psion bonus to your Conceal Action and Sneak checks.

Flash Strobe (Photokinesis Psionic Trick): Instead of this power’s normal effect, you gain the Flash Strobe Psion Attack (see Table 3.2: Psion Attacks, page 21). This effect lasts for a number of minutes equal to your psion bonus. If you suffer a critical miss with this attack, you suffer 2d4 flash damage and this power use immediately ends as the minimum critical effect.

En-Light-en (Photokinesis Psionic Trick): Instead of this power’s normal effect, you may cause a target object or yourself to become a light source with a radius of up to 10 ft. × your psion bonus for a number of minutes equal to your Psion Level.

Target Beacon (Photokinesis Psionic Trick): Instead of gaining Flash Resistance, you may target a character in your psion range and inflict your psion bonus on them as a Defense penalty. This effect lasts a number of rounds equal to your Psion Level, or until the target leaves your psion range, whichever comes first.

PRECOGNITION

Psience: Extra Sensory Perception

Vitality burn: 4

Psion Attribute: Wisdom (Unreliable)

Psicasting Time: 1 Full Action

You can see the future, in a limited fashion.

Effect: You may add your psion bonus to your Defense for a number of rounds equal to your Psion Level.

Tricks:

Augury (Precognition Psionic Trick): Instead of this power’s normal effect, you may request a free hint from the GM. This trick costs an additional amount of Vitality burn of 10 – your psion bonus (for a total of 4 to 13).

Foresee (Precognition Psionic Trick): Instead of this power’s normal effect, you may name a number of actions up to your psion bonus. Then roll and set aside a d20. The next time you perform one of the named actions, you must use the result of the set aside d20 as your roll for the check. If the set aside d20 is not used (none of the named actions are attempted) within a number of rounds equal to your Psion Level, then you lose 1 action Die.

Predict (Precognition Psionic Trick): This trick is Invasive. Instead of this power’s normal effect, you may name a character and number of actions up to your psion bonus. Then roll and set aside a d20. The next time that character performs one of the named actions, he must use the result of the set aside d20 as the roll for the named check. If the set aside d20 is not used (none of the named actions are attempted) within a number of rounds equal to your Psion Level, then you lose 1 action Die.

Premonition (Precognition Psionic Trick): Instead of this power’s normal effect, you may propose 1 action that you or a teammate might take during the following round and make a secret Precognition check (DC 20, or 30 if a teammate will be taking the action). The GM then secretly makes any roll(s) associated with the action. If your power check is successful, the GC tells you whether the action is “beneficial,” “detrimental,” “both,” or “neither,” based on the results of his secret rolls. If your power check fails, the GC tells you the action is “neither.”

If your power check results in an error, the GC may choose which answer to provide. Should you proceed with the action



during the following round, the GC's secret roll becomes the actual result.

PROJECT THOUGHT

Psience: Telepathy

Vitality burn: 3

Psion Attribute: Intelligence (Unreliable, Invasive)

Psicasting Time: 1 Half Action

You can impress your thoughts onto others, sometimes with great force.

Effect: You may contact and send thoughts to 1 character within your psion range for a number of rounds equal to your psion bonus.

Tricks:

Alter Perception (Project Thought Psionic Trick): Instead of this power's normal effect, you target an area up to your psion range (a psion range of 10 ft. means this effect can fill every bit of area within 10 ft. of you.) This effect cannot leave your psion range. The area affected is covered with an illusion of your choosing. The illusion can have any of the following components: Motion, Scent, Sound (General, Speech), Temperature, Texture, and Visual. Note that projecting speech is a different component than appropriate ambiance sounds. Anyone possibly affected by the illusion (getting line of sight to a visual effect, entering the area of an illusion of a gas leak's scent, etc.) makes the Invasive save. If failed they believe the illusion to be real, and will react as such. Any time that they interact with the illusion and would receive contradictory sensations (i.e. brushing up against the doorknob while a "blank wall" illusion covers a door), the target gets another chance at the Invasive save. The illusion is maintained for as long as you Concentrate on it (DC equal to 10 + the initial vitality burn), up to your psion bonus in minutes. This trick requires a Full Action to use, and the Vitality burn is an additional +2 per component simulated. (Illusionary fire would increase the Vitality burn by +10 for Motion, Scent, Sound, Temperature, and Visual components.)

Mental Bolt (Project Thought Psionic Trick): Instead of this power's normal effect, you gain the Mental Bolt Psion Attack (see Table 3.2: Psion Attacks, page 21). This effect lasts for a number of minutes equal to your psion bonus. If you suffer a critical miss with this attack, you suffer 2d4 divine damage and this power use immediately ends.

Pain Touch (Project Thought Psionic Trick): Instead of this power's normal effect, you transmit memories of excruciating pain to your target with a touch. Your psicasting total must meet or exceed to target's defense. If so, you inflict 1d6 + your psion bonus in stress damage. This power use is not Unreliable or Invasive.

