

GURPS

Fourth Edition

DUNGEON FANTASY™ 14

Psi



Written by **SEAN PUNCH**

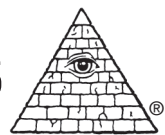
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*Where there's psi,
there are Elder Things.*

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INTRODUCTION

Psi and magic can achieve many of the same effects . . . However, they are different.

– *GURPS Basic Set*

GURPS Dungeon Fantasy 3: The Next Level brought with it *psionics*, powers of the mind. Mostly, these aren't the science-fiction abilities of bald-headed future-folk, but the cheesy bolts of mental force found in "kitchen-sink fantasy" that shamelessly rips off the trope. Mostly.

As *Dungeon Fantasy 2: Dungeons* strongly insinuated with the mindwarper, there's *some* manner of connection between *psionics* and Things from Beyond Time and Space. These creatures, customarily dubbed "Elder Things," are definitely bald-headed and may hail from some (horrid!) future somewhere. Where there's *psi*, the Elder Things aren't far behind – not to mention Astral Things, which may or may not be the same Things.

The GM decides where *psi* stands in his campaign. *Psi isn't magic*, so it's hard for spells to cope with, which might upset the proverbial applecart. Then again, spells can't interfere with Chi Mastery, Druidic Arts, or Holy Might, as *Dungeon Fantasy 1: Adventurers* takes pains to point out – and this is equally true of Ninja Training, from *Dungeon Fantasy 12: Ninja*. Even the powers that *Dungeon Fantasy 9: Summoners* describes for spellcasters aren't entirely susceptible to magic. If all that is fine, then *psi* shouldn't present a problem.

And this seems like a good place to mention that *psi* comes with a unique balancing factor: Its abilities bring trouble, courtesy of the aforementioned Things. Not *every* time, but frequently enough to encourage mentalists to be circumspect.

Even the GM who doesn't permit the *heroes* to wield *psi* can surely use a few freaky threats and monsters that magic can't dismiss with ease!

PUBLICATION HISTORY

The *Psionics* power from *GURPS Dungeon Fantasy 3: The Next Level* – about half a page of material – is repeated here in greatly expanded form. A few abilities are loosely cribbed from *GURPS Psionic Powers*, too. And of course *psi* powers are built from traits described in *GURPS Powers*. However, this is a self-contained work; you don't *need* any of those supplements to use this one!

ABOUT THE AUTHOR

Sean "Dr. Kromm" Punch set out to become a particle physicist in 1985, ended up the *GURPS* Line Editor in 1995, and has engineered rules for almost every *GURPS* product since. He developed, edited, or wrote dozens of *GURPS Third Edition* projects between 1995 and 2002. In 2004, he produced the *GURPS Basic Set, Fourth Edition* with David Pulver. Since then, he has created *GURPS Powers* (with Phil Masters), *GURPS Martial Arts* (with Peter Dell'Orto), and the *GURPS Action, GURPS Dungeon Fantasy, and GURPS Power-Ups* series . . . and the list keeps growing. Sean has been a gamer since 1979. His non-gaming interests include cinema, cooking, and wine. He lives in Montréal, Québec with his wife, Bonnie, and their two cats, Banshee and Zephyra.

About GURPS

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Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all *GURPS* releases, including this book, are available on our website – see above.

Rules and statistics in this book are specifically for the *GURPS Basic Set, Fourth Edition*. Page references that begin with B refer to that book, not this one.

CHAPTER ONE

PSIS

A *psi* (or *psionic*) is somebody who exerts power over his environment not via beefy arms, memorized mumbo-jumbo, or callused hands that can shatter harmless wooden planks, but through sheer force of mind over matter. This gift is usually inborn – you have it or you don't – but heroes who spend a lot of time in the dungeon sometimes become psis by virtue of exposure to weird energies (or repeated head blows . . . one of those). Weak psis are actually worse off than non-psis; their abilities draw Elder Things to them but aren't up to fighting off said Things. Powerful psis, like all high-powered delvers, are a force to be reckoned with!

Freak of nature, born with a certain form of ESP; derangement of the synapses which we call telepathy.

– Dr. Paul Ruth, in *Scanners*

Psi Glossary

Beyond Time and Space: Where the *Elder Things* are.

Elder Thing: Any of the hostile extradimensional creatures that are disturbingly interested in chaos, madness, and *psi* (all senses).

Elsewhere: Same as *Beyond Time and Space*.

mentalist: A delver devoted to developing and understanding *Psionics*.

Outside Time and Space: Same as *Beyond Time and Space*.

psi: **1.** Any being with abilities from or similar to the *Psionics* power; pl. *psis*. **2.** A catchall term for the phenomena surrounding these beings, the power of *Psionics*, and the weird artifacts, creatures, and energies that inevitably crop up when such people and abilities are around.

psionic: **1.** Same as *psi* (sense 1); pl. *psionics*. **2.** Of or pertaining to *psi* (sense 2). **3.** Oh, you get the idea! It's a

noun, an adjective, and even a prepositional phrase . . . a word as versatile as the mind itself!

Psionics: A supernatural power that springs not from gods, spirits, or mana, but from within the user – a bit like Chi Mastery, but mental rather than physical. When including the power's incidental gifts, side effects, and associated skills, it's usually written lowercase (*psionics*).

psychic: A conman in town who gets rich divining missing items or people that he probably stole or abducted in the first place. Don't use this term for a real *psi* unless you want your head to explode (even though he calls many of his own abilities "psychic" something).

Thing: Short for *Elder Thing*.

Thing Man Was Not Meant To Know: A godlike *Elder Thing*, the mere sight of which can induce madness in beings that respect time and space.

PSIONICS

The Psionics power enables its wielder to affect the real world with his mind alone. Its abilities are subject to the Psionics power modifier, while all success rolls to use those gifts enjoy a bonus equal to the wielder's Psi Talent level. Thus, Psionics is structured much like the powers on pp. 21-22 of *Adventurers*, with one additional twist: all of the traits (advantages, perks, skills, etc.) associated with it have Unusual Background (Psionic) as a prerequisite; see p. 14.

For many more options, see *GURPS Powers*, *GURPS Psionic Powers*, and pp. B254-257. Be aware that those sources describe *multiple* psionic powers using the full might of *GURPS*, while *Psi* describes a single, simplified power. Psionics is a big enough deal in *Dungeon Fantasy* to merit its own supplement,

but making separate powers out of ESP, Telepathy, etc. would be slicing things too finely in a genre where hacking and slashing are the norm!

Psi Talent

5 points/level

Psi Talent gives +1 per level to *all* rolls (most often against IQ, Will, or Perception) to activate Psionics abilities, analyze feedback from them, target psi attacks, and so on. The usual upper limit is Psi Talent 6, but some Elder Things clearly have higher levels, while the GM may wish to limit starting delvers to Psi Talent 4.

Power Modifier: Psionics

-10%

Psi abilities require 1 FP to activate for a minute and 1 FP/minute to maintain – or 1 FP per *attack*, for offensive capabilities such as Fear and Mind Stab. Using them attracts psionic dangers. The GM will secretly roll 3d each time a psi activates one of his gifts out of combat (at most once per minute), and once after any battle in which psi was used at all (regardless of what abilities, by whom, or how often). On 6 or less, some psionic threat appears; the GM can roll on the *Psionic Encounters Table* (pp. 37-41) or pick out something nasty. The odds rise to 9 or less in a locale where such dangers are present already! See *Perilous Encounters* (p. 36) and *What's the Use?* (p. 36) for qualifications and thoughts, and Chapter 4 for gory details.

PSIONICS ABILITIES

Psis seem to develop their abilities almost at random – which is to say, when they have sufficient points to afford what they want. However, the most powerful gifts have prerequisites: lesser abilities and/or a minimum level of Psi Talent (p. 4). The *Psionic Abilities Table* (pp. 11-13) summarizes these and other details. All Psionics abilities have the Psionics power modifier, abbreviated “PM” here.

Battlesense

24 points/level

Prerequisites: Mind Reading, plus Psi Talent 2+ for level 1, Psi Talent 4+ for level 2, or Psi Talent 6 for level 3.

While this ability is switched on, you can read the combat intentions of sentient (IQ 1+) foes well enough to get +1 per level, maximum three levels, to active defense rolls against their attacks. This costs the usual 1 FP per minute, not per defense. You must turn on Battlesense *consciously*; you cannot trigger it in response to an attack. However, if you activate it in combat (a Ready maneuver), you'll enjoy its bonus from that point on – and while it won't warn you of ambushes, you can walk around with it powered up to aid any defense rolls allowed if you're waylaid. It's of *no* value against IQ 0 opponents (e.g., erupting slimes) or mindless traps (as opposed to those set off by sentient beings, like evil teddy bears pulling a rope to roll logs onto you), even if the threat is in plain sight!

Advantages: Enhanced Block (Accessibility, Not against mindless, -10%; PM, -10%) [4/level] + Enhanced Dodge (Accessibility, Not against mindless, -10%; PM, -10%) [12/level] + Enhanced Parry (All; Accessibility, Not against mindless, -10%; PM, -10%) [8/level].

Dispel Psi

20 points/level

Prerequisites: Unusual Background (Psionic), plus Psi Talent 2+ for level 1 or Psi Talent 4+ for level 2.

This ability lets you negate one instance of psionic activity per use. Take an Attack maneuver, pick a known or suspected psi effect (“Stun caused by that mentalist’s Mind Blast on Darryl,” “Whatever is levitating that sword, which might be Telekinesis,”

Alternative Abilities

Psis who want to buy *many* capabilities cheaply may specify sets of Psionics abilities (*not* Unusual Background, Psi Talent, perks, or power-ups) that don't work simultaneously. Consulting the *Psionic Abilities Table* (pp. 11-13):

1. Pick a set of mutually exclusive abilities for which you have all necessary prerequisites. No ability can belong to a set with its own prerequisite (e.g., the set can't include Battlesense and Mind Reading, or Fear and Telesend).
2. Buy the *most expensive* ability at full price – “Cost (Full)” on the table.
3. Buy the other abilities at “Cost (Alt.)” on the table.
4. Note the abilities as exclusive. If you have multiple sets, group them visually on your character sheet.

In play, only one ability per set can produce effects at a time! You need a full Ready maneuver to change settings – although after you've switched to an attack (any of Dispel Psi, Fear, Madness, Mind Blast, Mind Stab, Psychokinetic Lash, or Pyrokinetic Bolt), selecting another attack is a free action once per turn. If you use Second Nature (pp. 21-22) for multiple psionic feats, you must keep the same setting for them *all*. And you can't activate Ergokinetic Shield, Mind Shield, or Psychic Armor, or parry using Psychokinetic Lash or Pyrokinetic Bolt, unless that's your *current* setting.

It's impossible for multiple abilities in a set to have *any* simultaneous effects. If you switch partway through the minute that 1 FP buys in most cases, all ongoing effects end immediately and ungracefully; e.g., a portal neutralized by Dispel Psi reactivates, Levitation dumps you on the ground, or someone dominated with Mind Control regains his wits. Resuming ended effects demands a new use with its own FP cost and risk of psionic threats.

Finally, anything that disables any of the abilities takes down *the whole set*. If Empathy, Mind Reading, and Telesend are bought as a set, and an Elder Thing potion silences Mind Reading, then all three are inoperative for the duration.

Example: Ulli Greer has Psi Talent 3. The abilities he wants, and their full costs, are Ergokinetic Shield 6 [21], Levitation 2 [18], Psychokinetic Lash 3 [15], and Telekinesis 13 [46]. He buys them as a set. Telekinesis is most expensive, and costs its full 46 points. The others use “Cost (Alt.)” on the table: Ergokinetic Shield is 5 points, Levitation is 4 points, and Psychokinetic Lash is 3 points. Total cost is 46 + 5 + 4 + 3 = 58 points – in reach of a starting mentalist. However, Ulli can't levitate, resist fire, *and* grab or lash people; he must pick one. If he smacks a wizard with Psychokinetic Lash and gets a Fireball in return, tough; he'd need a Ready maneuver to switch on Ergokinetic Shield, and that won't help him now!

If you tire of the drawbacks of alternative abilities, you can pay points to convert them into standalone gifts; see *Adding and Improving Psi Abilities* (p. 20).

“The force field around the disembodied brain,” etc.), and roll a Quick Contest of Will against the individual who initiated it. Each of you may add Psi Talent. If you *win*, and if your target is indeed a consequence of psi, you dispel the effect immediately.

Nothing stops the rival psi from just doing it again, but this is a new use that costs him FP – and if his ability has penalties for repeated attempts, then he suffers them.

Dispel Psi affects *all* psi phenomena – not just the abilities delvers can acquire – and doesn't require the user to understand what he's dispelling. It can force an Astral Thing (p. 42) to materialize briefly, although the creature will return to insubstantial form on its turn. It can even shut down Elder Thing gates and "technology"; use the creator's skill (roll 2d+10 if unknown) for effective Will. Winning deactivates such things for *minutes* equal to margin of victory.

Dispel Psi 1 works only at touch, although you may opt to touch the psi *or* his target. Putting your hand into the space occupied an Astral Thing or similar entity qualifies as a touch for this purpose. Dispel Psi 2 (the maximum) works at a distance – but when used this way, it takes range penalties from the *Size and Speed/Range Table* (p. B550). Use the distance to the psi or his target, whichever is shorter.

Advantages: Neutralize (Interruption, -50%; PM, -10%) [20] at level 1. Add Ranged, +40% at level 2.

Empathy

13 points

Prerequisite: Unusual Background (Psionic).

You can "read" people unusually well when you put your mind to it. Each use costs 1 FP and allows you to do *one* of the following on a sapient (IQ 6+), material being who's within normal speaking distance: make an IQ + Psi Talent roll to spot an impostor, sense possession, *or* learn whether an NPC has hostile intentions (*not* what those are!); or get +3 to a single use of Detect Lies or Psychology. This trick *cannot* pierce the weirdness that surrounds Elder Things – a Thing could slaughter a friend, take his place, and lie to you as it strolls in to kill you, and you would detect nothing!

Advantages: Empathy (Accessibility, Not on Elder Things, -5%; PM, -10%) [13].

*Intuition and concepts
constitute . . . the elements
of all our knowledge
– Immanuel Kant*

Ergokinetic Shield

Variable

Prerequisites: Unusual Background (Psionic) and Psi Talent (level varies).

You can psionically dissipate *energy* directed at your person, acquiring extra DR – cumulative with tough skin, armor, and spells – against cold, fire, lightning, sonic, and similar attacks. When Ergokinetic Shield is on, add its level (maximum 12) to your DR vs. such things. This has no affect on *material* attacks (fists, rocks, swords, etc.), poison, disease, effects that inflict

direct injury via supernatural energies (e.g., Deathtouch spells and skull-spirit touches), and so on.

You can extend this protection to others by making a Will-6 roll and paying an *extra* 2 FP – either when you activate your ability or after it's activated. If you keep this up, it costs a total of 3 FP/minute. Everything in a two-yard radius, including *you*, enjoys half your level of protection (round *down*). Every 5 points by which you make the roll lets you double the radius. Roll at an extra -1 if you want to include only *allies* in the area.

If your ability is switched off when you need it, you may pay 3 FP (*not* 1 FP) to roll at Will-4. Success switches it on. It remains up for a minute, and can stay on afterward for the usual 1 FP/minute.

See the *Psionic Abilities Table* (pp. 11-13) for the point cost and prerequisites for each level.

Advantages: Damage Resistance (Limited, Energy, -20%; PM, -10%) [3.5/level], rounded *up*.

Fear

27 points

Prerequisite: Telesend.

You can afflict a single target with unreasonable, unreasoning terror. He must have a mind (IQ and Will 1+), be able to see or hear you, and be at most 10 yards distant. The attack requires a Concentrate maneuver and costs the usual 1 FP per attempt. Roll a Quick Contest of Will with your victim; you may use Intimidation, if higher. You add Psi Talent, while he adds his Mind Shield, if any, and +1 for each time you've used this ability on him in the past 24 hours. If you *win*, roll 3d, add your margin of victory, and consult the Fright Check table (p. B360) to learn his fate.

Advantages: Terror (Active, +0%; PM, -10%) [27].

Intuition

13 points

Prerequisite: Unusual Background (Psionic).

You can read the psychic echoes of *past* experiences – yours and/or those of others – to make excellent guesses about the future. This is Intuition (p. B63) with the drawbacks of the Psionics modifier: each use costs 1 FP and risks attracting Things. Should you end up somewhere no sentient (IQ 1+) being has ever been, or in a place without a past (for whatever weird reason), this ability is worthless!

Advantages: Intuition (Accessibility, Not places that have never had sentient visitors or a past, -5%; PM, -10%) [13].

Levitation

8 points for level 1, plus 10 points
for each additional level

Prerequisites: Unusual Background (Psionic), plus Psi Talent 1+ for level 1, Psi Talent 2+ for level 2, or Psi Talent 4+ for level 3.

This is the psi version of flight. It *isn't* zipping-around-like-a-bird flight, though – for that, find some way to turn into a bird. This is the slow, low-altitude kind of flight that the ungifted associate with bald mystics who sit cross-legged, squint mightily, and glide around just overhead.

Things Psi Can't Do

There's a lot of hearsay about psionic capabilities. Like stories about magic, Squid Cults, and so on, much of this is hooey. Most rumormongers miss the fact that while psi distorts time, space, and probability, it can't do so in a *predictable* way. The rest overlook that psi is the science of Elder Things – even if co-opted by mortals – and reflects otherworldly research interests. Feats beyond the reach of the Psionics power include:

Crossing dimensions. Psionics can detect interdimensional passageways via Psychic Sensitivity 3, find traces of extradimensional activity using Psychometry, peer into other realms with Transdimensional Sight, and aid mentalists projected into such places with Psychic Replica. It can't transport people between planes. Well, except when Elder Things do it.

Healing. Elder Thing thinking applied to “psychic surgery” yields abomination. It seems that only divine energies can reliably heal; psi isn't any more capable of it than

wizardly magic. (While some users of Chi Mastery restore themselves via Regeneration, that's direct body control, unrelated to supernatural forces.)

Seeing the future. Certain abilities (like Battlesense and Intuition) *seem* to see the future, but they cheat. For instance, Battlesense reads minds, while Intuition looks at the past. Psi's very nature changes the future. Attempts to use it to take a peek change outcomes so much that the visions can't be trusted!

Stealing energy. It's perverse, but so-called “psychic vampires” aren't *psis*. Their abilities are akin to Necromantic ones (see *Summoners*, pp. 12-15). Psi typically consumes energy (the FP cost to use abilities), more rarely breaks even, and never lets users come out ahead by stealing somebody else's vigor.

Teleportation. Like magic, the Psionics power seems to be subject to some form of cosmic resistance against teleportation. Again, except when Elder Things use it (those cheaters!).

Levitation 1 lets you hover along at Move 1 if you're within 5' of a horizontal surface; mostly, it's good for avoiding pressure-activated traps. Levitation 2 raises your Move to your Basic Speed and lets you rise to 10' – useful in combat outdoors or in cavernous rooms. Levitation 3 (the maximum) improves your Move to *twice* your Basic Speed, still with a 10' ceiling.

Advantages: Flight (Low Ceiling 5', -25%; PM, -10%; Slow, Move 1, -45%) [8] at level 1, Flight (Low Ceiling 10', -20%; PM, -10%; Slow, Move is Basic Speed, -25%) [18] at level 2, or Flight (Low Ceiling 10', -20%; PM, -10%) [28] at level 3.

Madness

28 points for level 1, plus 5 points for each additional level

Prerequisites: Unusual Background (Psionic), plus Psi Talent 2+ for level 2 or Psi Talent 4+ for level 3.

You can give anyone with a mind (IQ and Will 1+) visions that make it hard for him to focus. This requires 1 FP/use, like any psi attack; a Concentrate maneuver; and a Quick Contest of Will with your subject. Your roll is at -1/yard (like a Regular spell) at level 1, takes the range penalties from the *Size and Speed/Range Table* (p. B550) at level 2, or uses *Long-Distance Modifiers* (p. B241) at level 3, the maximum. Your Psi Talent aids your roll; your target's Mind Shield benefits his.

If you *win*, your victim is slightly crazy for *minutes* equal to your margin of victory. He must make a Will roll before each success roll he tries. If he succeeds, he's distracted and at -2 on his task. If he fails, hallucinations block his sensory input and his penalty on all tasks grows to -5 for the effect's duration. He must keep making Will rolls before success rolls, though! *Critical* failure on any of them means he freaks out: treat him as “unconscious,” except that he doesn't fall over.

Advantages: Affliction 1 (Based on Will, +20%; Hallucinating, +50%; Malediction 1, +100%; No Signature, +20%; PM,

-10%) [28] at level 1. Replace Malediction 1 with Malediction 2, +150% at level 2, or with Malediction 3, +200% at level 3.

Mind Blast

29 points for level 1, plus 5 points for each additional level

Prerequisites: Unusual Background (Psionic), plus Psi Talent 2+ for level 2 or Psi Talent 4+ for level 3.

You can stun an opponent – anything with a mind (IQ and Will 1+) – by paying 1 FP, taking a Concentrate maneuver, and rolling a Quick Contest of Will with him. Your roll is at -1/yard (like a Regular spell) at level 1, takes the range penalties from the *Size and Speed/Range Table* (p. B550) at level 2, or uses *Long-Distance Modifiers* (p. B241) at level 3, the maximum. Your Psi Talent aids your roll; your target's Mind Shield benefits his.

If you *win*, your victim is stunned for three seconds. He may roll vs. Will every three seconds to recover. Victory by 5+ knocks him out for *minutes* equal to *triple* the margin (no effect on foes that can't be knocked out in the first place).

Advantages: Affliction 1 (Based on Will, +20%; Extended Duration, 3x, +20%; Malediction 1, +100%; No Signature, +20%; PM, -10%; Secondary Unconsciousness, +40%) [29] at level 1. Replace Malediction 1 with Malediction 2, +150% at level 2, or with Malediction 3, +200% at level 3.

Mind Control

30 points for level 1, 45 points for level 2

Prerequisites: Telesend, plus Psi Talent 2+ for level 1 or Psi Talent 4+ for level 2.

You can control minds by paying 1 FP, taking a Concentrate maneuver, and *winning* a Quick Contest of IQ vs. your victim's Will. You're subject to the modifiers for range, multiple subjects, etc. described for the Mind Control advantage on p. B68. Your Psi Talent aids your roll; your target's Mind Shield benefits his.

Mind Control 1 lets you do anything that would be possible with a bard's Suggest or Sway Emotions skill. In effect, it's fast, *quiet*, low-FP-cost Enthralment. It isn't useful in combat, but it's handy when you want to convince weak-willed orc guards that these aren't the psis they're looking for.

Mind Control 2 lets you control your victim like a slave! In combat, *each* attempt to order the subject to harm himself or his allies gives another Quick Contest to break free. Making him heal you, carry you, step between you and an attacker, etc. doesn't give him the same opportunity (and neither does making him say "Move along" and wave you past).

At *either* level, losing a Quick Contest means you cannot affect that target again for 24 hours.

This is in many ways better than most of the Mind Control college of magic. It costs a mere 1 FP per use and enjoys the range modifiers from the *Size and Speed/Range Table* (p. B550). The demanding prerequisites, a change from **The Next Level**, are to maintain balance.

Advantages: Mind Control (Mind Tricks, -30%; PM, -10%) [30] at level 1, or Mind Control (PM, -10%) [45] at level 2.

Mind Meld

12 points

Prerequisites: Unusual Background (Psionic) and Psi Talent 2+.

You can merge your mind with somebody else's to interrogate him. This *mostly* works as usual for Mind Probe (p. B69): You have to take a Concentrate maneuver and touch the subject – although if you've used Mind Reading (below) on him successfully, you can attempt this from afar. You must *win* a Quick Contest of IQ or Interrogation against the target's Will for each question, and he may add Mind Shield while you get to add Psi Talent. If you lose, you suffer a cumulative -2 per attempt to retry *that question* unless you wait an hour.

There are some differences, though. Each question takes a *minute*, and thus costs you 1 FP. You can opt to make the subject speak his answers aloud for others to hear, if that would be convenient for you. Finally, you must make a Will or Mind Block roll for each question, with failure meaning that the person with whom you've melded learns something about *you* – a perk, quirk, favorite attack or ability, etc. on a regular failure, but a mental disadvantage or a deep, plot-related secret on a critical failure!

This ability is of limited use without a shared language, but mentalists can buy power-ups that work around this drawback (see *Mind-Reading Stunts*, p. 21).

Advantages: Mind Probe (Immediate Preparation Required, 1 minute, -30%; PM, -10%) [12]. **Features:** Can compel speech, but risk giving up secrets.

Mind Reading

27 points

Prerequisite: Unusual Background (Psionic).

You can read *surface thoughts* – what your subject is thinking or talking about *right now* – as described on p. B69. You must pay 1 FP, take a Concentrate maneuver, and *win* a Quick Contest

of IQ vs. the target's Will, subject to the range modifiers on the *Size and Speed/Range Table* (p. B550). He may add Mind Shield; you may add Psi Talent. If you lose, you have a cumulative -2 per attempt to retry unless you wait an hour.

The most basic Mind Reading tricks are things like eavesdropping on tavern denizens to avoid tipping for information, "overhearing" passwords, and finding out from that orc how many of his pals are in the next room. While reading someone's thoughts, you also get +4 to Detect Lies and Psychology rolls on him, and on rolls to know whether he's an impostor (*not* cumulative with the +3 for Empathy). Finally, you get +2 to Influence rolls made on him, and in combat, you may ignore -1 in defense penalties from his feints and Deceptive Attacks.

This ability requires a shared language, but mentalists can acquire power-ups that work around this drawback (see *Mind-Reading Stunts*, p. 21).

Advantages: Mind Reading (PM, -10%) [27].

Going Kojak

There are two good reasons for a mentalist to shave his head: pyramid hats (p. 27) and skull fungus (p. 40). There are also many *dubious* reasons that boil down to "Looks awesome!" And some monasteries require it to combat lice.

Anyone can start out *permanently* bald for 0 points. The upside is that this puts an end to head-shaving and guarantees that you have no hair in situations where that would be beneficial; e.g., against skull fungus or lice. The downside is that you have no hair in circumstances where you might want it; e.g., when courting a cat-girl or a wildman, or when talking your GM into letting you buy braids coiled like cinnamon buns as DR 1 (Flexible, -20%; Partial, Skull, -70%) [1].

Mind Shield

Variable

Prerequisites: Unusual Background (Psionic), plus Psi Talent for level 7+.

You have extra resistance to *psionic* abilities that target you through Quick Contests against attributes or secondary characteristics. While your Mind Shield is active, add its level (maximum 12) to your score whenever you resist psi: Mind Blast, Mind Control, Mind Reading, etc. Mind Shield also aids *uncontested* resistance roll against threats of a psionic nature; e.g., HT rolls to resist psychic poison (p. 27). The GM decides how such oddities work, but delvers with Hidden Lore (Psi) may request a roll to guess whether Mind Shield will protect.

You can extend this protection to others and switch it on in an emergency exactly as explained for Ergokinetic Shield (p. 6).

See the *Psionic Abilities Table* (pp. 11-13) for the point cost and prerequisites for each level.

Advantages: Mind Shield (Limited, Psi, -50%; PM, -10%) [1.6/level], rounded *up*.

Mind Stab

46 points, plus 16 points for each additional level

Prerequisites: Telesend, plus Psi Talent 2+ for level 1, Psi Talent 4+ for level 2, or Psi Talent 6 for level 3.

You can inflict direct harm on enemies by cooking their brains. Some say that this is telekinetic or pyrokinetic; others, that it's a form of telepathic overload. Whatever it is, it's meaty and it *doesn't work* on things with the Diffuse, Homogenous, No Brain, or No Head form of Injury Tolerance. It *does* work on mindless (IQ 0) things that somehow have a brain!

Pay 1 FP, take a Concentrate maneuver, and roll a Quick Contest of Will against your victim. You are at -1/yard (like a Regular spell) at level 1, have the range penalties from the *Size and Speed/Range Table* (p. B550) at level 2, or use *Long-Distance Modifiers* (p. B241) at level 3, the maximum. Your Psi Talent aids your roll; your target's Mind Shield benefits his.

If you *win*, you inflict either FP or HP – choose before you attack – equal to your margin of victory, to a maximum of 10 points. Normally, DR has no effect. However, Psychic Armor *does* count; powerful mentalists with that ability and Mind Shield are well-protected.

Advantages: Fatigue Attack 10 points (Accessibility, No effect on brainless, -10%; Damage cannot exceed margin of victory, -50%; Malediction 1, +100%; No Signature, +20%; PM, -10%; Psychic Armor protects normally, -10%) [42] + Toxic Attack 10 points (Accessibility, No effect on brainless, -10%; Damage cannot exceed margin of victory, -50%; Malediction 1, +100%; No Signature, +20%; PM, -10%; Psychic Armor protects normally, -10%) [4]*. Replace Malediction 1 with Malediction 2, +150% at level 2, or with Malediction 3, +200% at level 3. *Feature:* Anyone killed by this ability has his head explode.

* The Toxic attack is automatically an alternative to the Fatigue Attack, and priced as such here and on the *Psionic Abilities Table* (pp. 11-13).

Psight

36 points

Prerequisite: Unusual Background (Psionic).

When you activate this sense, you can perceive the size and shape of everything in a 120° arc in front of you, out to 200 yards (range affects Sense rolls as for vision, but Psi Talent helps). This negates *visibility* penalties for darkness (any kind), dust, invisibility, smoke, etc. – you can see anything in range that isn't occluded by solid cover. Moreover, you have +3 to all rolls against Observation, Search, Traps, and similar skills to spot things behind concealment that offers no DR: curtains, ordinary clothing, light foliage, thin veneers, and so on.

This doesn't affect other penalties for adverse conditions; you can see 200 yards in a dust storm or underwater, but wind or water resistance will still penalize physical tasks. And while you perceive fine relief, even writing, color is lost; if you can *only* use Psight, you effectively have Colorblindness (p. B127), giving -1 to Tracking and rolls to identify and evaluate booty.

Like all psi use, Psight is detectable by Psychic Sensitivity. It isn't passive "psionic Dark Vision" but an active scan.

Advantages: Scanning Sense (Para-Radar; PM, -10%) [36].

Psionic Armor

Variable

Prerequisites: Unusual Background (Psionic), plus Psi Talent for level 7+.

You're resistant to direct harm from *psionic* attacks. When Psychic Armor is on, subtract its level (maximum 12) from the FP or HP dealt by psionic attacks, whether they affect mind (like Mind Stab, above) or body (like Psychokinetic Lash, p. 10). Psychic Armor may also be effective against dungeon threats vaguely described as "psionic"; only the GM knows for sure, but a Hidden Lore (Psi) roll can discover this ahead of time.

You can extend this protection to others and switch it on in an emergency exactly as explained for Ergokinetic Shield (p. 6).

See the *Psionic Abilities Table* (pp. 11-13) for the point cost and prerequisites for each level.

Advantages: Damage Resistance (Limited, Psi, -20%; PM, -10%) [3.5/level], rounded up.

Psionic Sensitivity

9 points/level

Prerequisites: Unusual Background (Psionic), plus Psi Talent 2+ for level 2 or Psi Talent 4+ for level 3.

You can concentrate for a second and request that the GM make a Sense roll for you to

detect psi activity, subject to the range modifiers from the *Size and Speed/Range Table* (p. B550). Success gives you the direction to and general power level of the nearest applicable target. If you can make a successful IQ or Hidden Lore (Psi) roll, you also learn details about the specific effect and/or user.

Psionic Sensitivity 1 detects active uses of Psionics abilities. Psychic Sensitivity 2 also senses psionic individuals who *aren't* using powers right now, which includes all Elder Things, whether or not they have explicit psi capabilities. Psychic Sensitivity 3 (the maximum) senses all that *and* weird extradimensional phenomena like dimensional vortices, gates, teleporters, and Elder Thing artifacts.



Advantages: Detect (Psionic abilities; PM, -10%) [9] at level 1, Detect (Psionic abilities *and* beings; PM, -10%) [18] at level 2, or Detect (All psi-linked phenomena; PM, -10%) [27] at level 3.

Psychokinetic Lash

Variable

Prerequisites: Unusual Background (Psionic) *and* Psi Talent (level varies).

Like the dreaded mindwarper, you can punish foes with bolts of *pure psychokinetic force*. Pay 1 FP; take an Attack, All-Out Attack, or Move and Attack maneuver; and roll against Innate Attack (Gaze) to hit, applying the standard modifiers for ranged combat. Psychokinetic Lash has Acc 3 and Range 10/100. To attack multiple opponents just like a mindwarper, buy Second Nature (pp. 21-22).

This is otherwise a standard ranged crushing attack. An alerted target can dodge – but not block or parry – the highly visible shockwave of rippling air. If you hit, you inflict 1d crushing damage per level (maximum six levels), although you may opt to use a lower level. Your victim's DR protects normally, as long as it would affect crushing damage (breastplate, scales, Armor spell, etc.) or psionics (like Psychic Armor, p. 9).

Also like a mindwarper, you can use Psychokinetic Lash to parry certain attacks – any physical blow that you could parry with a melee weapon. Your Parry score is 3 + (Innate Attack skill + Psi Talent)/2. If this works, subtract *your* damage dice from the incoming damage before applying it to DR. You may attempt this as your active defense once per turn. It costs the usual 1 FP per use.

See the *Psionic Abilities Table* (pp. 11-13) for the point cost and prerequisites for each level.

Advantages: Crushing Attack (PM, -10%; Variable, +5%) [4.75/die], rounded *up*.

Psychometry

18 points for level 1, plus 10 points for each additional level

Prerequisites: Unusual Background (Psionic), plus Psi Talent 2+ for level 2 or Psi Talent 4+ for level 3.

You receive glimpses of insight about objects and locations. As explained p. B78, this normally requires a Concentrate maneuver and an IQ roll, penalized for distance in time. However, if the item or place was entangled with deaths, extradimensional phenomena, changes in mana or sanctity level, or the appearance of Elder Things or ghosts, the GM may roll for spontaneous activation (no concentration needed!), albeit at -4. Each use – even an involuntary one – costs 1 FP. If this knocks you out, any information gleaned comes in a dream.

Psychometry 1 gives only a general sense of emotions and events (“Elder Things were involved and people died.”). Psychometry 2 adds a static vision (“I can describe some of the symbols, and the guy who used this dagger.”). Psychometry 3, the maximum, gives a full sensory replay of what happened! In each case, critical success works like the next level up. Critical success with Psychometry 3 lets the psi describe things so well that *the whole party* may add half his Psi Talent (round *up*) to all rolls to analyze or exorcise the thing or area, find traps on it, etc.

Advantages: Psychometry (PM, -10%) [18]. Add the enhancement Visions, +50% at level 2, *or* Immersive, +100% at level 3.

Pyrokinetic Bolt

Variable

Prerequisites: Unusual Background (Psionic) *and* Psi Talent (level varies).

Use the rules for Psychokinetic Lash with these changes:

1. The visible effect is a bolt of flame that emanates from your forehead (or eyes, if you prefer).

2. Damage is 1d *burning* per level, and the attack counts as fire for all purposes.

3. The parry reduces the damage of *energy* attacks (including ranged ones, like Missile spells and other Pyrokinetic Bolts) rather than physical ones.

See the *Psionic Abilities Table* (pp. 11-13) for the point cost and prerequisites for each level. As with Psychokinetic Lash (above), you can always choose to use a lower level.

Advantages: Burning Attack (PM, -10%; Variable, +5%) [4.75/die], rounded *up*.

*I'm the self-inflicted,
mind detonator.*

*Yeah. I'm the one
infected, twisted animator.*

*I'm a firestarter,
twisted firestarter.*

*You're the firestarter,
twisted firestarter.*

– The Prodigy, “Firestarter”

Remote Viewing

40 points for level 1, plus 5 points for each additional level

Prerequisites: Unusual Background (Psionic), plus Psi Talent 1+ *or* Psight for level 3.

You can send your senses from your body as described for Clairvoyance on p. B42. Remote Viewing 1 projects your vision up to 10 yards away, while Remote Viewing 2 sends *all* your ranged senses that far. Going up to Remote Viewing 3 (the maximum) doubles your range to 20 yards. This ability takes a minute and an IQ roll to activate; you're at -5 for a viewpoint inside a chest (where you'll still need some way to deal with darkness!), beyond a wall or a closed door, etc., unless you possess the Blind Viewing power-up (p. 19).

At any level, spending an extra 2 FP/minute doubles range; only one such doubling is possible.

Advantages: Clairsentience (Clairvoyance, -10%; PM, -10%) [40] at level 1, Clairsentience (PM, -10%) [45] at level 2, or Clairsentience (Increased Range 1, +10%; PM, -10%) [50] at level 3.

Telekinesis

Variable

Prerequisites: Unusual Background (Psionic), plus Psi Talent for level 11+.

You can cause spooky action at a distance. See *Telekinesis* (p. B92) for details, but the following will usually suffice.

You can take a Concentrate maneuver on your turn and in return get a pair of remote, invisible hands capable of carrying out one physical combat maneuver that turn. You may Attack to use a weapon, hurl an object, grapple someone, etc.; Ready to pick something up; and so on. If you punch, grapple, or choke *directly* with this force, it's considered invisible (p. B394). Range is 10 yards. Both ST and Move equal your level (maximum 16), but if you pick up weight heavier than BL for this ST, encumbrance lowers Move. All rolls use *your* skills – Broadsword, Lockpicking, Throwing, Wrestling, or whatever.

An unbroken series of Concentrate maneuvers counts as one use and costs 1 FP/minute, *not* 1 FP per turn or maneuver. If you stop concentrating, reactivating Telekinesis is a *new* use.

See the *Psionic Abilities Table* (pp. 11-13) for the point cost and prerequisites for each level.

Advantages: Telekinesis (Cannot Affect Self, -20%; PM, -10%) [3.5/level], rounded up.

Telesend

27 points

Prerequisite: Unusual Background (Psionic).

You can project thoughts as described for the Telesend variety of Telecommunication (p. B91). The IQ roll is subject to *Long-Distance Modifiers* (p. B241). If you can neither see your subject nor use psi abilities to sense him or read his mind, you also suffer -1 for a party member who has survived at least two adventures with you, or any Ally; -3 for other acquaintances or hirelings; or -5 for someone you've little more than met. You're also at -1 per person contacted after the first, but you don't pay extra FP for this, just the usual 1 FP/minute to use Telesend at all.

This ability is of limited use without a shared language, but mentalists can acquire power-ups that work around this drawback (see *Telesend Stunts*, p. 22).

Advantages: Telecommunication (Telesend; PM, -10%) [27].

But Is It Psi?

A few adventurers may be surprised to learn that some abilities that look or feel "psionic" – and that might even be *called* "psionic" in other realities – are something else altogether.

No

It takes a remarkable intellect to exploit psionic potential. Such a mind is often capable of feats of memory, consciously recalling facts (Eidetic or Photographic Memory) or subconsciously comparing recollections to input from the mundane senses to spot threats (Danger Sense). A brain innately capable of mind control may manifest its gifts mundanely (Charisma and Smooth Operator) as well as psionically – and sometimes, this command extends to beasts (Animal Empathy) and stranger entities (Spirit Empathy). And having a gift that distorts time and space can work in your favor passively (Luck and Serendipity). *None* of that is psi as such, however.

Heck, No

Non-psionic delvers often have the Intuition advantage, and some (particularly martial artists, ninja, and spellcasters) even possess the Mind Shield advantage. Many other traits that show up as psi abilities – notably Damage Resistance and Enhanced Defenses – also get around. But it takes more than lucky guesses and excellent natural defenses to be a psi. Bard-Song, Chi Mastery, Demonology, Druidic Arts, Elementalism, Holy (and, especially, *Unholy*) Might, Necromancy, Ninja Training, Shamanism, half-*something* blood, and simple luck of the draw can ape Psionics under the right conditions.

Transdimensional Sight

13 points

Prerequisite: Unusual Background (Psionic).

You can see into planes that overlap the material world (Astral Plane, Ethereal Plane, Spirit Realm, etc. – *not* wholly independent domains like Hell). Things there can see your eyes while you're doing this, and attack them at the usual -9. Still, this is handy for spotting spirits and anything else that lurks out of sight in another dimension.

Advantages: See Invisible (Extradimensional*; Nuisance Effect, Eyes can be eaten, -5%; PM, -10%) [13].

* Works against anything that can't be seen because it's *not in this dimension*, even if neither the advantage nor the spell called "Invisibility" is involved. Conversely, it has no effect on normal material things hidden by such abilities!

PSIONIC ABILITIES TABLE

Since mentalists like order, here are all the costs and prerequisites in one place.

Ability: Name of the ability from pp. 5-11. Those marked * require an Attack, All-Out Attack, or Move and Attack maneuver to use. Ones bearing a † call for one Ready maneuver to switch on, after which they function until turned off. And those tagged with a ‡ call for Concentrate maneuvers to invoke and/or maintain (see the description).

Prerequisites: Ability's prerequisites *besides* Unusual Background (Psionic).

Cost (Full): Ability's price in points. When using *Alternative Abilities* (p. 5), the gift with the largest entry in this column is at *full* cost.

Cost (Alt.): Ability's price as an alternative ability.

The masters who instruct mentalists – and psis who specialize – sometimes speak of four “disciplines”: *Anti-Psi*, *ESP*, *Psychokinesis*, and *Telepathy*. This is a convenience! These aren't distinct powers like the capabilities that bear similar names in the *Basic Set* (and *Anti-Psi* is *definitely* an active use of psi in *Dungeon Fantasy*).

<i>Ability</i>	<i>Prerequisites</i>	<i>Cost (Full)</i>	<i>Cost (Alt.)</i>
Anti-Psi			
Dispel Psi 1*	Psi Talent 2+	20	4
Dispel Psi 2*	Psi Talent 4+	40	8
Mind Shield 1†	–	2	1
Mind Shield 2†	–	4	1
Mind Shield 3†	–	5	1
Mind Shield 4†	–	7	2
Mind Shield 5†	–	8	2
Mind Shield 6†	–	10	2
Mind Shield 7†	Psi Talent 1+	12	3
Mind Shield 8†	Psi Talent 2+	13	3
Mind Shield 9†	Psi Talent 3+	15	3
Mind Shield 10†	Psi Talent 4+	16	4
Mind Shield 11†	Psi Talent 5+	18	4
Mind Shield 12†	Psi Talent 6	20	4
Psychic Armor 1†	–	4	1
Psychic Armor 2†	–	7	2
Psychic Armor 3†	–	11	3
Psychic Armor 4†	–	14	3
Psychic Armor 5†	–	18	4
Psychic Armor 6†	–	21	5
Psychic Armor 7†	Psi Talent 1+	25	5
Psychic Armor 8†	Psi Talent 2+	28	6
Psychic Armor 9†	Psi Talent 3+	32	7
Psychic Armor 10†	Psi Talent 4+	35	7
Psychic Armor 11†	Psi Talent 5+	39	8
Psychic Armor 12†	Psi Talent 6	42	9
ESP			
Psight†	–	36	8
Psychic Sensitivity 1‡	–	9	2
Psychic Sensitivity 2‡	Psi Talent 2+	18	4
Psychic Sensitivity 3‡	Psi Talent 4+	27	6
Psychometry 1‡	–	18	4
Psychometry 2‡	Psi Talent 2+	28	6
Psychometry 3‡	Psi Talent 4+	38	8
Remote Viewing 1‡	–	40	8
Remote Viewing 2‡	–	45	9
Remote Viewing 3‡	Psi Talent 1+ <i>or</i> Psight	50	10
Transdimensional Sight†	–	13	3
Psychokinesis			
Ergokinetic Shield 1†	Psi Talent 1+	4	1
Ergokinetic Shield 2†	Psi Talent 1+	7	2
Ergokinetic Shield 3†	Psi Talent 2+	11	3
Ergokinetic Shield 4†	Psi Talent 2+	14	3
Ergokinetic Shield 5†	Psi Talent 3+	18	4
Ergokinetic Shield 6†	Psi Talent 3+	21	5
Ergokinetic Shield 7†	Psi Talent 4+	25	5
Ergokinetic Shield 8†	Psi Talent 4+	28	6
Ergokinetic Shield 9†	Psi Talent 5+	32	7

Psionic Abilities Table (Continued)

<i>Ability</i>	<i>Prerequisites</i>	<i>Cost (Full)</i>	<i>Cost (Alt.)</i>
Psychokinesis (Continued)			
Ergokinetic Shield 10†	Psi Talent 5+	35	7
Ergokinetic Shield 11†	Psi Talent 6	39	8
Ergokinetic Shield 12†	Psi Talent 6	42	9
Levitation 1†	Psi Talent 1+	8	2
Levitation 2†	Psi Talent 2+	18	4
Levitation 3†	Psi Talent 4+	28	6
Psychokinetic Lash 1*	Psi Talent 1+	5	1
Psychokinetic Lash 2*	Psi Talent 2+	10	2
Psychokinetic Lash 3*	Psi Talent 3+	15	3
Psychokinetic Lash 4*	Psi Talent 4+	19	4
Psychokinetic Lash 5*	Psi Talent 5+	24	5
Psychokinetic Lash 6*	Psi Talent 6	29	6
Pyrokinetic Bolt 1*	Psi Talent 1+	5	1
Pyrokinetic Bolt 2*	Psi Talent 2+	10	2
Pyrokinetic Bolt 3*	Psi Talent 3+	15	3
Pyrokinetic Bolt 4*	Psi Talent 4+	19	4
Pyrokinetic Bolt 5*	Psi Talent 5+	24	5
Pyrokinetic Bolt 6*	Psi Talent 6	29	6
Telekinesis 1‡	–	4	1
Telekinesis 2‡	–	7	2
Telekinesis 3‡	–	11	3
Telekinesis 4‡	–	14	3
Telekinesis 5‡	–	18	4
Telekinesis 6‡	–	21	5
Telekinesis 7‡	–	25	5
Telekinesis 8‡	–	28	6
Telekinesis 9‡	–	32	7
Telekinesis 10‡	–	35	7
Telekinesis 11‡	Psi Talent 1+	39	8
Telekinesis 12‡	Psi Talent 2+	42	9
Telekinesis 13‡	Psi Talent 3+	46	10
Telekinesis 14‡	Psi Talent 4+	49	10
Telekinesis 15‡	Psi Talent 5+	53	11
Telekinesis 16‡	Psi Talent 6	56	12
Telepathy			
Battlesense 1†	Mind Reading <i>and</i> Psi Talent 2+	24	5
Battlesense 2†	Mind Reading <i>and</i> Psi Talent 4+	48	10
Battlesense 3†	Mind Reading <i>and</i> Psi Talent 6	72	15
Empathy‡	–	13	3
Fear‡	Telesend	27	6
Intuition‡	–	13	3
Madness 1‡	–	28	6
Madness 2‡	Psi Talent 2+	33	7
Madness 3‡	Psi Talent 4+	38	8
Mind Blast 1‡	–	29	6
Mind Blast 2‡	Psi Talent 2+	34	7
Mind Blast 3‡	Psi Talent 4+	39	8
Mind Control 1‡	Telesend <i>and</i> Psi Talent 2+	30	6
Mind Control 2‡	Telesend <i>and</i> Psi Talent 4+	45	9
Mind Meld‡	Psi Talent 2+	12	3
Mind Reading‡	–	27	6
Mind Stab 1‡	Telesend <i>and</i> Psi Talent 2+	46	13
Mind Stab 2‡	Telesend <i>and</i> Psi Talent 4+	62	17
Mind Stab 3‡	Telesend <i>and</i> Psi Talent 6	78	21
Telesend‡	–	27	6

ADVANTAGES

Two advantages that aren't Psionics abilities need some elaboration in the context of that power.

Resistant

see p. B80

Anybody can be naturally psi-resistant without being a psi. Psionics is considered a "Very Common" category. Normally,

this would lead to Resistant to Psionics (+3) [10] and Resistant to Psionics (+8) [15], but to keep this trait in line with Magic Resistance – and to allow a wider range of values – the price in *Dungeon Fantasy* is 2 points per +1: Resistant to Psionics (+1) [2], Resistant to Psionics (+2) [4], and so on up to Resistant to Psionics (+6) [12], the maximum.

This advantage adds to all *resistance* rolls against psi. It's of no value when second-guessed with Battlesense or Empathy, blasted by Psychokinetic Lash or Pyrokinetic Bolt, grabbed with Telekinesis, and so on. It's also ineffective against Elder Thing technology, such as a potion that causes noxious psi effects, unless it offers a resistance roll (a lot of it doesn't).

Resistant costs no FP and is totally passive, making it superior to Mind Shield in many ways. However, it costs about 25% more points. It also can't be extended to allies. And of course nothing prevents a psi from having *both* advantages.

Unusual Background (Psionic)

10 points

Every psi – from the lowliest wannabe to the greatest of mentalists – has this trait. It's no more optional than Power Investiture for clerics or Magery for wizards. As for what it does . . .

Most important, it's the "gateway prerequisite" for any level of Psi Talent (p. 4); all Psionics abilities (pp. 5-11), psi perks (see box), and mentalist power-ups (pp. 19-22); and the skills Hypnotism (unless you're a bard or a ninja), Mental Strength (except if you're a martial artist or a ninja), and Mind Block (if you're not a martial artist). It's built into the mentalist template (pp. 15-16) and lens (p. 19). If the GM allows psi through other routes, this trait comes first.

As well, it indicates that the delver has psionic potential. For the purpose of any rule or artifact earmarked for psis, he *is* a psi. He can start learning the stuff listed above if he has enough points, capitalize on *Psionic Power Items* (p. 23), and so on.

Finally, it helps balance psi against other abilities. Psi is so weird and unexpected that it can trip up a lot of standard fantasy opponents, from lowly orcs to dragons and liches. No delver defined in *Dungeon Fantasy 1-13* can pay 1 FP to do 6d of damage or start flying around at will! This consideration is especially important in light of the simplified powers rules in *Psi*. Some of these simplifications make psi a little less useful, but most would be quite generous in a full-on psi campaign.

If the GM disagrees with this assessment, he's welcome to adjust the Unusual Background cost to taste. Simply move the point difference into or out of the points earmarked for psi abilities on the mentalist template or lens.

Psi Perks

The following perks require Unusual Background (Psionic). None cost FP to use or require a roll for psionic threats. These may be the *only* "psi abilities" of very weak psis!

Focused Resistance: You have +3 to resist one *specific* Psionics ability, spell, Enthralment skill, or monster attack that targets IQ or Will: Focused Resistance (Charm), Focused Resistance (Mind Control), etc. This is cumulative with other bonuses to resist.

Gazer: When you learn Innate Attack (Gaze) to direct Psychokinetic Lash or Pyrokinetic Bolt, base it on *Perception*, not DX.

Hilfe! Whenever you're in dire straits – so grim that you can only gibber, cook in a pot, lie bleeding on the ground, etc. – your abilities send out a shout for help. Any party member who has survived at least two adventures with you gets a Perception + Psi Talent roll to know that you're in trouble. They *don't* learn any details about your location or predicament.