Psychic Scream (Project Thought Psionic Trick): Instead of sending thoughts, you may send a cacophony of psychic noise at your target, inflicting 1d4 subdual damage per round.

PSI-SMITH

Psience: Telekinesis

Vitality burn: 2 (Special)

Psion Attribute: Wisdom

Psicasting Time: 1 Full Action

Your telekinetic abilities are particularly focused on manipulating the structure and construction of things.

Effect: You may add your psion bonus to your next Counterfeit, Build, or Repair check. Since this check is made during downtime, you start the next adventure suffering the base vitality burn of 2 plus the number of days of downtime spent crafting, minus your Psion Level, minimum 2.

Tricks:

Cobble (Psi-Smith Psionic Trick): Instead of this power's normal effect, you may increase the Complexity of next item you improvise by your psion bonus (For example, a psion bonus of +3 would allow you to improvise items of up to 10D Complexity). This Improvise check must be made within your Psion Level in rounds or this bonus is lost.

Entropic Touch (Psi-Smith Psionic Trick): Instead of this power's normal effect, you may instead add your psion bonus to your next Dismantle check. This Dismantle check must be started within your Psion Level in rounds or this bonus is lost.

Gremlins (Psi-Smith Psionic Trick): Instead of this power's normal effect, you may increase the error range of any weapon or item with moving parts (bow, crossbow, catapult, astrolabe, (any) kit, etc.) or complex chemical reactions (black power weapons, bombs, chemist's kit, etc.) in your psion range by your psion bonus. This effect lasts a number of rounds equal to your Psion Level.

Telekinetic Reassembly (Psi-Smith Psionic Trick): Instead of this power's normal effect, you may instead use your psicasting result to telekinetically repair a broken (not destroyed) object weighing up to 1 lb. per Psion Level, with a DC of the item's Complexity. This check takes 1 minute per lb. of the object.

PSYCHOKINESIS

Psience: Telekinesis

Vitality burn: 4

Psion Attribute: Dexterity (Unreliable)

Psicasting Time: 1 Full Action

You can give your hurled attacks just a little extra oomph. However, you can develop your power into a full array of ghostly telekinetic flingin', grabbin', and floatin'.

Effect: You may add your psion bonus to the damage of your hurled attacks for a number of rounds equal to your Psion Level.

Tricks:

Ethereal Grab (Poltergeist Psionic Trick): Instead of this power's normal effect, you may, once per round as a half action, attempt to psychically disarm 1 character within your psion range using your psicasting result as your disarm check result. Your Weapon Size is considered 1 less than your own Size for the purposes of this check. If this attack successfully disarms the target, the dropped object is immediately drawn to you and becomes readied in your hand (if you have a free hand).

Fling Debris (Poltergeist Psionic Trick): Instead of this power's normal effect, you gain the Fling Debris Psion Attack (see Table 3.2: Psion Attacks, page 21). This effect lasts for a number of minutes equal to your psion bonus. If you suffer a critical miss





with this attack, you suffer 2d4 divine lethal and this power use immediately ends.

Phantom Limb (Poltergeist Psionic Trick): Instead of this power's normal effect, you form a set of telekinetic hands that you may remotely control. They "float", so you can reach anywhere within your psion range, but they can't be farther apart from each other than your normal arm-span (they can only physically interact with the world in the same way your own hands would, barring their position). The arms Move, Strength, and Dexterity are all based on your psion bonus (Move= 5ft. x your psion bonus, Str and Dex = psion bonus). Remotely using skill via the phantom limbs can be difficult; add in visibility modifiers for range and clarity.

Poltergeist (Levitation Psionic Trick): Instead of gaining the normal benefit of this power, you may use it to move a character or object. This target may not exceed your Light Load encumbrance, using wisdom in place of strength on Table 4.3: Carrying Capacity. (see *Fantasy Craft*, page 154). Also, this target cannot leave your psion range (including vertically!). If the target is a character and isn't receptive, he may make a Will save DC 10 + your Psion Level each round (including the initial psicasting). With success, this power is negated, and the target falls.

PSYCHOMETRY

Psience: Extra Sensory Perception

Vitality burn: 4

Psion Attribute: Wisdom (Unreliable)

Psicasting Time: 1 round

With a touch, you can learn about an inanimate object than you can by talking to a person all day.

Effect: Your Psicasting check for this power is used in place of your Appraise Knowledge check when examining an object you're

touching. The time required for this check decreases to 1 round. You cannot benefit from gear or cooperation bonuses with this check.

Tricks:

Object Essence (Psychometry Psionic Trick): Instead of replacing your Appraise check, you replace your Identify check when examining an object you're touching. The time required for this check decreases to 1 round. You cannot benefit from gear or cooperation bonuses with this check. This trick cost +X Vitality burn, with X being the higher of the Complexity or Reputation cost of the item minus your Psion Level.