Psharp: Whatever your full gifts, you can use low-level Psight to see through walnut shells, Remote Viewing to look at cards, Telekinesis to nudge dice, etc. You can claim from +1 to +3 to Gambling for this – but it's *obviously* uncanny! Make a reaction roll at a penalty equal in size to the bonus; a "Bad" or worse reaction (modified 6 or less) provokes the same results as cheating (*Dungeons*, p. 4).

Psychic Replica: You have a piece of Signature Gear – bought separately and weighing no more than your BL – which has become part of your psionic identity. You can conjure it to use whenever you're projected into another plane (Dream World, Spirit Realm, etc.) rather than bodily transported there. Each item requires its own perk.

Psychic Terror: Anybody who fails at an attempt to use magic, psionics, etc. to read your mind must make a Fright Check the first time this happens. If you possess the Terror advantage (the Fear ability counts!), even a *successful* reading causes this effect – and the Fright Check has any penalty specified for your Terror!

Telekinetic Tether: You have a piece of Signature Gear – bought separately and weighing no more than your BL – on which your psionic gifts work unusually well. You can summon it with a Ready maneuver if it's within two yards and not held by someone else, tied down, locked away, etc. If you could already grab the item instantly with Fast-Draw, then your roll is at +4.

Weird Dreams: An "advantageous" version of the Nightmares disadvantage (p. B144); you can't have both. Pick any self-control roll you like! If this fails, the GM will include *useful* clues about today's activities in last night's dreams. These flow telepathically from Elder Things outside linear time, so all the *bad* effects of Nightmares apply, too. However, you may take lost FP from Energy Reserve (Psionic) (this energy still won't recover without rest!) or a psionic power item.

SKILLS

Any adventurer with Unusual Background (Psionic) may learn Hypnotism, Mental Strength, and Mind Block. Psi Talent *doesn't* add to these skills, although using certain Psionics abilities gives bonuses. There are also two Hidden Lore specialties of note for those living in a world that contains psi.

Hidden Lore

see p. B199

Once psi is involved, things get a lot more complicated. For instance, there are new sorts of Hidden Lore to worry about:

Elder Things: You know enough about Elder Things to distinguish among them and to guess how crazy or *dead* everyone will be after meeting a given entity. This is mostly useful for *Recognition* (*Dungeons*, p. 9), *Exploiting Weaknesses* (*Dungeons*, p. 10), and realizing that you've stumbled upon an Elder Thing labyrinth (*Dungeons*, p. 17). Psis, dark ones, and elder-spawn may learn this at any time without instruction – they have freakish dreams about it. Scholars and spellcasters can pick it as one of their specialties.

Psi: You know the outer limits of what psi can do. Roll whenever you're unsure how a given psionic threat and defense will interact, to recognize psi abilities in action, etc. Think of it as "Thaumatology, but for Psionics," easier owing to its narrower scope. Only psis may *start* with this skill, although other delvers can learn it in play.

Hypnotism

see p. B201

This skill is useless in combat. Out of combat, it can assist the Enthralment-like feats noted for Mind Control 1; you may use it instead of IQ in the Quick Contest against your victim's Will. When using Hypnotism normally rather than with Mind Control, opening a channel to the subject with Telesend gives +2 to your roll.

Mental Strength

see p. B209

You may substitute this skill for Will whenever you resist the Hypnotism skill or any *supernatural* attack (Psionics ability,

spell, etc.) that involves a Quick Contest vs. Will. If Magic Resistance, Mind Shield, Resistant, etc. would help, then Mental Strength gets the same bonus. The downside is that Mental Strength demands focus – it's useless when you're stunned, unconscious, or otherwise mentally afflicted, and if it ever loses a Quick Contest to resist a noxious influence, it switches off until you're free of that effect.

These rules apply not just to psis but also to martial artists, ninja, and everybody else with this skill.

You know how crazy everyone will be after meeting an Elder Thing.

Mind Block

see p. B210

This skill works differently in *Dungeon Fantasy*:

First, if you fail to resist a *supernatural* mind probe – Mind Meld or Mind Reading ability, Mind-Reading or Mind-Search spell, etc. – you may opt to scramble your thoughts to avoid revealing too much. This causes a *second* Quick Contest: you roll Mind Block while the invader uses the higher of his Detect Lies skill or whatever he rolled against to read your thoughts in the first place. If you *win*, he learns nothing; if you tie or lose, his probe works normally. If you critically fail, you lose the Quick Contest and reveal 1d pieces of information of your opponent's choice, in addition to whatever he was trying to discover!

Second, you may try an uncontested Mind Block roll whenever you're in a shared mental space (as with Mind Meld) and don't want wear your secrets on your sleeve. Roll once per minute. This trick can even keep your intentions from leaking out to be read with Battlesense. Roll once per *second* of combat. Success denies your targets any bonus for that ability; critical failure telegraphs your intent, *doubling* their Battlesense bonus that turn.

Finally, only martial artists and psis can learn this skill or use it at default (Will-5). Nobody else can learn it or attempt it at a default!

PSIONIC DELVERS

Only adventurers committed to mastering Psionics should rely on psi to survive in the dungeon. This is the realm of the mentalist. Some mentalists decide that psi isn't enough, though, and learn other professions (*Pside Jobs*, pp. 17-18), while non-mentalists might acquire Psionics later in their career (*Going Mental*, p. 19).

MENTALIST

250 points

You are a true master of the mind. Where other adventurers pull off stunts by using spells or otherworldly powers to channel

external energies, you achieve results without outside help thanks to Psionics. But you don't *just* use psi! You put the "mental" in "mentalist," rivaling many spellcasters when it comes to brains; surpassing crusading clerics and even death-cheating necromancers for sheer willpower; and impressing everybody with your astonishing feats of intellect. And you know about a great many things – possibly including *Elder Things*.

Attributes: ST 9 [-10]; DX 12 [40]; IQ 14 [80]; HT 12 [20].

Secondary Characteristics: Damage 1d-2/1d-1; BL 16 lbs.; HP 9 [0]; Will 16 [10]; Per 14 [0]; FP 15 [9]; Basic Speed 6.00 [0]; Basic Move 6 [0].

Advantages: Psi Talent 3 [15] and Unusual Background (Psionic) [10]. • 60 points in Psionics abilities (pp. 5-11), psi perks (p. 14), and mentalist power-ups (pp. 19-22) the GM permits to starting delvers. • 25 points chosen from among additional psi or ST +1 [10], DX +1 [20], IQ +1 [20], Will +1 to +5 [5/level], Per +1 to +5 [5/level], FP +1 to +8 [3/level], Animal Empathy [5], Charisma 1-5 [5/level], Danger Sense [15], Eidetic Memory [5] or Photographic Memory [10], Luck [15], Magic Resistance [2/level], Psi Talent 4-6 [5/level], Resistant to Psionics (+1 to +6) [2/level], Serendipity 1 [15], Signature Gear [Varies], Smooth Operator 1 [15], Spirit Empathy [10], Unfazeable [15], Voice [10], or Wild Talent 1 [20].

Disadvantages: -15 points chosen from among Curious [-5*], Bad Temper [-10*], Combat Paralysis [-15], Jealousy [-10], Loner [-5*], Low Pain Threshold [-10], No Sense of Humor [-10], Odious Personal Habits [-5 to -15], Overconfidence [-5*], Paranoia [-10], Post-Combat Shakes [-5*], Pyromania [-5*], Selfish [-5*], Sense of Duty (Adventuring companions) [-5], Skinny [-5], Stubbornness [-5], Unfit [-5], or Wealth (Struggling, Poor, or Dead Broke) [-10, -15, or -25]. • Another -25 points chosen from among the previous traits or Delusion (“Elder Things are my friends!”) [-5], Frightens Animals [-10], Intolerance (Stupid people – IQ 10 or less) [-5], Obsession (Learn something *dangerous* involving Elder Things) [-5*] or (Become a world-class psi at *any* cost) [-10*], Weirdness Magnet [-15], or Xenophilia [-10*].

Primary Skills: Hidden Lore (Psi) (A) IQ+1 [4]-15.

Secondary Skills: Four of Aerobatics (H) DX-1 [2]-11; Fast-Talk, Gambling, Hidden Lore (Elder Things), Interrogation, or Occultism, all (A) IQ [2]-14; Hypnotism or Psychology (any), both (H) IQ-1 [2]-13; Mental Strength (E) Will+1 [2]-17; Mind Block (A) Will [2]-16; Meditation (H) Will-1 [2]-15; Detect Lies (H) Per-1 [2]-13; or 2 points to raise one of those skills by a level. • *One* of Rapier, Saber, Short-sword, Smallsword, or Staff, all (A) DX+1 [4]-13. • *Two* of Innate Attack (Gaze), Shield, Shield (Buckler), or Thrown Weapon (any), all (E) DX+2 [4]-14; Cloak, Throwing, or Wrestling, all (A) DX+1 [4]-13; or 4 points to raise main Melee Weapon skill to DX+2 [8]-14.

Background Skills: Seven of Fast-Draw (any) (E) DX [1]-12; Climbing or Stealth, both (A) DX-1 [1]-11; First Aid or Gesture, both (E) IQ [1]-14; Acting, Public Speaking, Research, or Teaching, all (A) IQ-1 [1]-13; Diplomacy or Strategy, both (H) IQ-2 [1]-12; Hiking (A) HT-1 [1]-11; Intimidation (A) Will-1 [1]-15; Scrounging (E) Per [1]-14; Body Language, Lip Reading, Observation, Search, or Tracking, all (A) Per-1 [1]-13; or 1 point to buy anything off the first list of secondary skills at one level lower.

* Multiplied for self-control number; see p. B120.

Customization Notes

Psionics encompasses four disciplines (see the *Psionic Abilities Table*, pp. 11-13), each of which can serve as the means to several ends, making mentalists as diverse as all other kinds of delvers combined. For a starting adventurer, it pays to focus on one narrow area and/or use *Alternative Abilities* (p. 5) to conserve points. Classic archetypes include:

Inquisitor: You use your abilities to *find things out*. Consider Empathy, Mind Meld, Mind Reading, Psight, Psychic Sensitivity, Psychometry, Remote Viewing, and/or Transdimensional

Sight. By taking the lowest level of each as alternative abilities to cut costs (Remote Viewing is the most costly), you can afford the entire set on your starting budget. Spend leftover advantage points on Danger Sense and extra Per. Detect Lies and Interrogation are vital skills, along with such background options as Body Language, Lip Reading, Observation, Research, Scrounging, Search, and Tracking. For disadvantages, Curious is practically *de rigueur!*

Mentat: You're capable of feats of mundane *and* telepathic mental might. One typical approach is to get full-cost Mind Reading and Telesend – for two-way communication – and then to take Empathy and Intuition as alternatives to Mind Reading. Save advantage points for some of Eidetic Memory, Unfazeable, and Wild Talent – or perhaps more IQ and Will. Fitting skills are Mental Strength, Mind Block, Meditation, and Psychology, plus background options like Diplomacy, Research, Strategy, and Teaching. Using quirks to afford good Signature Gear can keep you alive until you earn enough points to add attacks and defenses.

Psientist: You're fascinated with the structure of psi . . . and with Elder Things. Pick up Dispel Psi, Transdimensional Sight, and Psychic Sensitivity as alternatives – it's rare to need all three at once. Use remaining ability points for full-cost Mind Shield and/or Psychic Armor, to survive your work. The Weird Dreams perk and Weirdness Magnet disadvantage are rather fitting! Vital secondary skills are Hidden Lore (Elder Things) and Occultism, plus Mental Strength for survival. As someone who goes *looking* for dangerous stuff, practical background skills are wise: First Aid, Hiking, Observation, Stealth, etc.

Puppeteer: You don't just like to get your own way – you *insist* on it. The core ability here is Mind Control 2. With prerequisites Telesend and Psi Talent 4, this uses up most of your ability and advantage points, but also opens up Madness and Fear as alternatives. A point for Psharp or Psychic Terror can be worth it, too. Manipulative skills are a good match: Acting, Fast-Talk, Gambling, Hypnotism, Intimidation, Public Speaking, etc. Controlling enemies in combat tends to attract deadly missile fire, so pick combat skills that include Shield for self-defense.

Tempest: You're all about blasting enemies directly. Mind Stab is the ultimate in psi attacks – but with its Telesend prerequisite, it's hard to afford much else. However, once you've bought all that, alternative abilities let you add Mind Blast, Psychokinetic Lash, and/or Pyrokinetic Bolt for a song. Valuable skills are Innate Attack for Psychokinesis-based attacks; Mental Strength and Mind Block to foil retaliation; and Occultism and Psychology for knowing monster weaknesses. *Avoid* Combat Paralysis, as the first strike is vital. This is by far the most common kind of psi encountered in the dungeon!

Warrior: You fight with weapons, enhancing your abilities via psi. Mind Reading and Battlesense 1 are in budget, and let you defend well and know what enemies are about to do. Levitation 2 is easy to add if you're willing to invade your advantage points – always attack from high ground! Telekinetic Tether is wonderful when you have a good weapon. You *don't* want to be a wimp, so buy ST back up. Pick combat skills you enjoy, because you'll be using them constantly; Rapier, Saber, and Smallsword give nice defenses. And if you have Levitation, add Aerobatics.

In all cases, there are few better ways to invest the 5 points from quirks than in either another level of Psi Talent or an extra alternative ability.

PSIDE JOBS

The Psionics power represents a long, slow path to becoming the overman (Über-elf, surreptile, whatever). The best way to be effective with psi is to stick with it and master it. Not all mentalists have the necessary discipline, however . . . and even those who do might decide that learning swordplay, spellcasting, or skullduggery would improve their odds of surviving for long enough to perfect their art.

Below are 50-point lenses that add the basic abilities of the professions in *Adventurers* to the mentalist. They obey the rules on pp. 17-19 of *The Next Level* and work just like the lenses in that volume. Particularly good and bad choices are noted. In addition, with their high IQ, mentalists can get a lot out of the artificer lens (*Sages*, p. 7) – a fine match for “psientists” who tinker with Elder Thing artifacts. The scholar lens (*Sages*, p. 11) is another excellent fit (use the 3-point skill package intended for clerics); Book-Learned Wisdom enables rapid language swaps that benefit Telepathy abilities, while enhanced Wild Talent allowing a smattering of spellcasting. The ninja lens (*Ninja*, p. 11), being more combative than cerebral *and* adding another costly power, is tricky, but the abilities synergize unusually well.

Choice Lenses: Bard, Cleric, Thief, Wizard.

Marginal Lenses: Barbarian, Druid, Holy Warrior, Knight, Martial Artist, Scout, Swashbuckler.

Mentalist-Barbarian

+50 points

Why a brainy mentalist would “go barbarian” is anybody’s guess. Still, if a psi ends up beaten unconscious or freezing to death often enough, he might find primal screams therapeutic.

Attributes: +2 ST [20].

Advantages: High Pain Threshold [10]; Outdoorsman 1* [10].

Skills: *Ten* of Brawling (E) DX [1]; Camouflage or Seamanship, both (E) IQ [1]; Animal Handling (any), Disguise (Animals), Navigation (Land), or Weather Sense, all (A) IQ-1 [1]; Mimicry (Animal Sounds or Bird Calls) or Naturalist, both (H) IQ-2 [1]; Carousing or Swimming (E) HT [1]; Hiking or Running, both (A) HT-1 [1]; Fishing (E) Per [1]; or Survival (any) or Tracking, both (A) Per-1 [1].

* Gives +1 to Camouflage, Fishing, Mimicry, Naturalist, Navigation, Survival, and Tracking.

Mentalist-Bard

+50 points

The Telepathy discipline mixes with mind-clouding magic and bardic skills to make mentalist-bards unbeatable at influencing others – with or without mana. Most prefer their voice to musical instruments, and favor spells over a second costly power on the bard side of the ledger.

Advantages: Bardic Talent 1 [8]; Charisma 1* [5]; Musical Ability 1† [5]; Voice‡ [10]. • If Voice was chosen as a mentalist trait, spend 10 more points on special abilities.

Skills: Musical Instrument (any) (H) IQ-2 [1]; Public Speaking (A) IQ-1 [1]; Singing (E) HT [1]. • If Public Speaking was selected as a background skill, spend the point on special abilities.

Special Abilities: 19 points total in Bard-Song abilities; bardic skills; and/or spells from the Communication and Empathy

and/or Mind Control colleges, which will be either (H) IQ-1 [1] or (VH) IQ-2 [1] with the +1 for Bardic Talent.

* Gives +1 to Leadership, Panhandling, and Public Speaking.

† Gives +1 to Musical Composition, Musical Influence, Musical Instrument, and Singing.

‡ Gives +2 to Diplomacy, Fast-Talk, Mimicry, Performance, Public Speaking, Sex Appeal, and Singing.

Not all mentalists stick with psi.

Mentalist-Cleric

+50 points

Learning the way of the cleric corrects for one of psi’s major blind spots: its inability to heal. Given a mentalist’s high IQ and natural self-discipline (Will is *wonderful* when conducting exorcisms and turning undead), this is a great fit.

Advantages: Clerical Investment [5]; Power Investiture 2 [20].

Disadvantages: *One* of Honesty (12) [-10], Sense of Duty (Coreligionists) [-10], or Vow (No edged weapons) [-10].

Skills: Diagnosis (H) IQ-2 [1]; Esoteric Medicine (Holy) (H) Per-2 [1]; Exorcism (H) Will-2 [1]; Meditation (H) Will-2 [1]; Occultism (A) IQ-1 [1]; Public Speaking (A) IQ-1 [1]; Religious Ritual (H) IQ-2 [1]; Surgery (VH) IQ-3 [1]; Theology (H) IQ-2 [1]. • If Meditation, Occultism, or Public Speaking is known from the mentalist template, spend the point(s) on special abilities.

Special Abilities: 26 points total in Holy abilities and/or clerical spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture.

Mentalist-Druid

+50 points

The main reason to become a mentalist-druid is to add spells that are *really* far from what Psionics does. It’s about great breadth, not synergy – that, and controlling people *and* beasts.

Advantages: Power Investiture 2 (Druidic) [20].

Skills: Esoteric Medicine (Druidic) (H) Per-2 [1]; Herb Lore (VH) IQ-3 [1]; Naturalist (H) IQ-2 [1]; Pharmacy (Herbal) (H) IQ-2 [1]; Religious Ritual (Druidic) (H) IQ-2 [1]; Theology (Druidic) (H) IQ-2 [1]. • *Four* of Animal Handling (any), Disguise (Animals), Hidden Lore (Elementals), Faeries, or Nature Spirits, or Weather Sense, all (A) IQ-1 [1]; Diagnosis, Mimicry (Animal Sounds or Bird Calls), or Veterinary, all (H) IQ-2 [1]; or Survival (any) (A) Per-1 [1].

Special Abilities: 20 points total in Druidic abilities and/or druidic spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture (Druidic).

Mentalist-Holy Warrior

+50 points

A mentalist’s imposing willpower helps when facing down demons and undead – and Higher Purpose *does* give +1 to psi use on suitable enemies. Mentalist-holy warriors are rarer than mentalist-clerics, though; a second costly power just isn’t as flexible as spells.

Attributes: +1 ST [10].

Advantages: Higher Purpose (Slay Demons *or* Slay Undead) [5]; Holiness 1 [5]; Shtick (Foes slain personally can't rise as undead) [1]. • *One* of Holiness 2 [5], Rapid Healing [5], Resistant to Poison (+3) [5], or Striking ST 1 [5].

Disadvantages: *One* of Honesty (12) [-10], Sense of Duty (Good entities) [-10], or Vow (Own no more than horse can carry) [-10].

Skills: Exorcism (H) Will-2 [1]; Hidden Lore (Demons *or* Undead) (A) IQ-1 [1]; Physiology (monster type) (H) IQ-2 [1]; Psychology (same monster type) (H) IQ-2 [1]. • Spend 4 more points on primary mentalist Melee Weapon skill, raising it by +1.

Special Abilities: 26 points total in Holy abilities and/or the skills above.

Mentalist-Knight

+50 points

Dedicated psionic warriors – and mentalists who grow tired of losing fights – may seek to learn the art of war. This lens yields an all-around fighter. For a weapon specialist, select *Mentalist-Scout* or *Mentalist-Swashbuckler*.

Attributes: +1 ST [10]; +1 HT [10].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Combat Reflexes* [15]; High Pain Threshold [10].

Skills: Armoury (Body Armor *or* Melee Weapons) (A) IQ-1 [1]; Brawling (E) DX [1]; Connoisseur (Weapons) (A) IQ-1 [1]; Leadership (A) IQ-1 [1]; Tactics (H) IQ-2 [1]. • Strategy (H) IQ-2 [1] or 1 point in existing skill to get Strategy (H) IQ-1 [2]. • Spend 4 more points on primary mentalist Melee Weapon skill, raising it by +1.

* Gives +1 to Fast-Draw.

Mentalist-Martial Artist

+50 points

Many people feel that psi and chi overlap, but mastering both spreads points thin. Still, Judo and Karate are good for grappling and striking with Telekinesis, and Power Blow *can* double that ability's ST for one blow or action, just as for physical ST.

Advantages: Chi Talent 1 [15]; Trained by a Master [30].

Disadvantages: Disciplines of Faith (Chi Rituals) [-10].

Skills: Acrobatics (H) DX-2 [1]; Jumping (E) DX [1]. • *Either* Judo (H) DX-2 [1] and Karate (H) DX-1 [2], *or* Judo (H) DX-1 [2] and Karate (H) DX-2 [1].

Special Abilities: 10 points total in Chi abilities and/or chi skills. Chi skills get +1 for Chi Talent.

Mentalist-Scout

+50 points

Given that mentalists have Psionics abilities that let them blast distant foes, archery is somewhat marginal. As partial compensation, mentalist-scouts with Heroic Archer and Telekinesis can guide arrows: +2 to hit *or* +1 to damage. This consumes 1 FP/arrow and counts as a use of psi.

Attributes: +1 DX [20].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Heroic Archer [20].

Skills: Bow (A) DX+2 [8]; Camouflage (E) IQ [1]; Cartography (A) IQ-1 [1]; Fast-Draw (Arrow) (E) DX [1]; Navigation (Land) (A) IQ-1 [1]; Survival (any) (A) Per-1 [1]. • *Two* of Climbing or Stealth, both (A) DX-1 [1]; Observation or Tracking, both (A) Per-1 [1]; or 1 point to raise one of those skills by a level.

Mentalist-Swashbuckler

+50 points

Mentalists have low ST and thus favor lighter weapons, making this their best melee-combat lens inasmuch as any such lens suits a psi. All three advantages below *do* give their bonuses when wielding an appropriate weapon with Telekinesis, though!

Attributes: +1 DX [20].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Enhanced Parry 1 (Weapon of choice) [5]; Weapon Bond (Best weapon of choice in current possession) [1]; Weapon Master (Weapon of choice) [20].

Skills: *Either* choose a mentalist Melee Weapon skill and put 8 more points into it, raising it by +2, or add one of Rapier, Saber, Shortsword, or Smallsword, all (A) DX+2 [8]. • Acrobatics (H) DX-2 [1].

Mentalist-Thief

+50 points

A mentalist has *many* abilities that could greatly aid thievery, from various ESP gifts to locate booty, through Telekinesis for delicate work (gives a juicy +4; see p. B92), to out-and-out mind control of one's marks.

Attributes: +2 DX [40].

Secondary Characteristics: -0.50 Basic Speed [-10].

Advantages: Flexibility* [5]; High Manual Dexterity 1† [5].

Skills: *Either* Stealth (A) DX+1 [4], or 3 points in existing skill to get Stealth (A) DX+1 [4] and 1 point to improve another skill below. • Climbing (A) DX-1 [1], or 1 point in existing skill to get Climbing (A) DX [2]. • Filch (A) DX-1 [1]; Forced Entry (E) DX [1]; Lockpicking (A) IQ-1 [1]; Pickpocket (H) DX-2 [1]; Traps (A) IQ-1 [1].

* Gives +3 to Climbing and Escape.

† Gives +1 to Knot-Tying, Pickpocket, and Sleight of Hand.

Mentalist-Wizard

+50 points

Like the cleric-wizard, the mentalist-wizard is a master of two realms who will rarely be at a loss for options. The scope of potential tricks is by far greater for this spellcaster lens than for any of the others.

Secondary Characteristics: +1 FP [3].

Advantages: Magery 2* [25].

Skills: Thaumatology (VH) IQ-3 [1]. • *Either* Alchemy (VH) IQ-3 [1] *or* Occultism (A) IQ-1 [1].

Special Abilities: 20 points total in wizardly spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Magery.

* Gives +2 to Thaumatology.

GOING MENTAL

As *The Next Level* says, the Psionics power might be available in play to anyone with the points and prerequisites. The GM should consider permitting this if he allows delvers to buy mixed-profession lenses that tack on spellcasting abilities or the powers of bards, clerics, druids, martial artists, and ninja – particularly if he lets mentalists use *Psion Jobs* (pp. 17-18). Even in *Dungeon Fantasy*, fair's fair!

But how does one *become* a psi? It's more fun if there's a plot-related reason, if only a silly one, for Darryl the Barbarian to wake up one day with people in his head ("You mean voices?" "No, whole people – arms, legs, hands . . ."). Here are some suggestions for "prerequisites" in the form of in-game events:

- Went on an adventure to seek out bald-headed psionic monks, found them, and paid them at least \$2,000 in training expenses (see *The Next Level*, p. 43) to "learn" psi.
- Drank an Elder Thing potion that defied analysis with Alchemy, preferably without knowing the risks.
- Survived in an Elder Thing dungeon for a week – or Beyond Time and Space even *momentarily*.
- Stoically suffered through bad effects caused by the powers of a mentalist friend (see Chapter 4 for ideas!).
- Reduced to -HP or worse by Elder Things, psionic attacks, or head injuries, but made the HT roll to avoid death.

MENTALIST POWER-UPS

Like heroes of every profession, mentalists have advanced capabilities reserved just for them. These *power-ups* might be available from the campaign's outset – in which case mentalists can buy them using the points earmarked for psi – or they may be secrets that can only be acquired in play. The GM decides. Either way, these benefits are meant for delvers who *start* as mentalists – they're off-limits to adventurers who acquire psi later on (see *Going Mental*, above), barring completion of a major quest on behalf of powerful psi-users or Elder Things.

In addition to buying the traits on their template (pp. 15-16), mentalists may purchase these options as power-ups:

- Energy Reserve (Psionic) 1-20 [3/level]. Like the spellcaster power-up of the same name, but used to pay the FP costs for psi – including the *extra* expenditures specified for some psionic feats.
- Extraordinary or Ridiculous Luck [30 or 60].
- Psi perks (p. 14), to a maximum of one perk per 10 *full* points total in Psi Talent, Psionics abilities, and psi-related skills. For dedicated mentalists, this limit will rarely matter!
- Psionics abilities (pp. 5-11), as explained in *Adding and Improving Psi Abilities* (p. 20).
- Serendipity [15/level], with *no* upper limit.
- Smooth Operator up to 4 [15/level].
- Will up to 25 *before* racial modifiers [5/level], aiding many psi abilities and the psi-related Mental Strength and Mind Block skills.

There are also some more complicated possibilities that rely on concepts set forth in *Power-Ups*. See that tome for the mind-bending details! The short version is that these are built

- Reduced to -HP or worse by Elder Things, psionic attacks, or head injuries . . . and then *failed* the HT roll to avoid death and was resurrected.

- Being resurrected at all!
- Just about any of the suggestions from *Dungeon Fantasy 11: Power-Ups*, pp. 7-9.

Regardless of what triggers psi abilities, it's best if heroes of all professions use the lens below to add their initial mentalist capabilities. This is most useful to high-IQ and especially high-Will adventurers – namely, sages, summoners, and spellcasters of every stripe (*especially* demonologists), and to a lesser extent holy warriors, innkeepers, and thieves.

Mentalist Lens

+50 points

Secondary Characteristics: +1 Will [5]; +1 FP [3].

Advantages: Psi Talent 1 [5] and Unusual Background (Psionic) [10].

Skills: One of Hidden Lore (Elder Things) (A) IQ [2]; Hidden Lore (Psi) (A) IQ [2]; or both Hidden Lore (Elder Things) (A) IQ-1 [1] and Hidden Lore (Psi) (A) IQ-1 [1].

Special Abilities: 25 points total in Psionics abilities (pp. 5-11), psi perks (p. 14), and the Hypnotism, Mental Strength, and Mind Block skills.

from advantages, enhancements, perks, and/or techniques. Those that lift skill penalties for things that all mentalists can do are Hard, Will-based techniques. Similar feats that add entirely new options also include a Unique Technique perk that justifies why psis *without* the power-up can't try the trick.

Acute ESP

2 points/level

Prerequisite: Psight, Psychic Sensitivity, Remote Viewing, or Transdimensional Sight; cannot exceed Psi Talent.

Your *psychic* senses are unusually sharp. Add your level of this Acute Sense (p. B35) to Per whenever you roll to pick up information with Psight, Psychic Sensitivity, or Transdimensional Sight, and to all *Sense* rolls (but not *activation* rolls) made during a session of Remote Viewing. This is cumulative with Psi Talent; e.g., a mentalist with Psi Talent 3 and Acute Psi 3 would get +6 to detect psi using Psychic Sensitivity.

This power-up is an adjunct to the abilities it benefits. It has no FP cost of its own.

Blind Viewing

6 points

Prerequisite: Remote Viewing 1+.

When you use Remote Viewing, *ignore* the -5 to project your senses someplace you cannot see. This power-up is always used with Remote Viewing, and adds no FP cost of its own.

Techniques: Blind Projection (H) IQ [6].

Adding and Improving Psi Abilities

The most important mentalist power-ups are more psionic capabilities! For Psi Talent and psi perks, and abilities that *don't* use *Alternative Abilities* (p. 5), this is straightforward:

- To add a new gift, simply pay its cost. *Example:* If you lack Telekinesis but have 11 points, then you may buy level 1 for 4 points, level 2 for 7 points, or level 3 for 11 points.
- To improve an existing trait, pay the *difference* between the costs of the two levels. *Examples:* Ulli has Psi Talent 3 [15] and wants Psi Talent 4 [20]. He pays the difference, or 5 points.

When adding or improving abilities in a set of alternative abilities:

- If the change won't alter which ability is most expensive at full price, then follow the above rules but use alternative ability costs. *Example:* Ulli acquired Telekinesis 13 [46] with the alternative abilities Ergokinetic Shield 6 [21] for 5 points, Levitation 2 [18] for 4 points, and Psychokinetic Lash 3 [15] for 3 points. Now that he has Psi Talent 4, he wants Ergokinetic Shield 8 [28] and Levitation 3 [28], both 6 points as alternatives. Neither would change what

costs most in his set, so he can keep them as alternatives and pay the differences in alternative ability costs: 1 point for Ergokinetic Shield and 2 points for Levitation.

- If the most expensive ability *would* change, find the full costs for the revised set; sum the full price of the new most-expensive ability and the alternative costs for the lesser ones; and pay the cost difference between the new set and the old one. *Example:* Ulli now has Telekinesis 13 [46] with alternatives Ergokinetic Shield 8 [28] for 6 points, Levitation 3 [28] for 6 points, and Psychokinetic Lash 3 [15] for 3 points, totaling 61 points. He decides to acquire Mind Stab 2 [62]. This becomes his new most-expensive ability, so it's at full price, bumping Telekinesis 13 down to a 10-point alternative ability. Total cost for the new set is $62 + 10 + 6 + 6 + 3 = 87$ points, so he pays $87 - 61 = 26$ points.

If an alternative ability becomes a standalone one, pay its full price but recoup the difference between the cost of the new set of alternatives and the old one. *Example:* Sick of being fireballed when attacking, Ulli opts to move Ergokinetic Shield 8 [28] out of his set. He gets to save what he was paying for that ability as an alternative, or 6 points, so effective cost is $28 - 6 = 22$ points.

Bonded Creature

31 to 43 points

Prerequisite: Psi Talent 1+.

A bonded creature is identical to a spellcaster's familiar, but linked to the mentalist psionically, not through any flavor of magic. See *Allies*, pp. 20-29 for complete rules and detailed point costs. Adding this power-up involves obtaining the creature normally – buying it, capturing it, raising it from an egg, whatever – and then keeping it around (and alive!) for 1d weeks while the bond forms.

Advantages: Ally ([Type]; Built on 25%; Constantly Available; Special Abilities, +50%; Summonable, +100%; Sympathy, -25%) [9]; Energy Reserve 6 (Drains Familiar, -50%) [9]; Special Rapport (Familiar) [5]; any abilities modified with Granted by Familiar, -40%.

Death Possession

20 points/level

Prerequisite: Psi Talent level equal to Death Possession level.

If you die, your psyche lingers in the mortal world for long enough to *possess* a new living body! The GM secretly rolls 4d to determine how many hours it takes your mind to find an available shell. Double that number to find the distance in miles between the form you possess and your place of death.

Death burns a level of this power-up; you come back with 20 fewer points. *You* don't get to pick your new incarnation – the GM decides that. The only guarantees you enjoy are that you'll have your old mental abilities (although the kind GM may preserve key physical ones) and that your new point total will equal what you were worth at death, minus 20 points for using up this

ability, plus whatever unspent points you had. Your replacement body might be an undead shell that some lich was saving, an animal, a minor Elder Thing . . . nothing is sacred.

Example: Ulli, a 300-point human mentalist, is incinerated by fireballs after trying to blast an evil archmage with Psychokinetic Lash. His Death Possession guarantees that he'll return with 280 points plus his 22 unspent points, or 302 points. The GM rolls 4d and gets 15; he rules that Ulli awakens after 15 hours, in the body of *cat* 30 miles away. The cat described on p. 22 of *Allies* is worth 62 points, but since Ulli had just 22 points floating around, the GM adjusts things some: he strikes the Familiar meta-trait; adds No Fine Manipulators, -40% to Ulli's DX 12 before applying the racial +4; does away with the extra HP intended for a supernaturally tough familiar; ignores the additional Will and Per (Ulli's scores are high enough!); and removes Combat Reflexes, Laziness, and all the skills (mental traits that Ulli lacks). This saves 40 points, and brings Ulli back as a 302-point human-minded feline.

Advantages: Extra Life (Reincarnation*, -20%) [20].

* As defined for Unkillable (p. B95).

Defense Stunts

Variable

Prerequisite: Ergokinetic Shield, Mind Shield, or Psychic Armor.

Psis with Ergokinetic Shield, Mind Shield, or Psychic Armor may learn two tricks that make these abilities more potent. Specialization in one of the prerequisite abilities is required, but it's possible to take either power-up multiple times to cover two or all three specialties.

Extended Defense

7 points/ability

Whenever you extend your defense to protect others, *ignore* the -6 to the Will roll to do so. This makes it easy to achieve an expanded radius!

Techniques: Expansion (H) Will [7].

Sudden Defense

5 points/ability

Whenever you must erect your defense suddenly, in response to an attack, *ignore* the -4 to the Will roll to do so. This power-up cannot activate a defense that's part of a set of alternative abilities that's currently being used for something else.

Techniques: Reflex (H) Will [5].

Elder Lore

8 points

Prerequisite: Psi Talent 1+.

You have an unnatural grasp of Elder Thing artifacts and technologies. Whenever you encounter something made by Elder Things or from Outside Time and Space, the GM will secretly roll vs. the *highest* of IQ, Hidden Lore (Elder Things), or the skill noted for that type of item under *Identifying the Good Stuff* (*Dungeons*, p. 14). Success means he'll tell you the article's provenance. If you have an uninterrupted hour to attune yourself to your find, you can request a second such roll for analysis, with success revealing *what it does*. While this power-up is a function of how psi reshapes your mind, it isn't psionic per se; thus, it doesn't cost FP, attract trouble, or benefit from Psi Talent.

Advantages: Detect (Elder Artifacts; Analysis Only, -50%; Analyzing (Immediate Preparation Required, 1 hour, -75%), +25%) [8].

Mass Chaos

7 points/ability

Prerequisite: Fear, Madness, or Mind Blast.

Damaging psionic attacks (Mind Stab, Psychokinetic Lash, and Pyrokinetic Bolt) do harm *because* they focus all of the attacker's power to a point, but noxious effects that merely distort reason and sanity can be spread out over multiple targets! Psis with Fear, Madness, or Mind Blast may buy this stunt for those attacks – each ability requires its own power-up. By paying 3 FP instead of 1 FP for the attack, the ability affects a two-yard radius. Roll resistance separately against each target in the area, using the range penalty to the edge of the area. This isn't selective and you can't exclude your allies!

Perks: Unique Technique (Area Effect) [1].

Techniques: Area Effect (H) Will [6].

Mind-Reading Stunts

Variable

Psis with Mind Reading or Mind Meld may learn clever tricks for working around the limitations of those gifts. Either power-up costs 2 FP/minute to use, in addition to the 1 FP/minute to activate the underlying ability. Specialization in

one of the two abilities is required, but it's possible to take either power-up twice.

Your Eyes Are My Eyes

4 points/ability

Prerequisites: Mind Meld or Mind Reading, and Psi Talent 1+.

With Mind Meld, you can get vivid replays of thoughts and things seen, not just one-sentence answers. With Mind Reading, you don't merely pick up surface thoughts but can perceive everything your subject perceives with any sense that both of you possess. This makes these abilities useful even if you *don't* share a language with someone!

Perks: Unique Technique (Borrow Senses) [1].

Techniques: Borrow Senses (H) IQ [3].

Your Tongue Is My Tongue

7 points/ability

Prerequisites: Mind Meld or Mind Reading, and Psi Talent 2+.

You can understand the thoughts of *anyone* you contact using Mind Probe or Mind Reading, without regard for language. You can even comprehend Elder Things, though you might not want to!

Perks: Unique Technique (Universal) [1].

Techniques: Universal (H) IQ [6].

Psientist

5 points/level

This new Talent gives +1 per level (maximum four levels) to Hidden Lore (Elder Things and Psi), Hypnotism, Meditation, Mental Strength, Mind Block, and Psychology (any). You also get +1 per level to reaction rolls made by psis: dabblers, mentalists, even Elder Things. This power-up represents a natural aptitude for the study of the mind, and is only a better investment than Will for delvers who intend to perfect most or all of the affected skills and deal with Elder Things (which are unaffected by most normal reaction modifiers).

Residue Sense

7 points

Prerequisites: Psychic Sensitivity and Psychometry.

Psychic Sensitivity normally works in the present, but mentalists with Psychometry can learn to detect places where psi was used *in the past*. This still requires a Sense roll. This power-up adds 2 FP to the usual cost to use Psychic Sensitivity.

Perks: Unique Technique (Time-Spanning) [1].

Techniques: Time-Spanning (H) Per [6].

Second Nature

45 points/level

Prerequisite: Psi Talent 5+ for level 1, Psi Talent 6 for level 2.

Some mentalists do their best thinking without thinking! You select your maneuver each turn like everybody else – but if you want, you may take one “free” maneuver per level of Second Nature (maximum two levels, unless you're a mind-warper) at the same time, for the sole purpose of using psi.

You could take All-Out Defense to protect yourself, Attack to smite the dragon, or even Move to flee, yet *still* fire Mind Blasts or swing a floating sword with Telekinesis. You *can* dedicate two maneuvers (at level 1) or even three (at level 2) to using psi; however, these are simultaneous, not consecutive, so they can't reduce the time needed to carry out a single feat.

Advantages: Compartmentalized Mind (Limited, Psi, -10%) [45/level].

Speed of Thought

36 points

Prerequisite: Psi Talent 5+.

Your Psionics abilities are unhindered by second thoughts – they work as fast as you think! This gives you two possible openings in the combat sequence: one before anyone else can act, and another at the place dictated by your Basic Speed. You can only use the first chance for *psionic* feats (switch alternative abilities, Attack with Psychokinetic Lash, hurl a gnome with Telekinesis, etc.); you can't pick *physical* maneuvers (Ready an item, Move, Attack with a weapon in hand, etc.) or move even a step. If you take this opportunity, you forfeit your chance to act later, while if you don't, you have an ordinary, "physical" turn at your usual spot (which you can use for psi) – you never get *two* turns. Regardless of your choice, your active defenses "reset" at your usual place in the sequence.

Example: Ulli buys Speed of Thought to get the jump on fireball-tossing wizards. He finds himself in a fight where his Basic Speed makes him #7 out of 10 combatants. When combat starts, he acts at the top of the sequence, blasting a foe with Psychokinetic Lash. He's then attacked by the enemy at spot #2, but parries. He can do nothing as #7 – he just stands there – but his parry is "reset" then, in time for the attack of #8. After #9 and #10 act, Ulli has another chance to use psi, and goes for it; his parry remains "used" until he would have been capable of taking physical action at slot #7, though.

If other combatants have Enhanced Time Sense – from this power-up or for any other reason – then they and your mind *all* act before those without that trait, in order of Basic Speed.

Regardless of when you act, this power-up grants +1 to parries with Psychokinetic Lash and Pyrokinetic Bolt; to Fast-Draw attempts and active defenses with equipment wielded using Telekinesis; and to Will rolls to switch on psionic defenses hastily. It lets your ESP senses – Psight, Remote Viewing, etc. – ignore penalties to Sense rolls due to target speed or an event's brevity. And when reading minds, you sense even the briefest thoughts, giving you +2 to Interrogation with Mind Meld and letting Battlesense ignore Mind Block.

Advantages: Enhanced Time Sense (Psionics Only, -20%) [36].

*No more training do you
require. Already know you,
that which you need.*

– Yoda, in Return of the Jedi

Telesend Stunts

Variable

Mentalists with Telesend may learn a few tricks for working around that ability's innate limitations. These power-ups cost 2 FP/minute to use, in addition to the 1 FP/minute to turn on Telesend.

Coordinator

9 points

Prerequisites: Telesend and Psi Talent 3+.

By rolling at -4 (no real problem with Psi Talent 3+) and taking the range penalty for the most-distant subject, you can send thoughts to as many people as you want. Among other things, this gives +4 to any roll the GM requires to set up coordinated activities such as ambushes, and to all of the rolls under *Onward to Victory!* (*Dungeons*, p. 11).

Perks: Unique Technique (Selective Broadcast) [1].

Techniques: Selective Broadcast (H) IQ [8].

Mr. Universe

7 points

Prerequisites: Telesend and Psi Talent 2+.

You can make your thoughts understood by *anyone* you contact this way, regardless of language differences. If it has a sapient mind (IQ 6+), you can send it a message.

Perks: Unique Technique (Universal) [1].

Techniques: Universal (H) IQ [6].

Spotter

6 points at level 1, 10 points at level 2

Prerequisites: Telesend, plus Psi Talent 2+ for level 1 or Psi Talent 4+ for level 2.

Spotter 1 lets you transmit anything you can *see* in real time. Spotter 2 enables you to share *all* of your senses this way! Either allows a spellcaster friend to affect subjects you can see as if he could see them, although he still takes range penalties.

Perks: Unique Technique (Video) [1] at level 1, *or* Unique Technique (Sensie) [1] at level 2.

Techniques: Video (H) IQ [5] at level 1, *or* Sensie (H) IQ [9] at level 2.

True Will

5 points

Prerequisite: Psi Talent 1+.

You have +5 to resist *direct* attacks on your Psionics power and its abilities, where such assaults would normally be resisted. This is useful for fending off Dispel Psi (pp. 5-6) and magic spells that target psi (see *Opposing Forces*, p. 29). If the threat isn't usually resistible, *you* may try anyway, rolling against straight Will (no +5). This is an uncontested roll against potions (such as psibane, p. 25), traps, etc. that would deprive you of psi without resistance. Even a Great Wish spell may fail; treat it as Resisted by Will.

Advantages: Protected Power (Psionics) [5].

CHAPTER TWO

PSI-RELATED GEAR

Delvers love awesome *stuff*, but specialized items for psis are hard to come by. In any town not run by bald-headed monks, *Special Orders* (*Adventurers*, p. 25) applies to psi-specific equipment. On adventures, such goods rarely turn up in

the treasure outside of places associated with Elder Things. Mentalists – being geniuses – know this, and should think about using starting cash or Signature Gear to outfit themselves before venturing forth.

Psionic Power Items

Psi abilities eat FP. The most trivial uses cost 1 FP, while the fancier stunts in Chapters 1 and 3 cost extra. Smart mentalists (and aren't they all?) buy FP and Energy Reserve (Psionic), but these resources occasionally run out. Fortunately, psis – like spellcasters – can carry around extra energy in items.

Anybody with Unusual Background (Psionic) may designate a *single* material possession – customarily a costly helmet or psionic artifact, but anything goes – as his *power item*. Its cash value determines its FP capacity exactly as explained in *Power Items* (*Adventurers*, p. 28). The fancier the object, the more intricate its psychic matrix . . . and price rates fanciness, at least in *Dungeon Fantasy*.

Recharging works differently, though. A psionic power item regains 1 FP on any day when the psi sleeps with it touching him or within arm's reach. If he can't sleep that day, then too bad! *There's no known way to accelerate this*. A week resting in town sees a mentalist's power item recover 7 FP, while his spellcaster buddies can spend cash to recharge gewgaws of any size instantly. Then again, the psi doesn't pay a copper, and on long adventures out of town, he can count on waking up with at least 1 FP in his power item.

No psi can have multiple power items or use another's power item.

MUNDANE, MORE OR LESS

Not *everything* that a psi might want is manufactured by Elder Things. Obscure-but-mortal psionic races, bald-headed monks, mentalist-artificers, and artificer-mentalists all have bills to pay.

DUNGEONEERING GEAR

These oddities aren't high-powered but can make life easier for the dungeon-delving psi.

Firestarters. Variant alchemist's matches with tiny internal strikers that the weakest psi can trigger via latent pyrokinesis. Anyone with Unusual Background (Psionic) can hold one and roll vs. Will + Psi Talent to start a fire in a second. *Won't* ignite otherwise. Waterproof tin of 50. \$30, 0.25 lb.

Hypno-Disc. Shiny metal disc – flat, like a big coin – etched with a complex pattern of shimmering, swirling colors. Ready in hand, gives +1 to Hypnotism skill. \$250, 0.1 lb.

*Psure-Test*TM. Put a drop of any bodily fluid on the little stick. If the subject is (more often “was,” for monsters) psionic, the thing wriggles like a worm. Waterproof tin of 10. \$50, neg.

Squiddy Snacks. “Start your day right!” One meal of . . . uh, something with tentacles. While you maintain a steady diet of this – a month or more – you get +1 to the first roll for a Psionic ability you make each day (the first roll after your power item recharges). \$5, 0.5 lb.

Telekinetic Toggle. Any gear with a trigger that releases or fires it (e.g., crossbow or quick-release backpack) or a lock (e.g., padlock or shackles) can be designed to respond only to Telekinesis. Somebody with that ability – or anybody with Unusual Background (Psionic), if he can *touch* the item – can operate it normally on a Will + Psi Talent roll. Cannot otherwise be operated, picked, etc., because there are no external controls! +0.5 CF.

Telekinetic's Webbing. Belt and suspenders with loops for 20 lbs. of combat gear and gadgets. Has no effect on readying items by hand, but customizable ties and buckles let the psi match the layout of carried gear to his mental image of it, allowing him to pull things out *quickly* using Telekinesis. Telekinetic uses of Fast-Draw are at +1 (cumulative with the +4 for Telekinetic Tether!), while items that require Ready maneuvers only ever take *one* maneuver – even if they would take longer to prepare by hand. Equipment can be returned to the webbing the same way. \$160, 3 lbs.

That's a dorky looking helmet. What's it for?

– Pyro, in X2

WEAPONS AND ARMOR

Psis mostly use the same combat gear as everybody else. However, there are a couple of special modifiers that might be of interest. These follow the general rules for modified weapons, shields, and armor on pp. 26-28 of *Adventurers*.

In all cases, “charging” a psiphilic item counts as a use of psi, with the same risk of attracting trouble; the charge is detectable with Psychic Sensitivity. Psiphobic items are undetectable by psi. Hidden Lore (Psi) can identify *either*.

Weapons

These two modifiers are mutually exclusive, but compatible with *other* modifiers for metal weapons. Beyond this inexplicable affinity for metal, construction is unimportant – the special properties dwell within a psychic matrix.

Psiphilic: A psi with a suitable psionic attack – particular to the individual weapon – may Concentrate, spend 1 FP, and make a Will roll to “imbue” this weapon. When it next *injures* a valid target (e.g., someone with a brain, for Mind Stab), it unleashes the stored attack. For Psychokinetic Lash and Pyrokinetic Bolt, roll damage and add it to the injury. Dispel Psi, Fear, Madness, Mind Blast, and Mind Stab roll to affect the victim normally, without range penalties. Whatever the outcome, this drains the charge. The weapon must be kept in the hand of whoever charged it; dropping it, sheathing it, handing it off, etc. dissipates the energy. Any metal cutting or impaling weapon: +19 CF for *one* of the above abilities, +5 CF per additional ability.

Psiphobic: This weapon is to psi as a meteoric one is to magic: ESP abilities (Psight, etc.) can't see it, Psychokinetic Lash and Pyrokinetic Bolt are unable to target it (which means that Psychokinetic Lash can't *parry* it, either), Telekinesis won't lift it, and Battlesense bonuses never apply against its attacks. It also bypasses any DR defined as “psionic,” like a mind-warper's force field. Any metal weapon: +19 CF.

Shields

These modifiers – like the corresponding ones for weapons – are mutually exclusive. Either results in a *metal* shield: +1 to

shield-bash damage (cumulative with +1 for spikes, if any) and *double* weight. The only further modifiers allowed are balanced, fine, mirrored (use +2 CF), and ornate.

Psiphilic: Similar to the weapon modifier of the same name, with one big difference: Instead of the trigger being injuring someone, it's *successfully blocking a melee attack*. Psychokinetic Lash or Pyrokinetic Bolt hit the attacker without error (DR still protects normally), while Dispel Psi, Fear, Madness, Mind Blast, and Mind Stab roll as usual but without range penalties. +99 CF for *one* of the above abilities, +5 CF per additional ability.

Psiphobic: A metal shield that resists psi as for the weapon modifier. Even better, where most shields cannot block Psychokinetic Lash or Pyrokinetic Bolt, this one *can* – a successful Block roll means the shield was oriented correctly to interfere with the attack, blocking it as surely as if it were an arrow or a spear! +99 CF.

Armor

Again, these modifiers are mutually exclusive. They can be combined with all *other* modifiers for metal armor, though.

Psiphilic: A psi with a suitable psionic defense – which depends on the armor – may Concentrate, spend 1 FP, and make a Will roll to “imbue” his armor. When he's next hit by something this ability would affect (e.g., Fireball, for Ergokinetic Shield), his defense automatically helps – he need not pay FP, roll for hasty activation, etc. – and if his ability is *already* on, he gets double its usual benefit! This uses up the charge. The Mind Shield version is for helmets only, while the Ergokinetic Shield and Psychic Armor varieties are available for anything but only benefit the covered hit location (for Psychic Armor vs. Mind Stab, the skull will do). The armor must be worn by the person who charged it; taking it off dissipates the effect. Any metal armor: +19 CF for *one* of the above abilities, +5 CF per additional ability.