Object History (Psychometry Psionic Trick): Instead of replacing your Appraise check, you replace your Decipher check when examining an object you're touching. The time required for this check decreases to 1 round per Challenge, but you must suffer the Vitality burn for each Challenge. You cannot benefit from gear or cooperation bonuses with this check.

Object Trace (Psychometry Psionic Trick): Instead of this power's normal effect, you may fix the object's psychometric signature in your mind. If the object is within your psion range, you can attempt to locate it as a free action with a Search check, adding your psion bonus. The DC of this check is 5 + the modifiers from Table 2.7 (*Fantasy Craft*, page 71), ignoring the Light/Noise, Species, and Senses portions of the table. Your connection to this signature lasts a number of hours equal to your Psion Level. This trick cost +2 Vitality burn (for a Total of 6).

Object Use (Psychometry Psionic Trick): Instead of this power's normal effect, you ignore any necessary feats, fortes, proficiencies, or skill foci needed to use or operate the item, weapon, vehicle, etc. Also, your untrained penalties with the target are offset by your psion bonus. This effect cannot exceed the untrained penalties (you cannot end up with a positive modifier). This ability lasts for a number of hours equal to your Psion Level.

PYROKINESIS

Psience: Energeikinesis

Vitality burn: 4

Psion Attribute: Dexterity

Psicasting Time: 1 Full Action

You can control heat around you, and keep warm on a cool day. However, your power can grow to producing flame and ultimately controlling fire itself.

Effect: You may gain an amount of cold resistance equal to twice your psion bonus for a number of minutes equal to your Psion Level.

Tricks:

Extinguish (Pyrokinesis Psionic Trick): Instead of this power's normal effect, you may, as a half action once per turn, automatically put out a number of squares of fire and /or flaming objects or characters up to your psion bonus. The affected fires must be in your psion range and this power lasts a number of rounds equal to your Psion Level. This power only requires a half action to psicast.

Flame Jet (Pyrokinesis Psionic Trick): Instead of this power's normal effect, you gain the Flame Jet Psion Attack (see Table 3.2: *Psion Attacks*, page 21). This effect lasts for a number of minutes



equal to your psion bonus. If you suffer a critical miss with this attack, you suffer 2d4 fire damage and this power use immediately ends.

Flaming Heart (Pyrokinesis Psionic Trick): Instead of gaining cold resistance, if your psion bonus is from +1 to +5, you gain the NPC quality *Damage Defiance: Fire*. If your psion bonus is +6 or higher, you gain *Damage Immunity: Fire*.

Pyromania (Pyrokinesis Psionic Trick): Instead of this power's normal effect, you may ignite combustibles, form sheets of flame, or crude flaming weapons. Weapons formed only fit a category type in the broadest sense – you can make a Blunt or Edged weapon with the following attributes:

Name	Damage	Threat	Size	Const
Flame-weapon	1d6 fire	20	T/1h	Hard/1

Sheets of flames cover up to a number of squares equal to twice your psion bonus in any configuration you like, so long as your current square is included. You may decide that any number of characters or items within this area become immune to this psionic fire, others have 1d6 (AP5) damage inflicted on them at the end of each round the flames exist.

Weapons and flame sheets created by this power last for your Psion Level in rounds (the flame sheets might catch the environment on fire, and therefore burn normally).

READ MIND

Psience: Telepathy

Vitality burn: 3

Psion Attribute: Intelligence (Unreliable, Invasive)

Psicasting Time: 1 Full Action

You have the ability to pluck thoughts from the very minds of others.

Effect: You may contact and receive thoughts from any 1 character within your psion range for a number of rounds equal to your psion bonus. Bluff checks from targets that you're mind-reading automatically fail against you.

Tricks:

Anticipatory Flash (Read Mind Psionic Trick): Instead of this power's normal effect, you may use your psicasting result in combat in place of your Anticipate check against a target in your psion range.. This power use only requires a half action to perform, is not Invasive, and costs -1 Vitality burn (for a Total of 2).

Rifle Thoughts (Read Mind Psionic Trick): In addition to reading the target's mind as with the Read Mind base effect, you can also pull thoughts and memories from the subject's mind, willing or not. if you have the *Free Hint* or *Mental Inspiration* abilities you may spent any number of uses to 'search' the character's mind for that many specific pieces of information and receive them. This trick cost +4 Vitality burn (for a Total of 7).

Unpredictable (Read Mind Psionic Trick): Instead of this power's normal effect, you may add your psion bonus to your Feint checks against one opponent in your psion range. This power use is not Invasive and costs -1 Vitality burn (for a Total of 2).

Zeitgeist (Read Mind Psionic Trick): Instead of this power's normal effect, you may add twice your psion bonus to your Notice checks against others attempting to perform out of combat actions

against you (Ambushes, Coup de Grace, pickpocketing, etc.). This awareness of hostile intent extends equal to your psion range and lasts for a number of hours equal to your Psion Level. This power use is not Invasive.