Psiphobic: Resists psi as for the weapon modifier – but protection is total only for the *armor*. The wearer merely gets a “defense value” equal to its nonmagical DR/2, rounded down. On most hit locations, add this to DR against Psychokinetic Lash, Pyrokinetic Bolt, and direct blows with Telekinesis, and subtract it from the ST of Telekinesis used against that body part. For a *helmet* (only), also add this to Will rolls to resist psi, count it as DR vs. Mind Stab, and reduce Battlesense bonuses against the wearer by this much; e.g., a DR 4 pot helm grants +2 DR vs. direct attacks and DR 2 vs. Mind Stab, gives +2 to resist psi, and negates two levels of Telekinesis and up to Battlesense 2. If a *psi* dons such a helmet, all his rolls to use psi suffer a penalty of this size! Psiphobic helmets are dorky-looking and incompatible with the ornate modifier. Any metal armor: +19 CF.

CONCOCTIONS

Certain *nonmagical* substances – stuff that Alchemy, Pharmacy, and Poisons are at a loss to explain – interact with psi. The skill to recognize these is Hidden Lore (Psi). The ability to prepare them is a mystery (or Weird Science, an IQ/VH skill reserved for Elder Things, a few Patrick McGoohan-looking NPC scholars, and the ancient monks who don't eat with spoons). All use the terms and rules on pp. 28-29 of *Adventurers*.

Bloque (Grenade). Releases vapors that obstruct a specific ESP or Telepathy ability, Telekinesis, or a particular psionic attack. That ability cannot penetrate the fumes *at all* – if the line of sight from psi to target crosses the area, the attempt fails. Everything inside the area is immune (senses perceive an impenetrable cloud). Affects a two-yard radius for 1d minutes. To price bloque, find the affected ability's *highest* standard level on the *Psionic Abilities Table* (pp. 11-13) and multiply "Cost (Alt.)" by \$10: \$60 for Pyrokinetic Bolt bloque, \$80 for Psight bloque, \$150 for Battlesense bloque, etc. 1 lb.

Clarity (Drinkable). +1 Will per dose (up to +3), for 1 hour. \$750, 0.5 lb.

Expunge (Drinkable). Imbibed willingly or forced upon someone suffering from a psi effect like Mind Control or Madness, instantly ends *all* noxious psionic influences. \$200, 0.5 lb.

Pshield (Drinkable). Grants Resistant to Psionics (+6) for 1 hour. \$960, 0.5 lb.

Psibane (Grenade). Fumes affect a two-yard radius. Psis who breathe them can't use their abilities for 1 hour. \$700, 1 lb.

Pslay (Utility). This blade venom has no effect on most targets. A psi – anyone with Unusual Background (Psionic) – must make a HT roll at a *penalty* equal to Psi Talent. Failure means 2d injury. \$50, 0.5 lb.

Pslay BR (Utility). As pslay (above), but injury is 6d! \$500, 0.5 lb.

Spice (Drinkable). A different form exists for each psi ability. Consumed by someone *without* that gift – a non-psi, a psi who simply lacks it, or a psi who has it but can't use it because it's an alternative to one he's using – it grants the ability at its lowest level (this still costs FP to activate, may attract trouble, etc.). Taken by someone *with* the ability, it elevates the ability's level by one. See *Boosters* (below) for effects and price. Duration is 3d×4 minutes. Only one dose of spice (any type) is effective at a time. 0.5 lb.

Taurus Blue (Drinkable). +1 Psi Talent per dose (up to +3), for 3d×4 minutes. This *can* boost Psi Talent past the usual six-level limit! \$550, 0.5 lb.

Taurus Red (Drinkable). Restores 4 FP depleted by *psi*. \$135, 0.5 lb.

Boosters

Spice (above) and az amplifiers (p. 26) augment *levels* of ability – as do certain Elder Thing technologies! If the ability offers multiple levels *and* is below its usual maximum, it gains levels. If it lists just one level or is already maxed out, benefits are as follows:

Battlesense 4+: Defense bonus equals level.

Empathy, Intuition, or Transdimensional Sight 2+: +2 to IQ or Per roll per added level.

Ergokinetic Shield, Mind Shield, or Psychic Armor 13+: DR or resistance bonus equals level.

Fear or Psight 2+, or Remote Viewing 4+: Double max range per added level.

Levitation 4+: +7 Move per added level.

Mind Meld 2+: One range-modifier shift past *Touch* per added level.*

Mind Reading 2+; Dispel Psi or Mind Control 3+; or Psychic Sensitivity 4+: One range-modifier shift past *Speed/Range* per added level.*

Mind Stab 4+: +2 max damage per added level.

Psychokinetic Lash or Pyrokinetic Bolt 7+: Damage dice equal level.

Psychometry 4+: +Psi Talent/2, rounded down, to analyze, exorcise, etc. per added level (see p. 10).

Telekinesis 17+: ST and Move equal level.

Telesend 2+, or Madness or Mind Blast 4+: One range-modifier shift past *Long-Distance* per added level.*

* Each level shifts range modifiers one step up this progression: *Touch* (requires physical contact), *Regular* (-1/yard), *Speed/Range* (p. B550), *Long-Distance* (p. B241), *None* (no range penalties!), *Planar* (no penalties on any target you've even *heard of* in this dimension), and *Extraplanar* (no penalties on any target you've even heard of in *any* dimension).

Spice or amplifier price tag *per level of boost* (normally one!) depends on the ability:

<i>Abilities</i>	<i>Spice*</i>	<i>Amplifier*</i>
Empathy, Intuition, Transdimensional Sight	\$150	\$750
Mind Shield	\$160	\$800
Fear	\$300	\$1,500
Ergokinetic Shield, Psychic Armor, Telekinesis	\$350	\$1,750
Psight	\$400	\$2,000
Psychokinetic Lash, Pyrokinetic Bolt	\$475	\$2,375
Madness, Mind Blast, Remote Viewing	\$500	\$2,500
Levitation	\$980	\$4,900
Mind Meld, Psychometry	\$1,000	\$5,000
Mind Reading, Psychic Sensitivity, Telesend	\$1,500	\$7,500
Mind Stab	\$1,560	\$7,800
Battlesense	\$2,400	\$12,000
Dispel Psi, Mind Control	\$2,500	\$12,500

* Optionally, the GM may permit mentalists to buy boosted levels! Multiply the number of additional levels by *amplifier* cost divided by 500 and round up to find the extra full cost. Do this calculation with *spice* cost for added alternative ability cost. *Example:* Telekinesis 23 is seven levels over the usual limit of Telekinesis 16. Full cost goes up $(7 \times 1,750) / 500 = 24.5$ points, rounded to 25, for a net $56 + 25 = 81$ points. Alternative ability cost increases $(7 \times 350) / 500 = 4.9$ points, rounded to 5, for a net $12 + 5 = 17$ points.

ELDER WEIRDNESS

These artifacts are *obviously* otherworldly, although it takes a Hidden Lore (Psi) roll to link them to psi and a Hidden Lore (Elder Things) roll to deduce who produced them. They weren't designed for mortals and often have disturbing side effects. They're rarely for sale, but the kind GM may roll 3d if a delver flashes sufficient cash around town; on 6 or less, a seller shows up (on 17-18, robbers!).

Az Amplifiers

An az amplifier consists of three parts. There's a ribbed, organic-looking "backpack" that latches on like a huge crab; it's too bulky to wear alongside an ordinary pack. Then there's a smaller "head crab"; this is more subtle, and can be worn under other headgear. Finally, a sickly green cord styled like an octopus tentacle links the two. This tentacular tether is targeted in combat at -6, and has DR 6, HP 6. Severing it renders the contraption useless; fixing it demands a Repair spell, or an Engineer (Gadgets) roll from an artificer with Quick Gadgeteer (takes 1d×5 minutes).

The amplifier isn't always on; switching it on takes a Ready maneuver, after which there's a wait of 1d seconds for it to warm up. After that, it improves the wearer's level of specific Psionics abilities *if he has them*. Unlike spice (p. 25), it can't grant new abilities. To price the amplifier, see *Boosters* (p. 25). Most types add one level to a single ability, but there are models that bestow multiple levels, affect several abilities, or both! Weight is always 40 lbs.

There's no limit to how long an amplifier can be left on. However, while it's running, it pulls energy from another dimension, making hair stand on end and setting teeth on edge. Others' rolls to detect the wearer with *any* sense have a bonus equal to the highest ability increase the device grants. Worse, when the user activates amplified abilities, add the level boost to the odds of attracting *psionic* threats (normally 6 or less on 3d).

Given this contrivance's bulk, fragility, cost, weight, and side effects, it's rarely cost-effective to acquire one as Signature Gear. Delvers are advised to spend those points on native abilities instead. However, mentalists with more cash than points may want to buy one, and a *found* amplifier is a keeper. Moreover, this apparatus is one of the few ways to exceed the standard limits on psi abilities – and even a lowly psi with, say, Psi Talent 3 and Psychokinetic Lash 3 may be tempted by Psychokinetic Lash 4+ without needing Psi Talent 4+. Finally, an amplifier's high price tag makes it an *excellent* power item.

Fhtagn Focuser

This rod looks like nothing so much as a petrified tentacle, or perhaps some genus of dried-out worm or snake. It grants the wielder a bonus to all success rolls to use Psionics. In effect, his Psi Talent is increased for the sole purpose of controlling his gifts – *not* as a prerequisite for advanced abilities, or for any other function.

To benefit from a fhtagn focuser, the user has to wield it as he would a sword or a magic staff. If using an ability that requires a touch, the wielder must touch the device to the subject to receive its benefits; for a ranged ability, he needs to point the focuser at the target (which is obvious but reduces distance

by the thing's Reach). Any visible effects – such as Pyrokinetic Bolts – emanate from the rod.

The possible bonus ranges from +1 to +4 with *all* psi abilities – unlike az amplifiers and psiphilic gear, fhtagn focusers are general-purpose aids. When claiming the bonus, add the same number to the odds of attracting psionic threats (normally 6 or less on 3d). The owner never *has* to use the bonus, however. Physical statistics vary with power:

Fhtagn Wand: +1 with psi. Anyone with ST 5+ can brandish this twiggy little worm one-handed with the Knife skill. Used to strike, it does swing-1 crushing (Reach C, 1) or thrust crushing (Reach C); on defense, it parries at -1. \$2,500, 0.5 lb.

Fhtagn Baton: +2 with psi. Anyone with ST 6+ can wield this slender tentacle one-handed with Shortsword or Smallsword. Used to strike, it does swing or thrust crushing (Reach 1). It *can* be used to fence with Smallsword. \$5,000, 1 lb.

Fhtagn Rod: +3 with psi. Anyone with ST 10+ can wield this longer tentacle one-handed with Broadsword or Rapier. Used to strike, it does swing+1 or thrust+1 crushing (Reach 1). It *can* be used to fence with Rapier. \$7,500, 3 lbs.

Fhtagn Staff: +4 with psi. Anyone with ST 7+ can wield this monstrous tentacle *two*-handed with Spear or Staff. Used to strike, it does swing+2 or thrust+2 crushing (Reach 1, 2). It gets +2 to Parry, like a quarterstaff, when used with Staff. \$10,000, 4 lbs.

All are considered *fine* (*Adventurers*, p. 26) when it comes to breakage.

*Ph'nglui mglw'nafh Cthulhu
R'lyeh wgah-nagl fhtagn.*

– H.P. Lovecraft,
"The Call of Cthulhu"

Portals

Teleporters, gates, and swirling vortices to freaky dimensions are more often psionic than magical in origin. Psychic Sensitivity 3 can sense them, Transdimensional Sight can see what's on the other side (possibly causing a Fright Check) if you're willing to walk up and take a look, and Dispel Psi can shut down such a thing temporarily. Where being sucked through a portal is a risk, no psi capability helps if no resistance is possible in the first place, as is often the case for cosmic tears in reality generated by Things Man Was Not Meant To Know.

Certain gifts are useful against less-than-cosmic weirdness, though. "Ordinary" Elder Thing technology counts as a psionic attack. If it tries to teleport the victim bodily, it's resisted by HT, and Resistant to Psionics adds to the roll. If it projects the victim into the Dream World or otherwise steals him away in mind but *not* in body, it's resisted by the better of Will or Mental Strength, and Mind Shield helps. Of course, resistible effects can still impose huge penalties . . .

This isn't something that mentalists can buy. If the adventurers *find* a portable portal, well bully for them – a freestanding doorframe-style thing about a yard wide, able to admit one person per second to a horrid dimension, is worth \$10,000 to the right (more likely, *wrong*) people! It also weighs 70 lbs., and as it isn't a personal effect, it can't be a power item.

Psychic Poison

While typically encountered as a trap, delvers *might* get to use this strange “artifact.” It isn't a substance per se, but an invisible psychic energy. It's stored in a heavy metallic pot that either has a simple geometric shape (most often octahedral, dodecahedral, or icosahedral) or resembles something organic (like a crab, squid, or bug with the wrong number of limbs). When the container is opened, the malevolent force escapes and fills an area, becoming hazardous in 3d seconds.

Anything with a mind (IQ and Will 1+) that enters the affected area must roll HT-5 *every second*. Failure inflicts injury equal to the margin. The only trait that aids this roll is Mind Shield; notably, Resistant to Poison and Resistant to Metabolic Hazards *don't* help, as this is damage to the psyche (like Mind Stab). However, while Psychic Armor doesn't help the roll, it protects against the injury. The poison persists until its “injury capacity” is used up, whether on one victim or several.

Since psychic poison is invisible, immaterial, and nonmagical, there's no mundane or magical way to detect it, although Danger Sense will at least warn of peril. Someone using Transdimensional Sight can see it as a sickly pall lurking in another dimension, while a psi using Psychic Sensitivity 3 will sense its presence. To remove it, use Dispel Psi.

Each “pot” fills a one-hex area on a battle map with the capacity to deliver 20 HP of injury. Multiple doses can increase the capacity of the same area or be used to create a larger area, but don't affect the HT roll. Per dose: \$500, 1 lb.

Pyramid Hat

Unlike spellcasters (with their Recover Energy spells) and martial artists (who can learn the Breath Control skill), psis have no quick way to replenish energy expended on their abilities. The astounding pyramid hat is a solution to this problem! This metallic pyramid with a stylized eye etched into the front is intended to be worn on the head, held in place by a headband. It protects the skull (only) with DR 3 – while as tough as a pot helm, the shape tends to catch blows squarely, not turn them. No ordinary head armor will fit over it. Headgear can be worn *under* it, but that prevents its special properties from working.

While worn on a *bald* head – even hair interferes – the pyramid hat lets anyone with Unusual Background (Psionic) draw energy from another dimension to replace FP. It doesn't matter what the FP were spent on, only that the wearer has the psi potential necessary to convert the incoming rays. This doubles his recovery rate to 1 FP every 5 minutes (not cumulative with Breath Control or Recover Energy) when resting and not using psi. Resting or not, his Energy Reserve (Psionic) *also* recovers at 1 point every 5 minutes when not using psi.

Mentalist Gift Ideas

Other *Dungeon Fantasy* works describe a few items that seem particularly fitting for campaigns involving psi.

Eight Artifacts

Dungeon Fantasy 6: 40 Artifacts offers remarkable items that can have any of several origins – divine power, magic, weird materials, etc. There's no reason to leave psi off the list! This fits certain artifacts especially well: Bracers of Force (p. 5), effective against everything or just psi, and possibly available to mentalists at the prices suggested there; Demonhunter's Helm (p. 6), attuned to combating Elder Things; Hooded Robe of Protection (p. 7), another goody that might be for sale to mentalists; Maaukepu's Mask (p. 8); Nightmantle (p. 9), or a lesser cloak that interferes with ESP; Spirit Knife (p. 15); Lucky Seven Necklace (p. 19); and Spheres of Weirdness (p. 21). Anything with a FP capacity as a power item can serve as a psionic power item of that size.

On the Table

Dungeon Fantasy 8: Treasure Tables is packed with stuff! Things that psis might find interesting include a razor (p. 15) to shave the head before donning a pyramid hat; dice and playing cards (p. 16) for use with the Psharp perk; and a glass harmonica (p. 22) to summon Elder Things. Okay, maybe not the last one.

Other objects might be actual psionic artifacts. Some candidates: dimensional refuge (p. 38); stone of knowledge of Elder Things (p. 39); gears of time (p. 40); levitating platform (p. 41); any item with the psionic origin (p. 50), limiting use to psis; certain artifacts with the emotion or will origin (p. 50); and anything bearing bad luck, corrupting, distracting, haunted, lifebane, spirit trap, toxic aura, troubled sleep, voices, or weirdness magnet as a curse (pp. 51-52), or aura of sensation or empathic (pp. 56-57) as an embellishment.

A rare few items might be made from twisted organic matter and alloys from Beyond Time and Space: poisonwood and poison metal weapons (p. 33), which can be psiphilic if cutting/impaling; dark one living armor (p. 35), which can be psiphilic despite not being metal; and anything bearing the curses suggested for psionic items. This stuff *might* have psionic origins. Then again, its properties may stem from materials or racial secrets.

Against anything noxious *and* psionic, Mind Shield aids resistance while Psychic Armor absorbs damage, exactly as for psychic poison (above).

The hat magnifies *bad* energy flux, too! If the wearer fails to resist Mind Stab, psychic poison, etc. – anything psionic that blasts the mind to burn away FP or HP – then he takes double damage before applying Psychic Armor. Thus, the hat is a mixed blessing if psionic dangers lurk nearby. It can be taken off (takes nine Ready maneuvers if you're in a hurry), and will keep food fresh when not in use.

A pyramid hat is \$4,000, 5 lbs. It can be made psiphilic (but not psiphobic) using the rules for armor: +1 CF for *one* ability, +0.25 CF per additional ability.

CHAPTER THREE

PSI IN THE CAMPAIGN

In a genre where the traditional forces are swords (axes, bows, kung fu, knives in the back, etc.) and sorcery (wizardly or otherwise), psi is an odd man out. Left uncontrolled, it can mentally blast game balance into stunned submission! But if

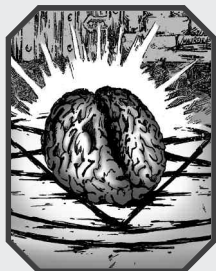
the GM is *too* strict, then even the strongest psychic shield won't save those playing mentalists from dying of boredom. Psionic delvers deserve special challenges and tasks to keep them busy – just like adventurers of any stripe.

Psi vs. Magic

Spell vs. Power (*Adventurers*, p. 20) definitely applies to psi! Spells cannot normally interfere with powers, Psionics included. When psis mix it up with spellcasters, remember that *no* spell – clerical, deathly, druidic, shamanic, wizardly, etc. – can detect, dispel, resist, or otherwise affect psi *directly* unless that's its explicit effect (see *Opposing Forces*, p. 29). Detect Magic, Dispel Magic, Pentagram, Spell Shield . . . all worthless against psi.

On the flipside, Dispel Psi can't remove magic. A psionic Mind Shield resists other psi, not Mind Control spells. Psychic Sensitivity is blind to magic, however "psi-like." A mentalist counters magic with high Will and the Mental Strength skill, and may face his nemesis in Body Control spells – especially if he's a pasty, low-HT geek!

Physical effects *can* cancel out, though. The weakest Resist Fire spell is proof against Pyrokinetic Bolt, while Ergokinetic Shield resists damage from spells like Fireball. The same goes for lingering effects on minds and bodies: If a psi makes somebody crazy with Madness or fries a brain with Mind Stab, a cleric can cure the victim with Relieve Madness or Great Healing, while if a wizard casts Darkness or Invisibility, a mentalist can see right through it with Psight.



Which Is Better?

Neither! The two can often generate similar effects – flame blasts, levitation, terror, etc. – but the GM should never lose sight of how they're balanced:

Magic has three main advantages over psi.

1. It doesn't attract the attention of psionic bugaboos.
2. It can produce many more effects. There are a couple of dozen psi abilities; there are *hundreds* of spells!
3. Its abilities – spells – cost few points. A spellcaster can buy a new one for just a point.

Psi has three main advantages over magic.

1. It doesn't rely on external mana, natural energy, spirits, or sanctity. There's no such thing as a "no-psi zone."
2. Defenses against it are *rare* – mostly possessed by other psis – while anti-magic (Moly amulets, Magic Resistance, Dispel Magic spells, etc.) is *common*.
3. Its effects require little time or energy, most often just a one-second combat maneuver and 1 FP.

If that *isn't* how things are, the GM is Doing It Wrong.

Who Would Win?

Whichever side has more thugs and the advantage of surprise!

KEEPING PSI SANE

You can't keep psis sane, but you can prevent them from ending every encounter with ". . . and I take over his mind." Specific defenses against psi should be rare, as explained in *Psi vs. Magic* (above) – the GM owes every PC time in the spotlight,

and mentalists are no exception. General countermeasures against the supernatural are *not* rare, though. The GM *also* owes every hero a challenge!

The Drawbacks of Psi

Psi's own weaknesses are the first level of control, and usually enough:

- *The Rule of 16* (p. B349) is in effect. Most psi abilities capable of affecting others are *resisted*. A mentalist can buy up IQ, Will, and Psi Talent, and even wield a fhtagn focuser (p. 26), but like a spellcaster, if his modified target is 17+, his roll is against the higher of 16 or the defender's resistance score.

- Psi attracts trouble! As *Power Modifier: Psionics* (p. 5), *Exploring the Dungeon* (p. 31), *Monsters* (pp. 32-33), *Perilous Encounters* (p. 36), and *What's the Use?* (p. 36) all strive to hammer home, the wages of overuse is monsters. If the GM enforces this fairly but firmly, those playing mentalists will learn that sometimes, it's better to fall back on weapons or let other delvers act.

- *Alternative Abilities* (p. 5) is a common option among mentalists. "It's impossible for multiple abilities in a set to have simultaneous effects" means precisely that. The GM shouldn't extend *any* slack in this regard – not when munchkins are getting 80% off!

- Psi is blind to magic (see *Psi vs. Magic*, p. 18) and affords *no* defense against HT-resisted spells.

Resistance Options

Two general countermeasures should see regular use:

- *All-Out Defense (Mental Defense)* (p. 34) is logical for *any* combatant, even a lowly orc auxiliary, who faces supernatural dangers. Once a psi or a spellcaster demonstrates his powers, foes who can do nothing better than lurk in the ranks anyway will select this maneuver out of basic self-preservation!

- Anyone with FP may use *I Resist Thee!* (p. 33) for a resistance bonus.

Resistant Foes

Some enemies in the dungeon might *already* possess gifts valuable against unnatural threats, psi included:

- Will! High Will – common among evil spellcasters, liches, etc. – can stave off Fear, Madness, Mind Blast, Mind Control, Mind Meld, Mind Reading, and Mind Stab.

- Size! Unlike magic, psi *doesn't* cost more FP on larger subjects. But targets that are Unliving (like horde zombies), Homogenous (e.g., crushrooms and stone golems), or Diffuse (erupting slimes, flaming skulls, toxifiers, etc.) *and* that have SM +1 or better may add their SM to resistance rolls against psi. That's Just How It Is.

Opposing Forces

Do anti-psi spells and counter-magical psi exist? Scholars say no. Magic and psi pass in the night, meeting only for long enough to let their champions bang heads – often in an armed duel. (Such contests see both sides promising not to cheat while the mentalist activates Battlesense and the wizard casts Shield.)

Should they exist? The GM decides, but probably not. Magic and psi differ as much as magic does from, say, Chi abilities. Spells exist to prevent injuries but wizards can't cast "Dispel Fists" on martial artists, while martial artists can wear meteoric gauntlets but not call shots to a wizard's Magery. So it goes for psi and magic!

Facts on the ground are 800+ spells for one point apiece vs. 24 expensive psi abilities. It may seem trivial to allow spells that handle psi, but that's the problem – a drop in the bucket for spellcasters would trivialize mentalists. Yet magic *is* the prime mover of the *Dungeon Fantasy* cosmos, defining pure casters and empowering bards, scholars, and shamans. Psi is an obscure niche. Making mentalists the nemesis of all magic-workers would be overgenerous.

The GM can allow "college of Psionics" spells anyway:

Spell	Works Like*	Prerequisites
Detect Psi	Detect Magic	Magery 1 or Power Investiture 1
Psiguard	Scryguard	Magery 1 or PI 1
Identify Psi	Identify Spell	Magery 2 and Detect Psi, or PI 2
Psiwall	Scrywall	Magery 2 and Psiguard, or PI 2
Seek Psi	Seek Magic	Magery 2 and Detect Psi, or PI 2
Analyze Psi	Analyze Magic	Magery 3 and Identify Psi, or PI 3
Psifool	Scryfool	Magery 3 and Psiwall, or PI 3
Psi Resistance	Magic Resistance	Magery 4, Analyze Psi, and Psifool, or PI 4
Psi Shield	Spell Shield	Psi Resistance or PI 4
Suspend Psi	Suspend Magic	Psi Shield or PI 4
Dispel Psi	Dispel Magic	Magery 5 and Suspend Psi, or PI 5
Suspend Psionics	Suspend Magery	Dispel Psi or PI 5
Drain Psionics	Drain Magery	Magery 6 and Suspend Psionics, or PI 6

* Valid targets change from spell effects, mages/magical creatures, and/or enchanted items to ongoing psi uses, psis, and/or psionic artifacts, as appropriate. To resist or penetrate spells, psis roll against the attribute that governs their ability. Suspend and Drain Psionics assail Unusual Background (Psionic), neutralizing everything that needs it as a prerequisite; psis resist with Will. Psis add Psi Talent to all these resistance rolls! The listed spells cost *quadruple* the energy of their magical equivalents if resisted, *double* otherwise.

But then psis can buy Dispel Magic (roll Will + Psi Talent vs. target spell), priced as Dispel Psi; Magic Sense (senses mages, spells, and/or all magic), priced as Psychic Sensitivity; Magic Shield (adds to Will to resist magic), priced as Mind Shield; and Spell Armor (DR vs. *all* spells), priced as Psychic Armor. And these *shouldn't* cost extra FP.

- Immunity (pp. B80-81) to all mind control is common among demons and undead. It totally prevents anything that dictates *actions, emotions, or thoughts*: the Fear, Madness, and Mind Control abilities; the Enthralment, Hypnotism, and Musical Influence skills; and the majority of spells in the Communication and Empathy and Mind Control colleges.

- Mental Strength (p. 15) is available to martial artists – and to ninja, who make fine bad guys.

- Mind Shield (p. B70) is a *standard* option on the cleric, demonologist, druid, martial artist, necromancer, ninja, shaman, and wizard templates. Demonologists, necromancers, and those ninja again are common foes, and clerics and wizards often go bad – or evil.

Specific Resistance

Adding the above abilities – and Resistant to Psionics (p. 14) – is a reasonable way to toughen a foe *intended* to challenge mentalists. Don't toss these traits on every monster; however! It's neither plausible nor fun for every member of a horde of IQ 8 pygmies to have Resistant to Psionics (+6). No, they should die horribly to Mind Stab.

Special Weapons

Certain items are useful for combating psis. Only enemies *expecting* psionic dangers should carry them, though (and delvers should get a chance to capture this stuff for use against the inevitable psis that the original owner was expecting!):

- *Concoctions* (pp. 24-25): *bloque* obstructs one psi ability completely, *clarity* boosts Will, *expunge* ends ongoing effects,

pshield grants Resistant, *psibane* takes out the Psionics power, and *pslay* takes out psis!

- Psiphobic equipment (*Weapons and Armor*, p. 24) is unaffected by psi. A shield can block Psychokinetic Lash and Pyrokinetic Bolt; a helmet gives *many* bonuses against psi.

*You weak-minded fool!
He's using an old Jedi
mind trick.*

*Your mind powers will
not work on me, boy.*

*– Jabba the Hutt, in
Return of the Jedi*

PSI IN THE DUNGEON

With that said, here are some notes on managing psis on adventures. This advice is keyed to the relevant pages in *Dungeons* whenever possible. Where a trait from Chapter 1 would be applicable, it appears in **boldface**. In all cases, Psi Talent assists rolls to use psi abilities (Psight, Telekinesis, etc.) but *not* skill rolls affected by these applications (Traps, Lockpicking, and so on) – although successful use often gives a bonus.

TOWN

Psi can be of some help even *before* hitting the dungeon. Two general notes apply:

1. **Mind Control** might seem like a “social skeleton key,” but it should be avoided. While not widely known, its effects will be regarded as dimly as those of Mind Control spells – namely, as assault. You might control your victim, but you won't control the mob with torches and pitchforks.

2. If Psionics is used in town, check immediately to see whether it scares up a psionic threat. If it does, the task in question fails *automatically* as the townies notice and react poorly to the psi, reality-distorting effects, or monster. Apply the usual effects of failure on top of the psionic woes!

See also *Scum and Villainy* (*Dungeons*, p. 4).

Getting Stuff Cheap

see *Dungeons*, pp. 3-4

Since delvers can't produce the goods in Chapter 2, no craft-rolls are permitted to reduce prices. If psionic artifacts are

for sale, though, adventurers may try Merchant or Streetwise rolls to secure cheaper prices. The people who sell this stuff *don't* sell to just anyone; these rolls are at -4 without **Unusual Background (Psionic)**.

For out-and-out shoplifting, a successful IQ roll to invoke **Telekinesis** gives +4 to the Filch roll, or permits a roll at DX-1 for psis without that skill.

Scoring Extra Cash

see *Dungeons*, p. 4

When using Gambling to make extra money, the **Psharp** perk can give from +1 to +3, but the psi risks being nailed for cheating; see *Psi Perks* (p. 14) for details. Alternatively, an IQ roll to use full-on **Mind Reading**, **Remote Viewing**, or **Telekinesis** gives +4. This is only pegged as cheating if the IQ roll fails.

On a pickpocketing spree, only **Telekinesis** helps. It gives +4 to the Pickpocket roll (or allows an unskilled attempt at DX-2). Treat failure with psi as failure at the task!

Finding a Quest

see *Dungeons*, p. 4

The GM may give free rumors to heroes who have the **Weird Dreams** perk. These tend to lead to psi-themed quests, often ones involving Elder Things. If so, rolls to learn further details aren't against Research. Use **Hidden Lore (Psi)** for psionic adventures, or **Hidden Lore (Elder Things)** for journeys into the outposts and lairs of the Things.

Even for more mundane adventures, the GM might want to concoct some hearsay for mentalists to stumble upon, in the spirit of *Tavern Tales and Moldy Books* (*Dungeons*, p. 17).

This, too, may arrive via **Weird Dreams**. Alternatively, it could be part of the mythology of psi, covered by a suitable **Hidden Lore** skill. For instance, the legend of a dark lord killed by a psi – exactly the sort of thing that mentalists would crow about – may well include mention of his treasure-filled lair.

And **Psychometry** on a suitable object could send the heroes on all manner of wild goose chases!

TRAVEL

Generally, **Levitation** is too fatiguing for extended use, and has no effect on travel times. However psionics can still help travelers.

Getting There Quickly

see *Dungeons*, p. 5

A psi with **Intuition** may attempt an IQ roll before setting out. Any success knocks 10% off travel time, failure adds 10%, and critical failure adds 20% and means the party is hounded by psionic monsters the entire way. The *maximum* time reduction from all means is still 30%.

Tracking

see *Dungeons*, p. 5

Psychometry – to pick up the impressions left by previous travelers – can substitute for Tracking. A psi with both **Psychometry** and Tracking may use his ability to get +4 to skill if he's familiar with the person he's following. To count as "familiar," the psi must have seen or touched his quarry, or know his True Name (*Summoners*, p. 25).

Following a *psionic* trail calls for either **Psychic Sensitivity** (when tracking psis) or **Transdimensional Sight** (if the way is marked in another dimension). The usual rolls for these gifts *replace* the standard Tracking roll but have the same effects. Terrain – at least that of the material world – is irrelevant.

EXPLORING THE DUNGEON

Psi is valuable in the dungeon, where its weird side effects often present less danger than the woes that canny use can avoid (and arguably add to the charm). However, if a use of psi brings monsters, these are *extra* monsters! Fighting them is the sort of thing that adds +3 to the odds of attracting the locals; see *Wandering Monsters* (*Dungeons*, p. 20).

Hidden Doors

see *Dungeons*, pp. 6-7

A psi actively using **Psight** to search for secret or concealed doors gets +3 to his roll *if* the concealment in question is thin enough not to block that sense – that is, has no DR. A successful IQ roll to use **Telekinesis** gives +4 to operate such mechanisms unless they have a minimum ST higher than the ability level.

Scouting Ahead

see *Dungeons*, p. 7

If the IQ roll is made and no psionic boojums pop up, **Remote Viewing** is a foolproof means of scouting.

Just remember its limited range: 10 yards at level 1-2, or 20 yards at level 3, doubled with extra FP. Within that range, this ability is as good as any Invisible Wizard Ear/Eye, and there's *no* chance of detection by non-psis.

When scouting in person, a psi with **Psight** has a huge advantage, as Sense rolls and rolls against Observation, Traps, Tracking, etc. will be unimpeded by darkness penalties. He can even spot *invisible* dangers! These benefits *can* be used with **Remote Viewing** if the two aren't alternative abilities.

Signaling

see *Dungeons*, p. 7

Telesend can do everything that Gesture can, error-free. It's slow and fatiguing to warn the entire party, however, which is why the **Coordinator** power-up is nice. Of course, a psi using **Mind Reading** on a single scout could remain with the party and verbally warn them of what lies ahead.

Task Mastery

A successful application of psi – requiring the gift's usual FP expenditure and success, attack, or resistance roll, if any – can sometimes grant a juicy bonus to a mundane task. If no roll is specified, assume IQ + **Psi Talent**. In all cases, the psionics must affect the same target as the skill. All examples noted elsewhere are repeated here for quick reference. A few *only* appear here!

Battlesense (ability): +level to active defenses.

Coordinator (power-up): +4 to Leadership, Strategy, and Tactics rolls for coordinating actions.

Empathy (ability): +3 to Detect Lies and Psychology.

Levitation (ability): +1 to retreat bonus to active defenses; +4 to Acrobatics or Jumping if willing to make contact, and to Flying Leap and Light Walk for psis with martial-artist or ninja skills.

Mind Reading (ability): +2 to Influence and Interrogation rolls, and to identify psionic afflictions; +4 to Detect Lies and to cheat at Gambling.

Psharp (perk): +1 to +3 to Gambling.

Psight (ability): +3 to Observation, Search, Traps, etc. to see things behind concealment with DR 0.

Psychic Sensitivity (ability): +2 to Observation, Search, etc. if seeking a suitable *psionic* subject who has *mundane* or *magical* concealment.

Psychometry (ability): +4 to Tracking vs. a *familiar* target; +Psi Talent/2 per level past the third to rolls for Exorcism, Traps, etc. on the target area (this normally requires a critical success with Psychometry 3, but see *Boosters*, p. 25).

Remote Viewing (ability): +2 to use Lockpicking, Surgery, Traps, etc. by looking inside the mechanism or subject; +4 to cheat at Gambling.

Telekinesis (ability): +4 where fine manipulation would help, including Filch, Lockpicking, Pickpocket, Surgery, Traps, and cheating at Gambling.

Telekinetic Tether (perk): +4 to Fast-Draw with the affected weapon (only).

Telesend (ability): +2 to Hypnotism and Leadership.

BREAKING AND ENTERING

Psychokinesis abilities shine here. They're no stealthier than physical means, though. Sundering a door with **Pyrokinetic Bolt** or picking a lock with **Telekinesis** has the same odds of attracting enemy attention as kicking in the door or using lockpicks.

Dungeon Parkour and Bridging Hazards

see *Dungeons*, pp. 7-8

Levitation is useful for getting around, but it has a limited ceiling. It can hurdle most *ground-level* threats, allowing a psi to overcome a 5'-10' vertical obstacle or hover over dangerous ground – even ice, water, or lava. To levitate above a narrow rope or rail that barely qualifies as a horizontal surface calls for an Aerobatics roll. And against a pit, the only effect is to shave off 5' to 10' of falling distance.

A psi who *knows* Acrobatics or Jumping can use **Levitation** for added stability. This requires contact as usual, meaning that anything bad on the surface affects him, but gives +4 to skill.

Picking Locks

see *Dungeons*, p. 8

A successful IQ roll to use **Telekinesis** gives +4 to a “hands on” Lockpicking roll *or* allows a “hands off” attempt without this bonus – handy for avoiding traps! Tools only matter in the first case; difficulty modifiers always matter. A psi who can use **Remote Viewing** to see inside a lock *and* who can see in total darkness (**Psight** helps) can claim *another* +2 either way.

Muscling Through

see *Dungeons*, p. 8

By making a successful IQ roll for **Telekinesis**, a psi can bash, force, bend, lift, etc. as forcefully as somebody with ST equal to his ability level, from up to 10 yards away. This is *extremely* convenient when there may be a trap!

TRAPS AND HAZARDS

The biggest edge that Psionics affords against dungeon dangers is *distance*: most of its abilities work from afar. This can enable the mentalist to search, disarm, and so forth from outside the danger zone. Perhaps the most important range to remember is 10 yards for **Telekinesis**.

Dealing with Traps

see *Dungeons*, pp. 8-9

When *finding* traps, **Psight** gives +3 to the roll if the concealment isn't heavy enough to afford DR. It doesn't help much against things like crossbows that shoot through holes in thick stone walls, though – or when the walls themselves are the menace, as with a crusher. And it can't spot supernatural traps, although **Psychic Sensitivity 3** is of use against psionic threats.

For *disarming* or *rearming* a trap, use the rules under *Picking Locks* (above), but with Traps instead of Lockpicking.

And **Levitation** is a great way to avoid an awful lot of traps. It *doesn't* exert a force on the ground – that would

imply sensible physics, and the Physics skill doesn't exist in *Dungeon Fantasy*. Thus, a levitator won't set off pressure plates, trapdoors, and so on. He might trigger *other* traps, though; see *Psionic Traps* (p. 35).

Tricks

see *Dungeons*, p. 9

Psi can be quite valuable against certain kinds of tricks:

- **Psychic Sensitivity 3** can reveal – and **Dispel Psi** can get rid of – a purely psionic trick such as a psychic illusion.

- **Mental Strength**, **Mind Shield**, and **Resistant to Psionics** improve resistance as usual against tricks that mess with the mind supernaturally.

- Any of **Empathy**, **Mind Meld**, or **Mind Reading**, used successfully, will uncover a trick that attempts to *fake* a mind; e.g., a clockwork automaton, or an illusion of a damsel who says, “Follow me! I'll lead you to safety!”

- *Many* psi abilities can help against tricks involving portals; see *Portals* (pp. 26-27).

Dangerous Stuff

see *Dungeons*, p. 9

When psi-related concoctions (pp. 24-25) are deployed as “gunk,” anybody with **Unusual Background (Psionic)** receives a Perception + **Psi Talent** roll just before he touches the stuff. Success means he realizes “something is wrong here” but gets no specific details! The lessons of Alchemy can be applied to *removing* the gunk.

Psychic poison (p. 27) loosely fits the definition of “gunk” and can only be handled via psi. Alchemy *can't* remove it.

Curses 101

see *Dungeons*, p. 9

If a curse is psionic in nature, **Psychic Sensitivity 3** or **Psychometry** can detect it if actively scanning for trouble. If Elder Thing symbols or artifacts are sitting around, they may warn of the curse; this calls for a **Hidden Lore (Elder Things)** roll. In the worst-case scenario, someone with **Unusual Background (Psionic)** gets a Perception + **Psi Talent** roll to realize that *he* has been cursed psionically.

Analysis of psionic or Elder Thing curses always requires a **Hidden Lore (Psi)** or **Hidden Lore (Elder Things)** roll, as appropriate.

Cleansing or *treating* such curses inevitably calls for **Dispel Psi**. Nothing a cleric or a wizard can do will help!

MONSTERS

Dealing with psionic monsters before combat breaks out involves the same methods used against other kinds of creatures, but often requires knowledge and abilities that only mentalists have. And many Psionics abilities are valuable against *ordinary* monsters. For more on the *stats* of psionic beasties, see Chapter 4.

Also, while it's been mentioned before, it can never be mentioned enough: Psis must be wary of overusing their abilities. Sooner or later, they'll attract *extra* monsters. If that leads to combat, then the rolls under *Wandering Monsters* (*Dungeons*, p. 20) are at +3.

Grimace and Glare

Psis may *voluntarily* spend extra FP to make their abilities work better. These can come out of personal FP, **Energy Reserve (Psionic)**, or the ER of a **Bonded Creature**. They *cannot* come from power items!

Their victims may spend FP to resist. These may come from personal FP – or from **Energy Reserve (Psionic)**, if they have it. Neither non-psionic ER nor power items help.

I Must Lift This Stone!

A psi can boost the level of his abilities, perhaps even gaining the “over-level” effects under *Boosters* (p. 25). Before attempting the actual feat, pick the desired level and roll against Will at -1 per 5% level increase (maximum 100%), rounded up, but at +1 per level of **Psi Talent**. This costs 1 FP *immediately* and counts as a use of psi. Any success means the ability works at the elevated level for one use if instantaneous (like an attack) or for one minute otherwise. Ordinary failure burns the FP to no effect. Critical failure means a roll on the *Psionic Encounters Table* (pp. 37-41).

Example: Ulli has Will 16, Psi Talent 3, and Psychokinetic Lash 3. He could boost Psychokinetic Lash to 4, or by 33%, at -7; to 5, or by 67%, at -14; or to 6, or by 100%, at -20. Adding Talent, his modified Will rolls would be 12, 5, or -1 (impossible!), respectively. Any of these stunts would add 1 FP per attack.

I Command Thee!

Whenever a psi needs extra oomph to offset range modifiers, deal with high-resistance foes, etc., he may pay FP for a bonus to his ability’s success roll. Each FP gives +1 to *that one roll*, to a maximum of +4 (4 FP). That’s it – no extra rolls, getting eaten, etc.!

I Resist Thee!

Whenever *anyone* wants to resist psi, he may pay FP for a Will bonus. Each FP gives +1 to *that one roll*, to a maximum of +4 for 4 FP. Again, that’s it!

Recognition

see *Dungeons*, p. 9

The skill to recognize and know the characteristics of psionic monsters is **Hidden Lore (Psi)**. The equivalent for Elder Things is **Hidden Lore (Elder Things)**. Ordinary Occultism will suffice for the latter, inasmuch as it will reveal “That there is an Elder Thing,” but it *won’t* identify abilities or weaknesses – not even on a critical success.

Negotiation and Trickery

see *Dungeons*, p. 10

Where a reaction roll is called for from monsters, remember that Elder Things *don’t* much care about Appearance, Charisma, Voice, etc. They’re far too alien. However, the reaction bonus from **Psionist** *does* work, meaning that a mentalist is often a better bet than a bard.

With ordinary monsters, most actual social tasks amount to applications of Influence skills or something similar: Acting, Diplomacy, Fast-Talk, etc. In *all* cases, a successful use of **Mind Reading** gives +2 to the roll to make a deal or trick a monster – and +4 to Detect Lies rolls made to tell whether the creature is lying – *if* the psi can understand the creature’s language (the **Your Tongue Is My Tongue** and **Mr. Universe** power-ups are handy here!).

Remember that **Hypnotism**, known to many mentalists, can be used for trickery – and gets +2 from a use of **Telesend**. Successfully using **Mind Control** gives results identical to a bard’s Enthralment skills for this purpose.

COMBAT

In battle, psis who specialize in resisted abilities should hang back to where they have a modified roll of 16 after applying **Psi Talent** and whatever range modifiers affect their favorite attack, since *The Rule of 16* (p. B349) makes getting closer somewhat

pointless. This lets them capitalize on their power’s range! Those who like **Psychokinetic Lash** or **Pyrokinetic Bolt** add **Psi Talent** when rolling to hit, and may want the **Gazer** perk.

Anyone fighting *against* psionic foes should charge in close if they can kill the enemy psis quickly, or else hang back to where the psis suffer crippling range penalties and pelt them with missile fire. Or shank them in the back.

Exploiting Weaknesses

see *Dungeons*, p. 10

To exploit the physical *or* supernatural flaws of Elder Things, delvers need **Hidden Lore (Elder Things)** – no other specialty will do. And be aware that while Elder Things often resemble evil spirits, they cannot be turned by True Faith (Turning).

“Onward to Victory!”

see *Dungeons*, p. 11

Psis using the **Coordinator** power-up get +4 to the Leadership, Strategy, and Tactics rolls for these stunts. That trait doesn’t make the mentalist a better general, but it *does* let him beam encouragement directly into his friends’ minds and silently pass along what he sees before enemies can react.

Recognizing Magic

see *Dungeons*, p. 11

Recognizing psi in combat works much like recognizing magic in battle, except that the roll is against **Hidden Lore (Psi)**. Someone who witnesses a psionic gift he possesses knows what’s going on automatically.

Speed Is Armor!

see *Dungeons*, p. 12

A psi using **Levitation** has a third dimension in which to retreat and enjoys an *extra* +1 to his active defenses when he does.

He can also substitute Aerobatics in any rule that calls for an Acrobatics roll – and his **Psi Talent** *does* help these Aerobatics rolls.

Taunt and Bluster

see *Dungeons*, p. 12

The notes under *Negotiation and Trickery* (p. 33) apply here as well. Of course, using **Mind Control 2** lets a psi do even better, turning his target into a temporary ally!

New Combat Maneuvers

Two new maneuvers come in handy when psi rears its head in combat. Both are equally applicable to magic.

All-Out Concentrate

You focus on one particular mental task, as for the Concentrate (p. B366) maneuver, but with more intensity. This gives you +1 to any rolls required to perform your ability, skill, spell, etc., at the cost of your active defenses.

When using an ability that requires multiple seconds of concentration, you may alternate between Concentrate and All-Out Concentrate maneuvers, but you only get the +1 if you All-Out Concentrate the *entire time*. If knocked down, injured, or otherwise distracted, you must make a Will-2 roll (the usual Will-3, at +1 for this maneuver) to maintain your concentration.

Movement: Step.

Active Defense: None, as for All-Out Attack (p. B365).

All-Out Defense (Mental Defense)

This additional option for All-Out Defense (p. B366) is valuable when you fear you may have to resist *supernatural* attacks. You get +2 to all resistance rolls against magic, psi, and anything similar. This bonus persists until your next turn. Your active defenses are unchanged.

Movement: Step.

Active Defense: Any.

AFTER THE BATTLE

Mentalists are feared inquisitors, and this is very much their role once the (physical) violence stops, since they can't actually heal anybody.

Prisoners

see *Dungeons*, pp. 12-13

Using **Mind Reading** to interrogate prisoners works well enough: +2 to standard Interrogation. As the rules note, monsters are ferocious and have bonuses to resist, which Bad Things Done by Greedy Munchkins (and Best Left Unsaid) are assumed

to cancel exactly. A mentalist with *any* offensive psi ability is definitely capable of Bad Things, and thus is no less suitable a torturer than the beefiest barbarian or most heartless thief.

Mind Meld is, of course, better. It can rip details about secret doors, trapped chests, reinforcements, etc. straight from the target's mind.

Patching Up

see *Dungeons*, p. 13

Identifying weird *psionic* afflictions requires a roll against **Hidden Lore (Psi)**, not Diagnosis. If the psi enters the victim's mind with **Mind Reading**, he gets +2 to this roll. Fair warning to mind-readers: Certain psionic afflictions are contagious, and even those that aren't can cause Fright Checks.

Treating such an affliction requires **Dispel Psi** in most cases. However, if a spell or skill would do, a psi who has risked **Mind Reading** can give the doctor +2 to rolls for treatment by using **Telesend** to share what he learned.

Searching the Bodies

see *Dungeons*, p. 13

Search rolls made with the aid of **Psight** are at +3 to find things under ordinary DR 0 clothing.

LOOT

The GM should reward mentalists about as richly as other delvers. Not every coffer and hoard needs to contain psi-related gear, but it's only fair for the party to find the sort of stuff described in Chapter 2 once in a while. And when tossing extraordinary treasures at the adventurers – see *Unique Items* (*Dungeons*, p. 29) and all of **40 Artifacts** for ideas – consider including the occasional artifact that only heroes with **Unusual Background (Psionic)**, and maybe even **Psi Talent**, can use.

Identifying the Good Stuff

see *Dungeons*, p. 14

Testing swag with **Psychometry** is an excellent way to identify storied or legendary items, and even to learn the story or legend. Some loot may be historically or supernaturally important enough to *trigger* this ability. If the 1 FP this consumes knocks out the psi, he *dreams* about the artifact!

There are many ways to identify psi-related treasure. For merely “ordinary” psionic treasure – psiphilic and psiphobic items, psi-related concoctions, etc. – **Hidden Lore (Psi)** will do for general recognition. **Psychic Sensitivity 3** can tell whether an item has psionic properties. And if the loot is *dangerous*, a psi gets a Perception + **Psi Talent** roll just before he touches it to know that maybe, just maybe, he shouldn't.

I'm gonna suck your brain dry! Everything you are is gonna become me.

– Darryl Revok, in *Scanners*

As for Elder Thing artifacts, the best tool is the **Elder Lore** power-up. This can spot such things passively, and even *analyze* them with enough time and effort. **Hidden Lore (Elder Things)** merely reveals that the item was made by Elder Things, not what it is or how it works.

DISPOSING OF THE SPOILS

Mentalists are advised against using **Mind Control** for this task in town; see *Town* (pp. 30-31) for why. This doesn't mean they're useless at selling things.

Getting a Good Price

see *Dungeons*, pp. 14-15

Those with **Unusual Background (Psionic)** are assumed to have the necessary social contacts to trade psi-related goods for their fair value. Everybody else does so as if their Wealth were a level lower than it actually is. That's just how psis are. Remember: bald, live in monasteries, associate with squiddly things.

DUNGEON DESIGN

The GM can design entire dungeons around psionic themes, but be careful with this – if only mentalists have a chance against the monsters and traps, then *everybody else* is useless. It's probably best to integrate psi-related elements into "ordinary" adventures. That way, the mentalist gets to shine against portals, psychic poison, etc., much as the wizard deals with magical dangers and the artificer puzzles out mundane technology.

In any kind of dungeon, though, **Psychometry** can give important clues right at the front door and almost anywhere else. Things like "Over 666 people have died here," for instance.

If there are particularly weird psionic resonances at work in a place, psis should get Perception + **Psi Talent** rolls to realize this. Details require successful use of **Psychic Sensitivity 3** – or **Transdimensional Sight**, if the dungeon is actually the entrance to another plane or has some sort of extradimensional overlay.

Archetype

see *Dungeons*, pp. 16-17

Recognizing the Elder Thing sectors of a dungeon calls for a *Per*-based roll against **Hidden Lore (Elder Things)**.

Area Information

see *Dungeons*, pp. 18-19

In dungeons built for psionic adventures, notes on which barriers, nasty surprises, etc. are *psionic* in nature – or have weird properties that Psionics can discern – are essential. Decide whether **Psight**, **Psychic Sensitivity**, **Psychometry**, and/or **Transdimensional Sight** can reveal extra information or is needed to get *any* information.