SPEED CONTROL

Psience: Somatoarêtes

Vitality burn: 3

Psion Attribute: Dexterity

Psicasting Time: 1 Half Action

You can temporarily boost your speed through pure mental power. Experienced practitioners can perform amazing feats of speed or even cushion a severe fall with rapid motion.

Effect: You may add 5 ft. x your psion bonus to your Speed for a number of minutes equal to your Psion Level.

Tricks:

Accelerate (Speed Control Psionic Trick): Instead of this power's normal effect, you may gain a number of additional handle item actions equal to your psion bonus each round for a number of rounds equal to your psion bonus. This trick cost +1 vitality burn per psion bonus (for a Total of 4 to 13).

Burst of Speed (Speed Control Psionic Trick): Instead of this power's normal effect, once per scene, you may gain 1 addition half action at the end of each round for a number of rounds equal to your psion bonus. This trick cost +5 Vitality burn (for a Total of 8).

Graceful Landing (Speed Control Psionic Trick): Instead of this power's normal effect, you may gain an amount of falling damage resistance equal to your psion bonus for one fall. This power/trick may be psicast anytime, even during another character's Initiative Count, as a free action.

Reflexive Burst (Speed Control Psionic Trick): Instead of this power's normal effect, you may add your psion bonus to your next reflex save. This check must be made within your Psion Level in rounds or this bonus is lost. This trick cost +1 Vitality burn (for a Total of 4).

SYNTHESIS

Psience: Extra Sensory Perception

Vitality burn: 6

Psion Attribute: Intelligence (Unreliable)

Psicasting Time: 1 minute

You can psychically review your results and reevaluate them subconsciously to notice things that you may have missed the first time.

Effect: After an Investigation check, you may reroll the check using your Synthesis psicasting check as against the same DC to directly discern the same information.

Tricks:

Evaluate (Synthesis Psionic Trick): Instead of an Investigation check, you may instead use this power on a Decipher check.

Interrogate (Synthesis Psionic Trick): Instead of an Investigation check, you may instead use this power on a Detect Lie check.



Reconsider (Synthesis Psionic Trick): Instead of an Investigation check, you may instead use this power on a Knowledge check.

Second Glance (Synthesis Psionic Trick): Instead of an Investigation check, you may instead use this power on a Search check.

TELEMPATHY

Psience: Telepathy

Vitality burn: 3

Psion Attribute: Wisdom (Unreliable, Invasive)

Psicasting Time: 1 Full Action

You can influence the feelings of others with your psychic powers.

Effect: You may improve the target's disposition toward you by 1 grade (maximum supportive). This effect lasts for a number of rounds equal to your psion bonus, or until you stop concentrating, whichever comes first.

Tricks:

Instill Calm (Telempathy Psionic Trick): Instead of improving the target's disposition when the target fails the save, you may heal the character of your psion bonus in stress damage or remove the *Enraged* condition.

Instill Confidence (Telempathy Psionic Trick): Instead of improving the target's disposition when the target fails the save, you may add your psion bonus to the target's Resolve checks.

Instill Fear (Telempathy Psionic Trick): Instead of improving the target's disposition when the target fails the save, you may render the target *Frightened*.

Instill Rage (Telempathy Psionic Trick): Instead of improving the target's disposition when the target fails the save, you may render the target *Enraged*.

VIBROKINESIS

Psience: Energeikinesis

Vitality burn: 4

Psion Attribute: Constitution

Psicasting Time: 1 Full Action

Your mental abilities allow you to protect yourself from discordant sound effects and, with some work, create your own out of thin air.

Effect: You may gain an amount of sonic resistance equal to twice your psion bonus for a number of minutes equal to your Psion Level.

Tricks:

Feel the Noise (Vibrokinensis Psionic Trick): Instead of gaining sonic resistance, your edged melee attack gain AP X, where X is equal to your psion bonus. This effect lasts for a number of rounds equal to your Psion Level.

Low Frequency Thrum (Vibrokinensis Psionic Trick): Instead of this power's normal effect, all characters within your psion bonus x 5 ft. of you must make a Fort save of (DC 10 + your Psion Level) or become *Sickened* for a number of rounds equal your psion bonus.

Piercing Wail (Vibrokinensis Psionic Trick): Instead of this power's normal effect, you gain the Piercing Wail Psion Attack (see Table 3.2: *Psion Attacks*, page 21). This effect lasts for a number of minutes equal to your psion bonus. If you suffer a critical miss with this attack, you suffer 2d4 sonic damage and this power use immediately ends.

Vibro-Field (Vibrokinensis Psionic Trick): Instead of gaining sonic resistance, you gain Bow and Hurlled Weapon resistance equal to your psion bonus.





PSIONIC GEAR

The following gear and equipment enhances the addition of psionics to a campaign. If the Focus Items option is activated on the Psi Powers campaign quality, then the Focusing Kit is a downright necessary inclusion.

GENERAL EQUIPMENT

These is only one new piece of general equipment for Psions, the Focusing Kit.

KITS

Focusing Kit: Rare crystals of unusual colors and forms, tea leaves, tarot cards and other psychic components.

SUPPLIES

There are two new consumables that both fit in the new Psychic Consumables category.

COMSUMABLES

Incense: A stick or cone of incense, which when burned and inhaled, calms and focuses a psion.

Ioun Stone, Lesser: Each ioun stone enhances one psience as it orbits the psion's head at about a two to three foot range. Once orbiting the user's head, ioun stones require no handling. Used or burned out ioun stones are a dull gray.

SERVICES

There are no new services, but the fortune service (*Fantasy Craft, page 168*) is an excellent candidate for a service being rendered by a psion NPC.

ARMOR & WEAPON

Although there are no new armor or weapon designs in this book, there is a new armor customization and a new weapon material.

NEW ARMOR UPGRADES

Crystal Enhanced: This armor has had special psiactive crystals mounted in various positions that help the wearer resist psionic powers somewhat.

NEW WEAPON UPGRADES

Psiactive Crystal: The entire weapon is made from a psiactive crystal, making in much more fragile that a metal weapon, but allowing the psion with an active attack power (*see table 3.2 on page 21*) to suffer 1 vitality burn when hitting a target with a Psiactive Crystal weapon to change the weapon's damage type into that of the psionic attack's damage type for that attack.

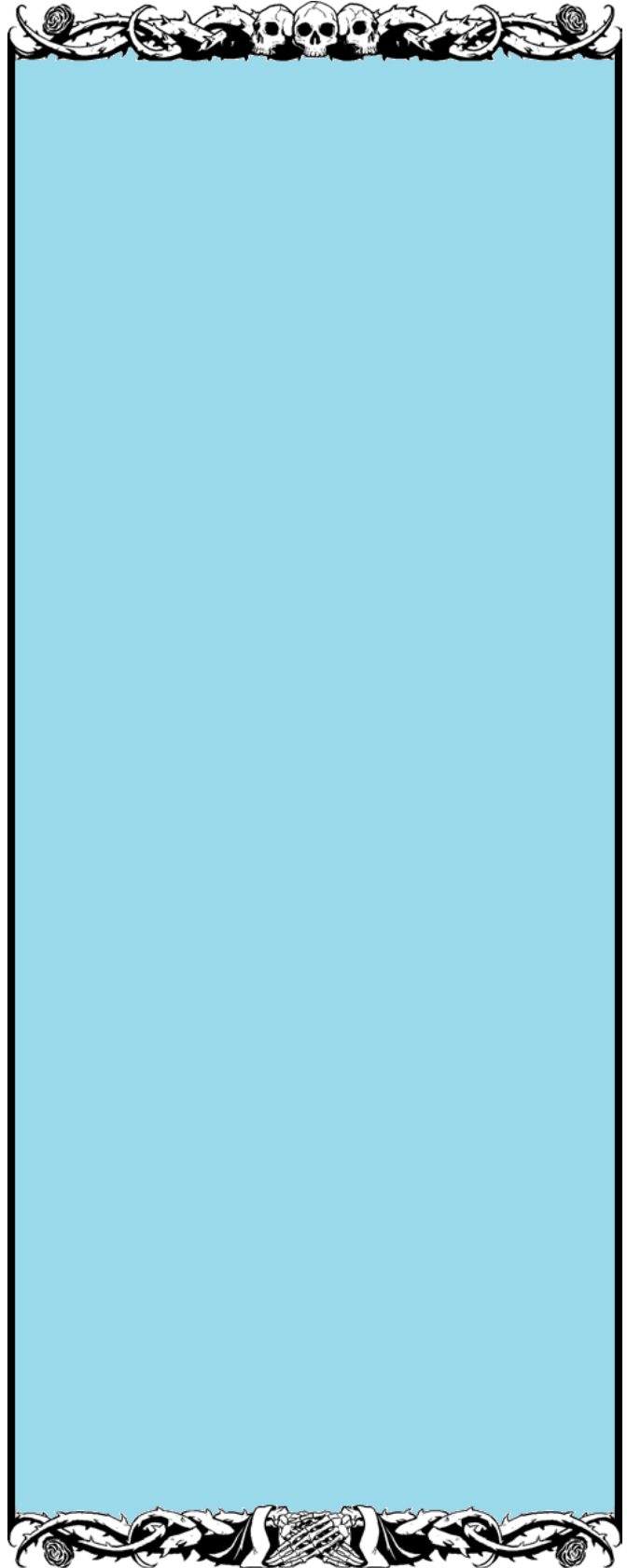


Table 4.1: New Kits

Name	Skill Checks/Effect	SZ/Hand	Const	Comp	Weight	Era	Cost
Focusing Kit	Psicasting (all checks)	D/1h	Brittle 1	10W	2 lbs.	Primitive	50s