By the same token, if there are bad effects, be sure to note whether **Mental Strength**, **Mind Shield**, **Psychic Armor**, and/or **Resistant to Psionics** can help. Each of these has its own strengths and weaknesses. Attacks on a psi's *abilities* should be rare, but where they exist, never forget **True Will**.

Psi What?

Psi is *Dungeon Fantasy 14*, so it may come along late in campaigns that have been running since, say, *Dungeon Fantasy 1*. As a result, delvers – and players – are liable to find it weird if psionic monsters, traps, portals, artifacts, etc. start showing up more often than ever before. *Psi* is *meant* to be weird, but it's more fun if that weirdness is part of the heroes' adventures. A few ideas along these lines:

We were too blind to see. *Psi* was always present, but until the party added psionic heroes to its number, the adventurers had no way to detect it. This may be all that's needed in most campaigns – after all, mentalists didn't come along until *Psi* did. The GM can still squeeze an entire adventure out of this, though: An evil mentalist or Elder Thing rises to power using a "mundane" treasure that the delvers sold ages ago, which turns out to be a potent psionic artifact!

Strange new civilizations. The GM can keep *psi* under wraps until the party journeys to legendary parts – beyond the Heaven-Scraping Mountains, over the Boundless Sea, into the Eldritch Underworld – where powers of the mind are far more prevalent, perhaps supplanting magic. To have *psi* follow the PCs home, make them the *first* visitors from their homeland. Once the psis send emissaries (or draft the heroes as their agents), it won't be long before the genie is out of the bottle!

The stars are right. Worst of all, Things Man Was Not Meant To Know might be preparing to do something Really Big – whether on their own or (no) thanks to cultists. The result is weird energies flooding into the world, making psis and *psi* phenomena far more common than they have been in eons. See *The Horrible Truth* (p. 38) for further thoughts along these lines.

In all cases, for some thoughts on how non-psionic delvers could gain *psi* abilities in play, see *Going Mental* (p. 19).

All of this becomes especially important if a dungeon makes significant use of portals and teleporters, unless these are *magical* rather than psionic in character. Ideally, there should be some of each kind, so that psis are useful but not overwhelmingly so, and so that they don't show up wizards (and vice versa).

Three special features are especially interesting when the party includes psis.

Psionic Traps

A trap might be triggered only by those with **Unusual Background (Psionic)**. As that trait explains, *mostly* it's good . . . but it comes with some bad. Such traps are candidates for detection via *psi* abilities. Their *effects* need not be psionic, though! For instance, it's quite possible to have a crossbow trap that only shoots when a *psi* walks past, probably via something like a hair-trigger telekinetic toggle (p. 33).

Psiphobic Scenery

Locks, traps, doors, and even entire ceilings, floors, and walls can be psiphobic, just like weapons and armor (p. 34). *Psi* is completely ineffective on such things!

Psight gets no detection bonus to find them; **Psychokinetic Lash** and **Pyrokinetic Bolt** can't batter them aside; **Remote Viewing** won't see small ones or pass through large ones; and **Telekinesis** can't lift or otherwise manipulate them. Large barriers will even block **Mind Reading** and **Telesend** on friends and foes alike!

This is a measure to use sparingly, when there's a good reason. It makes perfect sense in an Elder Thing dungeon or the lair of a powerful evil mentalist. The occasional lich or sinister scholar might take such measures when it *really matters*. But overuse is unfair to those playing mentalists, whose powers get no discount for common countermeasures.

Pyramids

Any pyramidal structure *might* work like a pyramid hat (p. 27), aiding the recovery of FP for those with **Unusual Background (Psionic)**. These areas focus nasty psi, too – in particular, psychic poison (p. 27) does double damage. *Combat* in such an area won't be affected unless a psi somehow gains the ability to affect the entire area with something like **Mind Stab**. If he does, then everybody in the pyramid takes double damage!

Perilous Encounters

see *Dungeons*, pp. 20-28

It's wise to keep monsters that *only* psis can battle a sensible minimum. The mentalist should get to save the day occasionally, but killing monsters is what the barbarian, holy warrior, knight, martial artist, ninja, scout, and swashbuckler do. Unless the entire party is psionic, it's unfair for every threat to be an Astral Thing that only Mind Stab can affect – or worse, a mindwarper.

However, psis *do* attract psionic monsters – that's just a downside of their abilities. In general, the roll for this is 6 or less on 3d per noncombat use of psi or battle involving Psionics abilities. If a dungeon has psionic threats already, these odds rise to 9 or less but this check *replaces* one standard roll for wandering monsters. Don't "chain" wandering monster checks by having these encounters bring yet *more* monsters at 12 or less thanks to the +3 mentioned under *Exploring the Dungeon* (p. 31) and *Monsters* (pp. 32-33).

For examples of psionic monsters, see the mindwarper (*Dungeons*, p. 25) and the creatures in Chapter 4.

BEYOND THE DUNGEON

Given the connections between psi and Elder Things, and Elder Things and strange planes of existence, parties with mentalists may find themselves having extradimensional adventures. **Psychic Replica** and **Transdimensional Sight** serve to make psionic heroes useful on such quests, while **Psychic Sensitivity 3** can lead delvers to the right hole in reality. This GM may find pp. 39-42 of *Summoners* enlightening – the Ethereal and Astral Planes described there hold psionic entities, while the Outer Void is Outside Time and Space.

Exactly what these realms are like is up to the GM, but it's most fun if *everybody* can fill his role and do something useful. Like psionic monsters, "psis only" is a device best used sparingly. This doesn't mean that the place has to be anything like normal or sane, however – or that the heroes' abilities can't manifest in bizarre new ways!

Perhaps gear can't come along without the **Psychic Replica** perk or a summoner's Spirit Weapon perk, or unless it's something akin to a Spirit Knife (**40 Artifacts**, p. 15). Arriving naked will certainly enhance the value of mentalists – but also that of martial artists and those spellcasters who haven't become entirely dependent on items. And if *nobody* there has armor, then low-ST fighters (even pixies!) will discover that they can make a bigger difference in combat.

Maybe personal traits get twisted in strange ways. *Everyone's* punches and kicks may work like a mentalist's Mind Stab. Will and IQ might act like ST and DX when wielding weapons. Casters, mentalists, and others with supernatural powers could find some spells and abilities augmented, others muted.

To keep heroes who favor weapons from becoming worthless, it's wise not to go *too* far. Consider having self-image play a fundamental role, extending fitting benefits to the beefy and the battle-hardened. Remarkable weapon skill may be so ingrained in warriors that they can conjure bows, blades, and even armor of pure thought. Remarkable ST and HT could be indicative of strong life force that manifests across dimensions. And so on.

Alternatively, the place could be physical but twisted in some way – preferably in *several* ways. Everyone's movement might become three-dimensional. Space could be distorted, with physical attacks, psi abilities, and spells using different range modifiers from usual (for ideas, see the categories under *Boosters*, p. 25). Time could warp, too, affecting everything from FP recovery rates to the frequency with which Luck, Serendipity, and other meta-game traits can be used!

Supernatural effects are even more likely. Mana and sanctity levels might vary almost randomly. Fright Checks may be a daily occurrence – or supplant checks for wandering monsters. Or there could be lots of wandering monsters . . . and lots of Fright Checks.

Whatever things are like, monsters and threats – psionic or not – should be decidedly *weird!*

What's the Use?

What counts as a "use" of Psionics, potentially attracting psionic threats?

- Any application of Psionics that could challenge the resistance of or outright damage someone or something else.
- Any FP expenditure that produces psionic effects, whether through Psionics abilities or something like charging up psiphilic gear or guiding an arrow (see *Mentalist-Scout*, p. 18). Elder Thing tech that costs FP to activate counts even if the user *isn't* a psi! A continuous, uninterrupted burn of FP to keep any of these things active counts as *one* use, though, however long it endures.

Using Hypnotism, Mental Strength, or Mind Block never counts. Neither do "passive" uses of psi: Perception + Psi Talent rolls unassociated with abilities, merely wielding gear that demands Unusual Background (Psionic) but not FP, recovering FP with a pyramid hat, etc. And neither does benefiting from a psi perk or the following power-ups: Bonded Creature, Death Possession, Elder Lore, Psientist, Second Nature, Speed of Thought, and True Will.

CHAPTER FOUR

PSIONIC THINGS

The definitive downside of the Psionics power is the Bad Things it attracts when used with any regularity. *Power Modifier: Psionics* (p. 5) explains *how* this happens – and there are additional important details in *What's the Use?* (p. 36), plus a few notes under *Exploring the Dungeon* (p. 31), *Monsters* (pp. 32-33), and *Perilous Encounters* (p. 36). Here we discuss *what* happens.

Players are quite welcome to read everything here, but be warned: We're discussing psionics. Even mortal psis can read minds. Elder Things live Outside Time and Space, and can read your mind *in the future*. Whatever you believe you know, they *know* what you know, and they've already changed the details to thwart you.

That is, the GM is morally absolved for altering the details of psionic encounters if he thinks the players are getting too cocky! Psi is meant to be weird at the best of times, and loses that cachet if it's just a bunch of odds and statistics.

PSIONIC ENCOUNTERS TABLE

Whenever an active use of psi causes a "psionic threat" or "psionic danger" to appear – a roll of 6 or less on 3d, or 9 or less when the threat level is elevated – the GM may opt to consult this table. Keep both rolls secret, and consider rolling on the table after *every* appearance roll, even those that indicate no encounter. A mentalist's player ought to be nervous much of the time!

Roll 1d, 1d. Events marked with an asterisk (*) aren't monsters as such but more like bad luck, psionic backlash, or adverse psychic weather conditions. Most are caused by psionic parasites or Elder Things lurking Elsewhere; thus, horrid monsters *are* involved, they just aren't looking for a fight this time. If someone gets the brilliant idea of using Transdimensional Sight to look for such unseen tormentors, *let him*. He gets a Sense roll (with bonuses for Acute ESP and Psi Talent) to see the Things. Success means a Fright Check (p. B360) at a penalty equal to his margin of success – wasn't *that* fun?

As with all tables of this kind, if a result doesn't fit – or if the GM lacks the *Dungeon Fantasy* volume to which it refers – simply reroll or pick something different.

1, 1 – Aloakasa as-Sharak.

See p. 41. A force equal in size to the party steps out of the void 3d yards ahead. If the adventurers are high-powered, the GM should consider adding one or more leaders with additional Psionics abilities.

1, 2 – Astral Hounds.

See p. 42. Before they appear, roll vs. their effective Tracking-18 against psis. If the psi they're hunting (and *of course* they're hunting!) has Mind Shield active, subtract his level. Success means the hounds erupt into the real world from a corner *behind* the psi. Otherwise, they appear 3d-1 yards ahead. Two appear per party member, plus an alpha male; the alpha and two others go after the psi.

1, 3-4 – Astral Piranha.

The psi and anybody within two yards of him when the effect occurs suffers 1d HP of injury caused by nasty little things noshing on his *life force*. Victims with Psi Talent add their level to their injury! Psychic Armor protects – as do clerical or shamanic abilities, magic items, etc. that defend the soul – but other kinds of DR are worthless. The piranha appear, strike once, and then vanish all in one second; they don't hang around to fight.

1, 5 – Astral Squall.*

For 1d hours after this result comes up, all success rolls for Psionics made by the psi or anyone within 10 yards of him suffer a penalty equal to twice his Psi Talent, minimum -2. Monsters described as Elder Things *don't* suffer this effect – they carefully excluded themselves from the curse before setting it off!

1, 6 – Astral Things.

See p. 42. A number equal to half the size of the party starts attacking from the Astral Plane. If the adventurers *can't* or *don't* fight back, the harassment ends when at least one delver is incapacitated (on the Astral Things' next turn after that happens, they depart at Move 10). Parties that hit back are in it to the bitter end!

2, 1 – Brainer.

A monster only in the sense that it "attacks," a brainer is to all appearances a *stone*; a party without psis might pass dozens of these entities daily, mistaking them for pebbles alongside the trail or on the dungeon floor. Non-psis don't need to care about brainers, and the feeling is mutual. Brainers are shards left over from the primordial chaos – bits from which godlike beings assembled things like mountain and dwarves. Ordinary psis lack the rating to pilot them and get thwacked in the head. When a brainer shows up, it unerringly strikes the person who has the highest Psi Talent right in the *skull* for dice of piercing damage equal to half his Psi Talent level, rounded up: 1d pi at level 1-2, 2d pi at level 3-4, or 3d pi at level 5-6. Then it becomes inactive for 1d million years, and can be sold to scholars in town for \$120. If there's no possible way that pebbles would be in the area, reroll.

The Horrible Truth

All psi phenomena are the result of Elder Thing meddling. Eventually, using psi means encountering Things, while seeking Things means confronting psi.

Scholars promulgate a complicated theory that the Elder Things “engineered” living bloodlines to produce psionic gifts; this accounts for natural-born psis but not spontaneous ones. Wizards are confident that psi results from being bathed in Weird Energies from Outside Time and Space, which can precipitate effects immediately or in future generations. (Mad artificers and magic-workers mess with breeding *and* uncanny radiation!) Druids regard psi as an abomination against Nature, and struggle to grasp why their magic can’t oppose it or how living things can possess it. Many clerics believe that psi is what Power Investiture looks like when granted by Things Man Was Not Meant To Know.

They’re *all* right.

Elder Things can’t visit normal time and space for long in native form, so they scheme. Some breed (or to beings that perceive time, *bred* – eons before even the elves) servitor races. Others try (tried) interbreeding with natural life, thereby perverting Nature with elder-spawn. Still others attempt (attempted) to metamorphose into living things – dark ones, mainly, although mindwarper are alive, sort of.

Over time, *every* material species ended up with Elder Thing taint – how else to explain squid and taxmen? This mostly remains dormant, but rarely, it’s strong enough to awaken. It’s *much* more likely to emerge in individuals exposed to the Weird Energies of the Things’ home, however briefly; e.g., by witnessing a Thing entering or leaving reality, utilizing Elder Thing artifacts, or stepping through the wrong portal. The odds of any of this happening are higher if you’re in a “Squid Cult” that regularly treats with Elder Things.

And manifested taint is psi. (You saw that coming? Perhaps you’re psionic!) Thus, dimensional travelers and collectors of weird artifacts have greater odds of being psis, and cult priests *often* possess Psionics instead of Power Investiture.

It’s a two-way street, though. Using psi sends ripples Beyond Time and Space – how did *you* think ESP worked? This draws the multitudinous eyes of the Things, who don’t perceive the flow of time and therefore show up thinking you’re an ally requesting aid, more likely an enemy messing with reality, or worst of all a *slave* (um, *worshipper*) offering propitiation. When they see you’re just some fool adventurer, they get annoyed and try to kill you.

2, 2 – Chaos Monks.

See p. 42. One monk appears per party member. While they enter the material world through some sort of portal, they do so out of sight. Then they dramatically step or leap into view from behind trees, around a corner, etc.; in a tavern in town, they might throw back their hoods to reveal their true nature. They make it clear through gesture that they only want to fight the *psis*. If the heroes are honorable, and only the psis get involved, the chaos monks will send an equal number forward and leave when the battle is over. If other delvers wade in, it becomes a free-for-all! Against high-powered PCs, the GM may wish to use progressively more capable master monks.

2, 3 – Flying Squid Monster.

See p. 43. The FSM appears directly overhead, 10’ off the ground, and immediately attacks. Unless a party member gets a warning from Danger Sense or is using Psychic Sensitivity 3, the initial attack will be two *surprise* blows (no defense possible) against the person who accidentally summoned it.

2, 4 – Fuzzies.

See p. 43. A pair pops into existence, one on either shoulder of the psi.

2, 5 – He Has A Beard!

For 1d hours, the psi is replaced by a parallel-world equivalent, a being with his gear, abilities, and appearance. The doppelganger introduces himself as such, and the player of the disappeared delver gets to play him. So what’s the catch? First, if the double dies, the original is *gone* (but hey, if the player manages to get an equally capable duplicate killed, he wouldn’t have fared any better with his real character). Second and much worse, the replacement is a *mental opposite*.

He won’t hose his temporary allies – after all, he wants to return home, too – but whenever one of the original hero’s disadvantages would dictate a course of action, his stand-in follows the exact opposite path! Finally, anything the copy had on him when he appeared, and any goods he borrows, loots, or steals, will disappear when the time is up. The original only ever returns with the gear he had when he vanished . . . that, and stories of being treated badly by his friends.

2, 6 – Heeeeeeeere’s Spawny!

For the briefest instant, a Thing Man Was Not Meant To Know shows up in the flesh – or ectoplasm, or whatever It is made of – if there’s enough room (e.g., in a vast cavern, outdoors, or underwater), or as a projection otherwise. Anybody who perceives It using any ranged sense must make a Fright Check (p. B360) at *-10*. Those who are Unfazeable, like many monsters, aren’t exempt but get +7, mitigating the penalty to a measly *-3*. The usual +5 for “heat of battle” *never* applies; the thought of a Thing about to enter combat with you offsets any adrenaline high you may be on.

3, 1 – Major Ghost.

See *Summoners*, p. 22. It’s lurking in the Astral Plane when the psi foolishly calls it. It isn’t stupid – it won’t try to possess the psi (who’s doubtless a tower of iron will) but someone else, preferably a party member! It will systematically target those nearby until either it succeeds or it fails six times (costing most of its FP). Each failure gives those who can see spirits, including psis using Transdimensional Sight, a Sense roll to notice it. If it possesses someone, it gains that person’s physical traits but retains its own mind; thus, it can’t use the target’s skills or special abilities other than great ST, Claws, etc.

It will try Finger of Doom to paralyze the psi and then fly at him grappling, punching, etc. It will flee if it fails at possession, is exorcised using Exorcism or Remove Curse (see *Dungeons*, p. 9), has its possessed body incapacitated (which means beating up a friend or a townie . . .), or incapacitates the psi.

3, 2 – Mindwarpers.

See *Dungeons*, p. 25. One Thing per five party members (or fraction thereof) appears 10 yards distant – *behind* the heroes on 13 or less on 3d! When facing several, a delver need only make *one* Fright Check for Terror, but rolls at -1 for five mindwarpers or -2 for (yikes!) 10. A mindwarper's DR doubles as Psychic Armor 10, providing DR 10 vs. mundane, magical, and psionic attacks. Its Dependency on mana reflects its use of mana to remain in the mortal world, and “death” from mana deprivation merely sends it away . . . for now. Mindwarpers are tough, and if the GM doesn't want to kill a low-powered group, they may cut a deal that sees the adventurers sent through a portal to perform an illegal, immoral, and/or dangerous deed.

3, 3 – Negative Odic Flux.*

Psychic poison (p. 27) oozes in from Elsewhere, filling the psi's hex. It may settle on him as he sleeps, suddenly boil up around him in combat, etc. As soon as he moves, it dissipates – and if he *keeps* moving (such constant shuffling gives -5 to Stealth), it won't build up enough to affect anyone. But if he stops for so much as a second, too bad! This effect doesn't vanish until it has inflicted a total of 20 HP, although the psi can attempt to share the hate by grappling foes, while heroic friends can volunteer to hug him and absorb the hurt.

3, 4 – Negative Probability Flux.*

What a fancy name for a curse! The psi suffers temporary Unluckiness (p. B160). At some point after this roll comes up, the GM gets to hose him exactly as that disadvantage describes. This can sit on the ledger for as long as the GM likes. Multiple instances mean several unlucky breaks.

3, 5 – Neuroids.

See p. 44. A flock half the size of the party flies straight out of the nearest solid cover, targeting random party members (not just the psi!).

3, 6 – Nightmares.*

The psi experiences terrible nightmares when he next sleeps. If the GM feels evil, he can lead with “You're suddenly awakened by . . .,” followed by a believable encounter for the area (attack, innkeeper demanding rent, etc.). He need not tell anyone that it's all just a dream, because it isn't – the heroes are visiting the Dream World! Events get progressively weirder (roll on this table if short on ideas) until somebody decides it's a dream and willingly accepts a terrible fate without defending or resisting, whereupon everybody wakes up in a cold sweat an instant before he would be struck down. Items lost or used up reappear, but FP or Energy Reserve spent during the dream adventure are drained, and everyone has psychosomatic injuries equal to half any HP lost, rounded up. If the GM feels kind, all that happens is that the psi wakes up missing 1 FP (and if he has an Energy Reserve, 1 ER point) that he can only regain through sleep, and suffers -1 to all skill and Perception rolls for the rest of the day. By alternating these outcomes and *real-world* events, even frequent psionic nightmares can be made unpredictable – and rules lawyers who go around saying “It's just a dream!” all the time should be reminded that they must take one on the chin to prove it.

4, 1 – No-Brainers.

See p. 44. Elder Things came through here once and killed lots of folks. A horde of no-brainers equal to *three times* the party's size erupts from the ground, walls, nearby tombs, etc., scattered through a rough circle 8 yards in diameter, centered on the psi. It takes each zombie two turns to stand up, break out, or whatever, which the heroes can use to regroup or take free shots. Then the things close the circle, trying to mob and grapple the psi, who of course has the tastiest brain.

4, 2 – Odifiers.

See p. 44. These demons, tortured by Elder Things, have mistaken the psi for one of their tormentors and are seeking vengeance. A number equal to half the size of the party materializes 4d yards ahead.

4, 3 – Oops, I Tore It!*

The psi tears a hole in reality. When it manifests, consult the diagram on p. B414 and roll 1d for its direction from the psi, 1d for its distance in yards, and 1d for its lifetime in minutes. Anything with a mind (IQ and Will 1+) at the psi's distance from it *or closer* is sucked toward it irresistibly at Move 1, regardless of personal ST or Move; inanimate objects are unaffected unless worn or carried. On reaching the vortex, each victim gets a HT roll modified only by Resistant to Psionics. Success teleports him outside the danger zone in a random direction. Failure indicates immediate teleportation to someplace he has visited; roll 1d: 1-5 means the effect taps recent memories, and he goes to an earlier area in *this* dungeon, town, wilderness, etc.; 6 means a location from older memories, such as an area in *another* dungeon, town, or wilderness. If the GM doesn't want to risk splitting the party, reroll.

*People need hard times
and oppression to develop
psychic muscles.*

– Emily Dickinson

4, 4 – Probability Distortion.*

For 1d minutes after this effect manifests, the psi and anyone within two yards of him must roll all success rolls three times. Then roll 1d: 1-3 means he gets the *best* result, as for Luck; 4-6 means he's stuck with the *worst* result.

4, 5-6 – Psionic Parasites.

As *Astral Piranha* (above), but the mites are suckers instead of biters, and drain 1d + Psi Talent worth of FP from their victims.

5, 1 – Psychic Flu.*

The psi catches an icky psionic malady, no thanks to lurking Elder Things who have it themselves and sneeze on him. The ability that triggered this result – and any of its alternatives – becomes unreliable for 1d days. Whenever the user tries to invoke it, roll 3d *after* he spends FP but *before* it would do anything. The ability works on 14 or less. Repeated instances of this result bump these odds down to 11, 8, and then 5. The Cure Disease spell can remedy this, but is always at -5.

5, 2 – Skull Fungus.*

Once the psi's head is inoculated with the spores of this dreaded opportunist, the GM should quietly tally the FP the victim spends on his abilities, because the energy helps feed the affliction! A Vision roll at -27 is needed to notice the infection, assuming no headgear; hair gives an extra -4 (another good reason for mentalists to shave). Each FP spent removes -1 from the penalty as the spores develop into a slight discoloration of the scalp through fine fuzz to writhing cilia. While the crud can be removed once detected, it's *tough* – the needed scraping, acid, fire, etc. inflicts HP of injury on the patient equal to the half the FP tally, rounded up. If left in place, the fungus does nothing until the tally reaches 27, at which point it encases the top of the skull and stops growing, but *doubles* the host's FP costs for psi until removed. The fungus isn't psionic and can't be detected as such; it's no animal or plant, as any scholar will tell you, so Animal and Plant spells don't work; and it isn't a disease that responds to Healing spells or any other attempt to cure (or spread) it. The fabled druidic Fungus spells *do* affect it normally, though.

5, 3 – Spatial Distortion.*

For 1d minutes after this consequence kicks in, space is badly warped for the psi and anybody within two yards of him. Any moving person or ranged ability, attack, sense, or spell must roll 1d per yard its path takes across the area. Using the diagram on p. B414, the victim, projectile, etc. is in the hex marked "Target" and "1" is the intended next hex, but the die roll indicates the *actual* hex. Roll 1d again for the new facing or direction of travel on arrival!

5, 4 – Stare Into The Abyss.*

Note the psi's margin of success or failure for the feat that triggered this outcome; it's just as bad to be too clever as it is to be incompetent here. He glimpses the Elder Things behind all of reality – especially the ones that haunt *him* – and they wave back. He must make a Fright Check (p. B360) at a penalty equal to his margin.

5, 5 – Tag!*

For the next 1d hours, the psi is marked by an extradimensional beacon that disturbs and *annoys* those around him. Others' rolls to detect him (and, by extension, his party, unless they abandon him) get a bonus equal to his Psi Talent, minimum +1. In social situations, reaction rolls suffer a penalty of the same magnitude.

5, 6 – Temporal Distortion.*

The feat that caused this result comes undone in time – it never happened! If rolling after a combat during which psi was used, both sides are teleported to the battle site, with all combatants alive and all scenery in original repair, to duke it out again. Otherwise, the outcome of the use is canceled: a portal suspended with Dispel Psi reopens, a slave under Mind

Control turns on his master, a lock picked with Telekinesis clicks shut, etc. This is often *subtle*; e.g., if the lock to a room with treasure wasn't opened after all, the loot may vanish from backpacks. If the result was strictly *information*, then when the delvers act on it, it proves to be fatally flawed; e.g., a password obtained using Mind Meld is wrong, or Psychometry confused murderer with victim. If "reverting" the result would be too annoying, reroll.