Table 4.2: Psychic Consumables

Name	Effect	Uses	SZ/Hand	Const	Comp	Weight	Era	Cost
Incense	+1 to psion level	1 hour	F/1h	Brittle 1	7D	1/10 lbs.	Ancient	10s
Ioun Stone, Lesser	+1 to psicasting checks for 1 psience	1 day	F/1h	Brittle 1	15W	1/4 lbs.	Primitive	25s

Table 4.3: Armor Upgrades (Customization)

Name	DR	Effect	DP	ACP	Speed	Disguise	Const	Comp	Weight	Era	Cost
Crystal Enhanced	-	+2 Save vs. Psi powers	-	-	-	-2	-	+7	-	Ancient	+100%

Table 4.4: Weapon Upgrades (Material)

Name	Effect	Const	Comp	Weight	Era	Cost
Psiaactive Crystal	1 vitality burn to change damage type.	-1 save	+10	-	Ancient	+200%

MAGIC ITEMS AS PSIONIC ITEMS

You can create Psionic magic items using the Magic Item Creation rules in the Fantasy Craft rulebook (*pages 193 – 200*). Existing essences and charms can be used to enhance psionic powers already, so very few new effects are needed to fill out psionic items' abilities.

The essence of Interest – (Psionics) can grant knowledge of various psionic techniques and abilities, and the essence of Trick can grant a specific psionic trick to psions that have the corresponding power. The Vitality essences don't help with vitality burn from psionic power use, though it does help the character with normal damage. The Feat greater essence can grant psionic feats to a user, and the Class Ability greater essence can also greatly empower psion who have access to them.

The charm of Skill Ranks can enhance a psion's psicasting, but most other charms aren't psion power enhancing (barring adding "psion" to the list of types for Bane, etc.).

ESSENCE DESCRIPTIONS

Psipower: The item grants the named psipower to the psion.

Psiburn Reduction: Once per scene, the item may reduce a single psicasting's Vitality burn by 4 (10 for Greater Psiburn Reduction).

CHARM DESCRIPTIONS

Psi Defense: The item grants the user Psi Defense equal to 10 + (bonus × 3). This defense works vs. all psionic powers, friendly and hostile (*See Psi Defense, page 19 for more information*). The bonus is as shown on *Table 4.37: Charm Bonuses* in the Fantasy Craft rulebook.

Psicasting Level Bonus: The item grants a gear bonus to psicasting checks for the listed psience as shown on *Table 4.37: Charm Bonuses* in the Fantasy Craft rulebook.

Psion Level: The item increases a psion's Psion Level by the bonus's amount as shown on *Table 4.37: Charm Bonuses* in the Fantasy Craft rulebook. This increase does not grant additional powers or tricks.

Table 4.5: New Essences and Charms (Psionic)

D6 Result	Essence/Charm	Effect	Reputation Cost*
Lesser Essences			
1-3	Psiburn Reduction	Ignore 4 points of Vitality burn	8
4-6	Psipower	+1 specific psionic power	6
Greater Essences			
1-6	Psiburn Reduction, Greater	Ignore 10 points of Vitality burn	20
Lesser Charms			
1-2	Psi Defense		3 per Level
3-4	Psicasting Level Bonus	Bonus to psicasting powers of 1 psience	4 per Level
5-6	Psion Level	Extra Psion Levels	10 per Level
Greater Charms			
1-2	Psi Defense, Greater		3 per Level
3-4	Psicasting Level Bonus, Greater	Bonus to psicasting powers of 1 psience	4 per Level
5-6	Psion Level, Greater	Extra Psion Levels	10 per Level



SAMPLE PSIONIC ITEMS

The following are examples of psionic items.

CRYSTAL BALL

This perfectly smooth crystal sphere allows those with powers of the ESP psience to extend their range and ability with those powers as they gaze into the murky shadows contained within.

Item: 6 inch to 1 foot diameter crystal ball with stand (stationary item)

Essence: Feat (More Range)

Charm: Lesser Psicasting Level Bonus (ESP psience) (+1 psicasting bonus at Level 1-6, +2 psicasting bonus at Level 7-12, +3 psicasting bonus at Level 13-18, +4 psicasting bonus at Level 19-20)

Reputation Value: 15 (Level 1-6), 15 (Level 7-12), 17 (Level 13-18), 21 (Level 19-20)

HELM OF TELEPATHY

This finely crafted helm has a small crystal mounted in the center of the forehead.

Item: Metal helm (armor fitting – head)

Essence: Psipower - Read Mind

Reputation Value: 6

IOUN STONE (GREATER)

These stones orbit the user's head just like lesser ioun stones, but do not burn out with use. This makes them much more valuable to the psion who own them.

Item: Small palm sized stone of unusual color and shape.

Charm: Lesser Psicasting Level Bonus (Specific Psience by stone's color) (+1 psicasting bonus at Level 1-6, +2 psicasting bonus at Level 7-12, +3 psicasting bonus at Level 13-18, +4 psicasting bonus at Level 19-20)

Reputation Value: 4 (Level 1-6), 8 (Level 7-12), 12 (Level 13-18), 16 (Level 19-20)

PEARL OF POWER

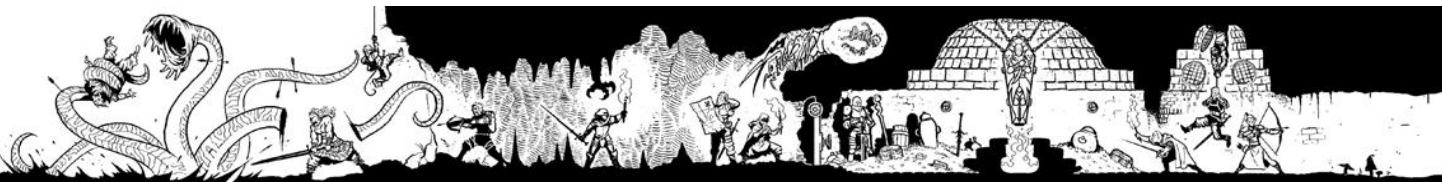
This pearl has an unusual sheen and glows slightly when active. Pearls of power are often set into jewelry.

Item: 1 inch diameter pearl

Essence: Class Enhancement (Next level's abilities from Psionicist class)

Charm: Lesser Psion Level (+1 psion level at Level 1-6, +2 psion level at Level 7-12, +3 psion level at Level 13-18, +4 psion level at Level 19-20)

Reputation Value: 35 (Level 1-6), 45 (Level 7-12), 55 (Level 13-18), 65 (Level 19-20)





NPC OPTIONS

The following NPC options allow you to make Psion NPCs, both suitable for inclusion as Rogues or as new entries in the Bestiary.

NEW TYPES

There is one new type associated with these psionic rules – psion. The type doesn’t do anything in and of itself; it simply exists so that things that affect psionic creatures have a specific type to key off of.

Psion (+0 XP): The NPC has super natural metal powers and abilities. A psion character ages and must eat, sleep, and breathe.

NEW NPC QUALITIES

The following are new NPC qualities for creating psionic NPCs. Mostly this section involves the various class abilities introduced in this book. That and the Psicaster quality that makes adding psionic to NPCs a much simpler prospect than using the Psionic Prodigy feat as the basis for the NPC mechanic.

Class Abilities: The following new class abilities are available to NPCs using the class ability NPC quality (see *Fantasy Craft*, page 231).

Table X.X: NPC Class Abilities

Class Ability	Class (Page Number)	XP Value
Like knows like	Psionicist (10)	1 per grade
Moment of clarity	Psionicist (9)	2 per grade
Prime channel	Psionicist (10)	3
Psionic wellspring	Psionicist (10)	5
Speed of thought	Psionicist (9)	2 per grade
Feel the burn	Apex (12)	4
Honed	Apex (12)	3
Inner focus	Apex (12)	3
Second wind	Apex (12)	?
Superhuman	Apex (11)	2 per grade
Zen	Apex (11)	3
Applied knowledge	Kinesisist (13)	? per grade
Conservation of energy	Kinesisist (13)	4
Energetic focus	Kinesisist (13)	3
Insightful	Kinesisist (13)	3
Intuitive mechanic	Kinesisist (13)	?
Mental leap	Kinesisist (13)	2 per grade
Precise	Kinesisist (13)	3
Force of will	Psychic (14)	2 per grade
Gestalt	Psychic (14)	3
Perfected practice	Psychic (14)	4
Piercing power	Psychic (14)	2 per grade
Psi focus	Psychic (14)	3
Save yourself	Psychic (14)	?
Sensitive	Psychic (14)	3
Effortless allure	Manipulator (15)	2 per grade
I need a favor	Manipulator (15)	?
Know the Players	Manipulator (15)	?
Let’s be friends	Manipulator (15)	?
Natural push	Manipulator (15)	?
Practiced push	Manipulator (15)	?

Expanded Psipowers (+1 XP per power or trick - psicaster only): The NPC knows 1 additional psionic power or psionic trick.

Psi Defense (+2 XP per grade): The NPC gains Psi Defense equal to 10 + (the grade × 5).

Psicaster (+2 XP): The NPC may take Psicasting as a Signature Skill and may know a number of psionic powers and /or psionic tricks up to or equal to the grade. The NPC’s psion level is considered equal to the character’s Threat Level.

PSIONIC BESTIARY

The following are examples of psionic creatures to expand your campaign’s foes. Of note is the Brain Fiend, a more powerful psionic variant of the creature from the *Fantasy Craft* rulebook.