6, 1-3 – Threshold Incident.*

Roll again on this table. Whatever the result, a shadow of that encounter happens, but the psi gets lucky – for now. (If this result comes up twice, the psi's *own* shadow startles him!) Monsters materialize, glare balefully, and then vanish;

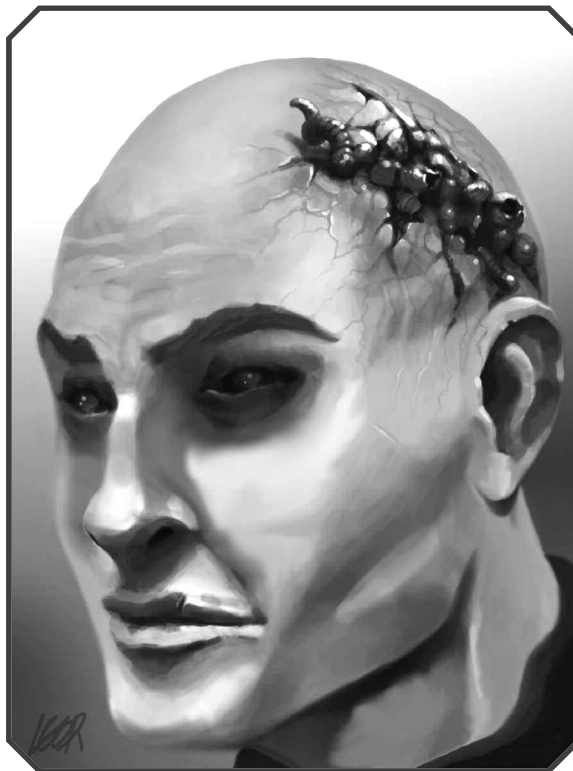
a brainer (p. 37) just misses the psi and cracks into the wall behind him; a party member briefly has glowing eyes and a spinning head, as though possessed by a major ghost, for long enough to say something disturbing (perhaps a clue from the GM); and so on. This *always* happens just as the psi attacks or defends in combat, uses psi, or otherwise does something stressful. The GM should delay the incident until a suitable opportunity arises. When the event occurs, it distracts the psi: -2 to most success rolls or -1 to active defenses, and if taking an Aim or Concentrate maneuver, he must attempt the usual Will roll or lose its benefits.

6, 4 – Throwdown!

When this encounter occurs, roll 1d for the radius in yards of the cylindrical "stasis field" that surrounds the psi, shoving everybody but *him* directly away from the center. The field is twice his height, closed at the top and bottom, transparent, and invulnerable to anything that isn't expressly Cosmic; this will usually leave the psi's friends outside, able to see but not help him. The instant this zone forms, an exact double of the psi appears, with his abilities, gear, injuries, etc. This arrival, with the GM playing his part, proceeds to duel the psi to unconsciousness. As they have identical stats, roll dice to see who acts first. When the contest ends, the victor may select *one* article off his rival as his prize. Then the field disappears along with the visitor and all his possessions, plus (if he won) or minus (if he lost) an item.

6, 5 – Void Elementals.

See *Void/Sound/Ether Elemental (Summoners*, p. 30). These specimens are resistant to psi rather than magic: Damage Resistance has Limited, Psi (and is essentially Psychic Armor 1) and all Magic Resistance becomes Resistant to Psionics at the same level. One elemental appears per party member; roll 1d for lens: 1-2 is Enigma, 3-4 is Nothingness, and 5-6 is Discord.



They're led by an elemental with the Abyss lens, which double-teams the psi. Each monster emerges from the void a yard from its target, staring directly into his eyes. While these aren't especially tough enemies, remember that they're Diffuse and thus slow to take down, and that Enigma has Terror that affects everyone while Discord can cause pain in an area, so the potent Corrosion Attacks of Nothingness and Abyss might strike home with greater ease!

6, 6 – Wormhole.*

One *small* article (1 lb. or lighter) in the psi's possession vanishes for good. It won't be his power item or anything in hand, but it may be coins, a dagger, etc.; roll randomly. Multiple instances steal several items. If the psi has nothing suitable, reroll. Lost objects go down a wormhole and now Elder Things have them Outside Time and Space. If the Things come across the ex-owner later, they'll flaunt his former property to torment him. Such an encounter (e.g., seeing one's lucky hat perched atop an Unspeakable Horror) is grounds for an extra -1 to Fright Checks!

Timing

The encounter occurs *when the GM feels it would be fun*. While this might be right away, that need not be the case. Optionally, roll 1d (and keep *this* result secret, too):

- 1 – Immediately! Out of combat, the instant the ability activates. In combat, the moment the last foe falls and before healing or regrouping is possible.
- 2 – When the psi next uses any of his gifts. If *that* use generates an encounter, *both* threats appear at once!
- 3 – When the party next pauses to scout, disarm a trap, read an inscription, etc.*
- 4 – Partway through the party's next battle.*
- 5 – When the party next makes camp. Roll randomly for whose watch gets hit.*
- 6 – On the trek back to town, the next adventure, etc.*

* If multiple incidents with this timing accrue before a suitable juncture, they all go off at once when triggered: a battle is suddenly deluged with monsters, the camp is besieged, or the journey home is perilous.

*Everything that has
transpired has done so
according to my design.*

*– The Emperor,
in Return of the Jedi*

Duplicate Results

Except as noted, if the same result comes up more than once – for whatever reason – monsters show up in greater numbers (a full set per result), ongoing effects add duration, and effects that inflict HP or FP multiply damage by the number of instances (e.g., two swarms of astral piranha deliver injury equal to 2d + *twice* Psi Talent, while two doses of negative Odic flux cause 40 HP of wounds).

Target

Everything here troubles the whole party, but since the psi is the delver who received a discount on his cool powers, he should get it first and worst. That said, if the group has several mentalists, the GM is within his rights to abuse them all equally. Elder Things aren't fair and won't spare anyone, but they especially go after psis. Having lots of psis in one place is a *terrible* idea!

PSIONIC MONSTERS

These monsters are intended for campaigns that use *Psi*, but the GM can throw them into *any Dungeon Fantasy* adventure. Be aware that some of these creatures are liable to give parties without mentalists a hard time. Others are fairly balanced but not as sensible (or fun!) if there are no psis to bother.

The question of how most of these entities show up is deliberately left unanswered. While Astral Things stay on the Astral Plane and no-brainers lurk in the same places as other zombies, the rest just “appear,” “enter the material world,” “materialize,” or “step out of the void.” They can leave the same way. Elder Things are doubtless behind it all, exploiting instantaneous portals (pp. 26-27) to position assassins in the heroes' path or send creatures to silence an annoying psi.

Aloakasa as-Sharak

This rare variety of as-Sharak (*Dungeons*, p. 21) has vowed to hunt psis. It resembles its sorcerer brethren in most regards, but has psionic capabilities instead of magical ones. When it appears in response to psionic activity (only), its unique Higher Purpose gives it +1 on all rolls to battle the individual who accidentally summoned it.

ST: 18	HP: 18	Speed: 6.50
DX: 14	Will: 14	Move: 6
IQ: 10	Per: 14	
HT: 12	FP: 12	SM: 0
Dodge: 10	Parry: 12	DR: 2

Bite or Front Claw (16): 1d+2 cutting. Reach C.

Mind Stab (18): Mind Stab 2 (p. 9), with effective Will 18.

Unlike standard as-Sharak cone attacks, this affects only a single target but can be used more than once a day, limited only by FP supply.

Hind Claw (14): 1d+3 cutting. Reach C, 1.

Weapon (16): Shamshir (3d+1 cutting *or* 1d+3 impaling). Reach 1.

Traits: Combat Reflexes; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Higher Purpose (Punish psis who disturb the peace); Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (No Blood, No Vitals); Night Vision 5; Psi Talent 4; Psychic Sensitivity 3; Supernatural Durability (Can only be killed by supernatural damage); Unusual Background (Psionic).

Skills: Brawling-16; Broadsword-16; Mental Strength-16; Stealth-14.

Class: Demon.

Notes: Some wear armor; if so, add armor DR to natural DR 2.

Treat a shamshir as an ordinary cavalry saber (p. B271); this may be psiphilic, capable of carrying Mind Stab! Powerful leaders with extensive Psionics abilities (anything in Chapter 1) are rumored to exist. Unwilling to negotiate. Truly evil.

Astral Hound

Astral hounds are big, *hairless* wolf-things with black hides and sinister glowing eyes. They tirelessly stalk psis from the Other Side. Once they locate their quarry, they bay to draw the attention of their masters, who slip the leash by opening a portal.

ST: 16 **HP:** 16 **Speed:** 6.00
DX: 12 **Will:** 14 **Move:** 9
IQ: 4 **Per:** 14
HT: 12 **FP:** 12 **SM:** +1
Dodge: 9 **Parry:** N/A **DR:** 2

Bite (14): 1d+1 cutting. Reach C, 1.

Traits: Acute ESP 4; Doesn't Breathe; Doesn't Sleep; High Pain Threshold; Immunity to Metabolic Hazards; Indomitable; Night Vision 2; Psychic Sensitivity 1; Quadruped; Resistant to Psionics (+5); Unusual Background (Psionic); Wild Animal.

Skills: Brawling-14; Tracking-14 (18 vs. psi).

Class: Elder Thing.

Notes: While not sapient, astral hounds use effective pack tactics. Each pack has an alpha male with ST 17, IQ 5, HP 17, Will 15, Per 15, damage 1d+2 cutting, and Tactics-12.

Astral Thing

These shadows dwell in the Astral Plane but can reach into the mortal world to attack with a visible touch that resembles a black hand emerging from empty space; this can be dodged, but not blocked or parried. The only way to combat them is with effects or items that affect insubstantial opponents – any Psionics ability or spell resisted by IQ or Will counts, but physical attacks (including Psychokinetic Lash and Pyrokinetic Bolt) don't. Mind Stab is an ideal tool for the job. A party that lacks such measures is in trouble.

ST: 10 **HP:** 10 **Speed:** 5.00
DX: 10 **Will:** 10 **Move:** 10 (Air)
IQ: 10 **Per:** 10
HT: 10 **FP:** 10 **SM:** 0
Dodge: 8 **Parry:** N/A **DR:** 0

Chilling Touch (12): Drains 2 HP (toxic) and 2 FP (fatigue) per touch. This damage ignores *all* DR but Psychic Armor and clerical or shamanic abilities, magic items, etc. that defend the soul. Reach C.

Traits: Astral Entity (Insubstantiality has Affect Substantial); Dark Vision; Fragile (Unnatural); Frightens Animals; High Pain Threshold; Indomitable; No Legs (Aerial); Unfazeable.

Skills: Brawling-12.

Class: Spirit (Extradimensional).

Notes: Affected by anything that influences spirits, including such spells as Pentagram, Repel Spirits, Sense Spirit, and Turn Spirit. Unwilling to negotiate. Truly evil.

Chaos Monk

Chaos monks are hairless, man-sized humanoids with decided odd physiologies; no two look alike. One may have sewn-up eyes but an eyeball where its mouth should be, while another has mouths where its ears, eyes, and nose should be, but nothing where its mouth would go. Spiky bits are likely, especially poking out of the face and scalp. The exact configuration is cosmetic – all see, hear, and make freaky sounds, with or without the necessary body parts.

Theories vary as to what chaos monks are: Elder Thing creations (like dark ones and elder-spawn), future-folk with strange body art, weirdoes from another dimension, etc. Whatever the truth, they consider themselves watchmen who punish cocky psis. They appear, bow gracefully, beat any psis present (and anybody who helps those psis) to a pulp, and then bow gracefully again and vanish.

ST: 13 **HP:** 13 **Speed:** 7.00
DX: 16 **Will:** 14 **Move:** 8
IQ: 10 **Per:** 10
HT: 12 **FP:** 12 **SM:** 0
Dodge: 11 **Parry:** 12 (x2) **DR:** 4 (Tough Skin)

Curse: Once every 30 minutes of game play, can make a victim it can see reroll any one success roll twice and take the *worst* of the three rolls. This cannot be resisted!

Kick (15): 1d+3 crushing. Strikes *as a weapon*. Reach C, 1.

Punch (17): 1d+2 crushing. Strikes and parries *as a weapon*. Reach C.

Traits: Combat Reflexes; Extra Attack 1; Fanaticism; Luck; Resistant to Metabolic Hazards (+3).

Skills: Acrobatics-15; Hidden Lore (Elder Things)-12; Hidden Lore (Psi)-12; Judo-16; Jumping-16; Karate-17; Mental Strength-17; Stealth-15.

Class: Mundane.

Notes: Extra Attack allows *two* attacks per turn. Master monks may have higher Move (up to 16) and DR (up to 8); a curse that works every 10 minutes; Extra Attack 2 or 3; higher skills (+1 to +5 to any skill); and/or additional chi skills (*Adventurers*, p. 22) chosen from among Blind Fighting-13, Breaking Blow-14, Flying Leap-14, Kiai-16, Mind Block-19, Parry Missile Weapons-20, Power Blow-18, and Pressure Points-14.

All the evil in the universe was concentrated in their lean, hungry bodies. Or had they bodies? I saw them only for a moment, I cannot be certain.

– Frank Belknap Long, “The Hounds of Tindalos”

Flying Squid Monster

This extradimensional squid is not unlike a kraken (*Allies*, p. 10), but has no need for water and can hover 10' off the ground using psionic levitation. It can reach up to three yards to grapple or strike, and attacks twice per turn. While any FSM accidentally met by a psi is likely the "animal ally" of some Elder Thing, rumors tell of free-flying ones that have become the objects of cult worship.

ST: 21 **HP:** 21 **Speed:** 6.00
DX: 12 **Will:** 12 **Move:** 6 (Air)
IQ: 6 **Per:** 10
HT: 12 **FP:** 12 **SM:** +1
Dodge: 9 **Parry:** 10 (x6) **DR:** 2

Beak (14): 2d+1 cutting. Reach C, 1.

Strike (14): 2d+1 crushing (x2). Reach C-3.

Torso Grapple (14): No damage, but on further turns can squeeze (*Choke or Strangle*, p. B370) as ST 18 or win a Quick Contest of ST 23 against the best of opponent's ST, DX, Judo, or Wrestling to pull him to its mouth. Reach C-3.

Traits: Doesn't Breathe; Doesn't Sleep; Double-Jointed; Extra Arms 4; Extra Attack 1; High Pain Threshold; Immunity to Metabolic Hazards; Indomitable; Levitation 2; Long Arms (+3 SM); No Fine Manipulators; No Legs (Aerial); Unfazeable; Unusual Background (Psionic); Wild Animal.

Skills: Aerobatics-14; Brawling-14; Wrestling-14.

Class: Elder Thing.

Notes: Torso grapple assumes two arms. Each additional arm used gives +2 to skill and +2 to ST (for either application). Far too alien to negotiate!

Fuzzy

Fuzzies are fluffy balls about 3" across. They always manifest in pairs, popping into existence when a psi uses his abilities *just so*, a critter appearing on either shoulder. Psis usually squish them; any attack will do. However, unless both are killed at *exactly* the same instant – such timing gives -4 to both attacks, in addition to the -6 for small size – one is dispatched an instant too late, becomes unstable without its partner, and explodes for 3d burning. Treat this as an Explosive Fireball, with the psi at ground zero. Hidden Lore (Psi) includes this knowledge.

If left alone, they're content to stay put, cooing and looking cute, until either someone tries to unseat them instead of kill them or the next time their "adopted" psi activates any Psionics ability. Then they *change*. Roll 1d: 1-2 yields a biter and a spewer, 3-4 means a bright and a gloomy, and 5-6 indicates a jiggly and a lumpy. Slaying one half of the pair at this point *always* causes its counterpart to blow up as above, eliminating



both. Magic, psi, and scholarly research have yet to discover a way to distinguish fuzzies before they show their true character – they're cosmic relicts, beyond analysis.

ST: 0 **HP:** 1 **Speed:** 6.00
DX: 14 **Will:** 10 **Move:** 1 (Air)
IQ: 2 **Per:** 10
HT: 10 **FP:** 10 **SM:** -6
Dodge: 9 **Parry:** N/A **DR:** 0

Special Abilities: Mostly unpleasant, so they're listed here as *attacks*:

Biter (14): Grows an extradimensional mouth, bigger than it and full of teeth, and tries to *chomp* the psi or individual trying to remove it each turn: 3d cutting at Reach C. This maw is in another dimension and won't be harmed by a weapon parry.

Bright: The adopted psi gains a level of Serendipity (p. B83) while the bright sits on his shoulder. Good things happen to him with unusual frequency.

Gloomy: The adopted psi suffers from Unluckiness (p. B160) until the gloomy is killed. Bad things happened to him regularly, meaning that a psi with a bright-gloomy pair has an interesting life.

Jiggly: Starts orbiting the psi's head at high speed, giggling *loudly*. This gives an extra -3 to hit it, and gives the psi -4 to DX (affecting combat skills, Stealth, etc.) and Per (including Per-based skills and psi).

Lumpy: Gets disproportionately heavy, saddling the psi with 180 lbs. of encumbrance, with the usual effect on Move and Dodge. If this exceeds 2xBL for someone trying to

remove it with one hand, 8xBL for two hands or Telekinesis, or the weight capacity of a spell like Apportation, it *won't budge*.

Spewer (14): Ejects matter from another dimension. This jet (Range 5/10) does 1d+2 crushing and can be dodged or blocked, but not parried; roll vs. HT at -1 per 2 points of penetrating damage or be blinded for (20 - HT) minutes, minimum 1 minute. The *psi* defends at -2 against the jet while the fuzzy is on his shoulder.

Traits: No Legs (Aerial); No Manipulators; Pitiable; Wild Animal.

Class: Elder Thing (yes, they can be cute).

Notes: Mentalists are always scheming ways to keep a bright but dispatch its gloomy. Let them try. If something genuinely seems like it should work, then let it work. But the unpaired bright must sit *in the open, on a shoulder* to influence events, which means that enemies, explosive damage, etc. will eventually squish it.

Neuroid

Neuroids are partially substantial monsters that resemble nothing so much as flying brains. They zip into close combat and interpenetrate their victims, causing supernatural harm as they pass. Because they're at -5 to hit for size and Diffuse, they're far more dangerous than they might at first seem. Weapons that can affect spirits do full damage, however.

ST: 0 **HP:** 20 **Speed:** 6.00
DX: 14 **Will:** 14 **Move:** 12 (Air)
IQ: 10 **Per:** 10
HT: 10 **FP:** 10 **SM:** -5
Dodge: 9 **Parry:** N/A **DR:** 0

Psychic Decay (14): 2 points corrosion. This damage ignores *all* DR but Psychic Armor and clerical or shamanic abilities, magic items, etc. that defend the soul. It is corrosion damage of sorts, so keep track of how much each victim receives; every 5 points reduces his DR against the attack by 1. Stripped DR returns at the rate of 1 DR every 10 minutes. Reach C.

Traits: Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; High Pain Threshold; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (Diffuse); No Manipulators; No Legs (Aerial); Unfazeable.

Skills: Stealth-14.

Class: Spirit (Extradimensional).

Notes: Unwilling to negotiate. Truly evil.

No-Brainer

No-brainers are brainless zombies reanimated not by magic but with psi – the variety that only Elder Things have. All they want to do is eat your brain to replace theirs (blown out by Mind Stab); they don't want to eat your eyes or any other part. Since they have no brains of their own, and are often missing big chunks of head, they can't *say*, "Braaaaain." If munchkin rules-lawyers ask where they get IQ, Will, and Per, the answer is "A psionic residuum of some kind." Contemplating this costs Mr. Smarty-Pants a turn in combat as he takes a Concentrate maneuver instead of fighting the zombie horde.

ST: 13 **HP:** 17 **Speed:** 5.00
DX: 8 **Will:** 12 **Move:** 4
IQ: 4 **Per:** 12
HT: 12 **FP:** N/A **SM:** 0
Dodge: 8 **Parry:** 9 (Unarmed) **DR:** 0

Bite/Punch (12): 1d crushing. Reach C.

Traits: Bad Smell; Cannot Learn; Doesn't Breathe; Doesn't Sleep; Fragile (Unnatural); High Pain Threshold; Immunity (All mind control); Immunity to Metabolic Hazards; Incurious (6); Indomitable; Injury Tolerance (No Blood, No Brain, Unliving); Temperature Tolerance 10 (-115°F to 60°F); Uncontrollable Appetite (6); Unfazeable; Unhealing (Total).

Skills: Brawling-12; Wrestling-12 (+2 ST when grappling).

Class: Undead.

Notes: No-brainers just want *brains*, and are too brainless to negotiate. While affected by things that influence the undead in general, nothing that relies on them being "truly evil" or "unholy" has any special effect – they're machines made of rotten meat, not Creatures of Darkest Evil.



Odifier

Odifiers (pronounced "oddifiers") are demons who have the misfortune of being a source from which psychic poison (p. 27) can be distilled. Thus, Elder Things treat them badly. Materialized, they're clouds of physical vapor that attack by engulfing victims. Anything specifically designed to injure spirits affects them normally; otherwise, they're Diffuse and take a long time to destroy with weapons.

ST: 0 **HP:** 10 **Speed:** 6.00
DX: 14 **Will:** 16 **Move:** 12 (Air)
IQ: 10 **Per:** 10
HT: 10 **FP:** 10 **SM:** 0
Dodge: 10 **Parry:** N/A **DR:** 0

Psychic Poison (Resisted by HT-5): Affects a two-yard radius. Those who fail to resist take injury equal to the margin of failure. If injury reaches 2/3 of HP, the effects of Madness (p. 7) kick in, lasting until healed above this level. As with standard psychic poison, only Mind Shield aids resistance and only Psychic Armor protects against injury.

Traits: Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Dread (Elder Thing Artifacts; 5 yards); High Pain Threshold; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (Diffuse); No Legs (Aerial); No Manipulators; Silence 2; Unkillable 1 (Achilles Heel, Psionics); Unusual Background (Psionic); Vibration Sense (Air); Vulnerability (Wind x2).

Skills: Aerobatics-16; Stealth-14 (18 vs. Hearing).

Class: Demon.

Notes: Unwilling to negotiate. Truly evil.

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There are special people in this world. We don't ask to be special. We're just born this way.

– Cassie Holmes, in Push

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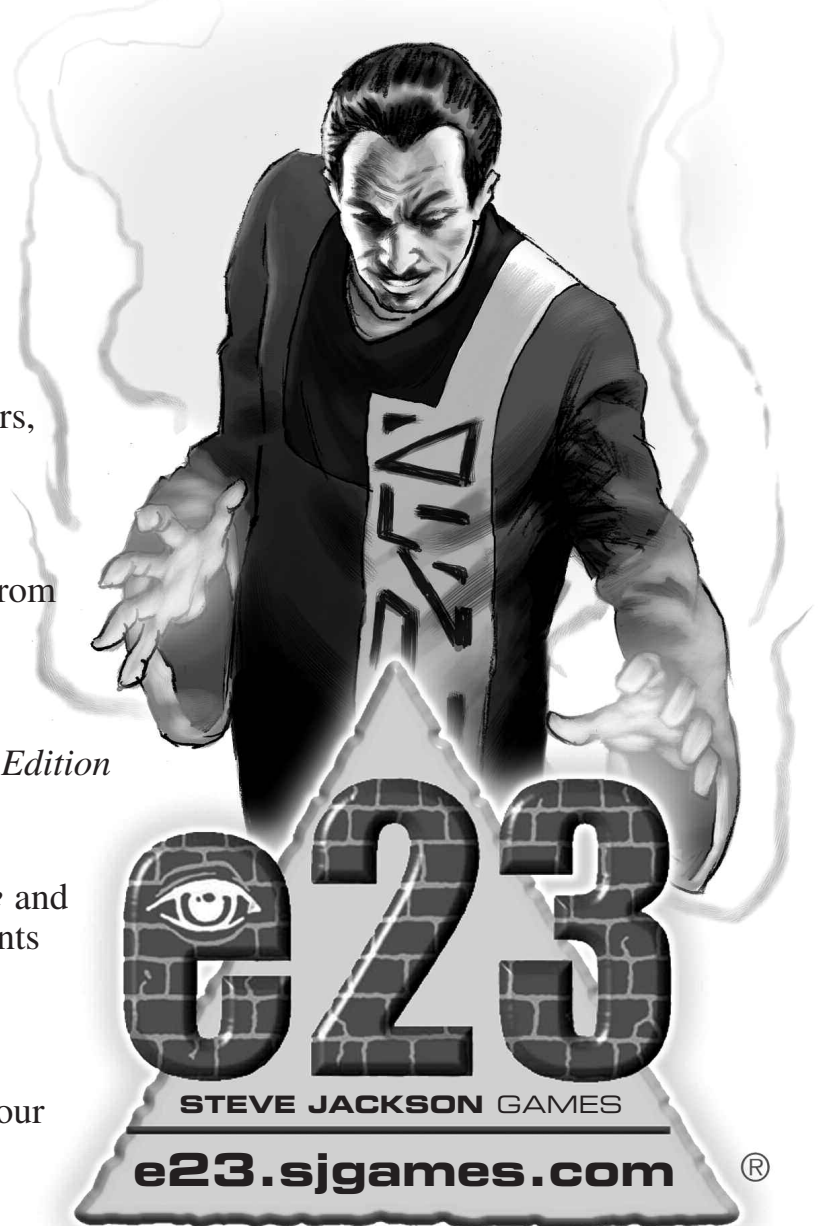
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- There is no
logical way to the
discovery of these
elemental laws.
There is only the
way of intuition.
– Albert Einstein*
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