BRAIN FIEND

Slender and pallid, these terrifying humanoids wear disturbing garments tailored from blackened skin. Their faces are little more than masses of writhing tentacles sprouting from between deep, soulless black eyes. Brain fiends enslave intelligent beings they can overpower, forcing them into back-breaking servitude before eventually splitting their skulls and devouring the grey matter within.

Tactics: Brain fiends are sadistic creatures with immense mental and magical ability. They’re keen schemers who employ slaves and less-intelligent pawns to harass intruders and wage war on one another. They only show themselves at times of greatest leverage and when foes are least able to counter their overwhelming attacks.

When seeking prey or slaves, a fiend begins with Detect Emotions to get a read on its targets. It follows with Mind Howl to suppress the opposition and Command II to drive away powerful defenders. Assuming this offers the fiend a clear advantage it moves in for the kill, grappling with its facial tentacles and crushing the unfortunate victim until he passes out. A Coup de Grace dispatches the enemy, at which point the fiend can feed on his warm brain.

Should a fight go against a fiend, it behaves as any self-respecting mastermind, abandoning the field with Levitate or Teleport I.

Brain Fiend (Medium Horror Psion Walker — 145 XP): Str 10, Dex 14, Con 10, Int 18, Wis 16, Cha 14; SZ M (1×1, Reach 1); Spd 25 ft. ground; Init VI; Atk III; Def IV; Res III; Health V; Comp V; Skills: Athletics VII, Notice VI, Psicasting XII, Sense Motive VI, Sneak VI, Spellcasting IV; Spells: **Command II, Detect Emotion, Levitate, Teleport I**; Qualities: *Damage reduction I, grappler, spell defense III, telepathic, treacherous, veteran II*

Attacks/Weapons: Facial Tentacles × 4 (Slam I: dmg 1d6 lethal; threat 20; upgrades: *grab*), Squeeze V (dmg 3d10 subdual; notes: Grapple benefit), **Mind Howl (stunning attack II, 60 ft. cone; Will DC 15 or become stunned for 2d6 rounds)**

Gear: Moderate leather armor (DR 2; Resist Fire 5; DP -1; ACP -0; Spd -5 ft.; Disguise +0)

Treasure: 2A, 2M

BRAIN MOLE



Brain moles appear to be rather large (about a foot long) moles with the prerequisite large claw designed for digging. They are very different from their non-psion brethren, though, in their unique method of hunting prey and deterring predators. They use their psionic abilities to stun or even kill prey with their mental bolts, while alter perception and psychic scream are used to confound and drive off predators. Their claws don't make very good weapons, but can do some damage.

Tactics: Brain moles typically hunt in groups and gang up on a single target using their Mental Bolt attack. When confronted with groups, the brain moles will Alter Perception on secondary targets paralyzing them with dangerous surroundings and typically attempt to escape if their prospective prey isn't easy to psionically subdue.

Brain Mole (Diminutive Animal Psion Burrower/Walker – 39 XP): Str 10, Dex 12, Con 10, Int 6, Wis 12, Cha 8; SZ D (1×1, Reach 1); Spd 30 ft. burrow, 10 ft. ground; Init II; Atk I; Def IV; Resilience IV; Health II; Comp None; Skills: Athletics III, Psicasting IV; Search V, Qualities: *blindsight*, *improved sense* (smell), *psicaster*

Attacks/Weapons: Claw I

Psi-powers/Psi-tricks: Project Thought (power), Alter Perception (trick), Mental Bolt (trick), Psychic Scream (trick)

INTELLECT DEVOURER


The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.

PSICRYSTAL

The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.

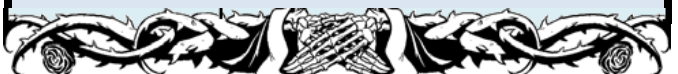
THOUGHT EATER

The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.



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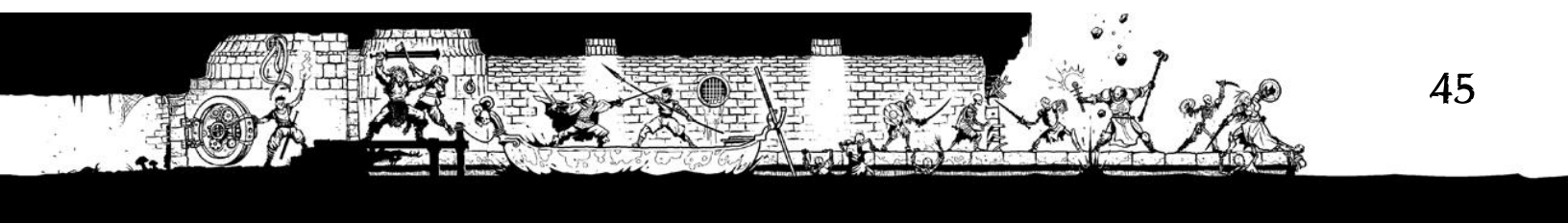


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