

# Psionics<sup>v1.0</sup>



## A NEW OLD-SCHOOL SUPPLEMENT

A COMPILED VOLUME OF INFORMATION USED FIRST AND FOREMOST BY **OLD-SCHOOL** GAME MASTERS, INCLUDING: THE PSIONICIST CLASS; THE GENERATION OF PSIONIC CHARACTERS; PSIONIC DISCIPLINES; PSIONIC COMBAT; PSIONIC ITEMS; AND MORE!

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Compatible with many old-school fantasy role-playing games.

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Hello fellow adventurer!

If you like old school gaming and wanted psionic powers in your game, you found yourself in a rough position. Or perhaps you're familiar with looking up a monster to discover a listing for *psionic ability*, only to discover those rules don't exist. Perhaps you've decided to use the rules as written only to find a certain select set of issues with the rules. And at that, I'm being kind.

And yet the desire persists! Psionics! Strange mental powers! Psionics fits exceptional well with the old-school pulp gestalt of Dungeons & Dragons. The thought of great mental minds in conflict, an energy separate from magic, powerful, yet fraught with danger! So therein lies the reason for the creation of this supplement.

There were several design goals for this document. The first was to remain as faithful and true to the original implementation of the rules as possible, while fixing problems and allowing selective expansion. Several of the problems we intend to address are below:

- The original system is confusing, unclear and contradictory in many places. Powers and rules are ill defined. ("Hypnosis is like Charm Person, Charm Monster, and Suggestion" or "The best applicable defense is used")
- The 1st edition system is needlessly complex, containing an unnecessary amount of calculations in the resolution of psychic conflict. ("Parties at medium range do 20% less damage listed, and at long range drop a power category and do 20% less damage listed, unless they are at the weakest power level, in which case they do 50% of the listed damage")
- Psionic combat takes away too much time at the table from the other players of non-psionic characters.
- The rules were intentionally obfuscated, removing player agency.
- And most importantly, the combat contained a lack of strategy. No matter what choices you made the differences were not enough to change the outcome, unless you and your opponents were less than 20 points away in psionic power. The person with the higher power total was at a huge advantage. There was no way to come from behind. The two mental masters looked at each other until the stronger one melted the weaker one. Although a cool visual, this was sort of unfairly punishing for the players.

It was very important during this process for us maintain the style of the original edition. These are not your super-hero psionics, flinging fire bolts and walls of energy and going nova to dominate every encounter the party has. Extensive numerical analysis was done to insure a similar effect to the original style, modifications were made only to make the choices more strategic and interesting. Barring the changes to the actual psionic vs. psionic table, the changes are minimal. A table with results nearly matching the original table has been included for those who wish to play with the original relationships between the powers. Great effort has been expended to respect the copyright of all original material.

We have also attempted to keep the flavor of the power list, while expanding it and adding clarification of unclear rules. We have also included a Psionist class for those who wish to explore these powers without relying on random chance to acquire *psionic ability*. It will require the most modification for varying systems. This is not an attempt to design a totally 'new' psionics system, just to create a clean and open version for the old school renaissance. It should be kept in mind that the old psionic abilities were not astounding sources of power. It includes such abilities as the power to concentrate really hard for 10 rounds, at the end of which you start doing one point damage. The abilities are more about growth and the personality of the character rather than an extra source of game destroying power.

I hope this allows many people to enjoy this entertaining addition to old school play! Feel free to change any of these rules to better fit your campaign. Please visit <http://hackslashmaster.blogspot.com/> for more free old-school articles and gaming resources. We love to hear comments! Any great suggestions will be added to this document forthwith.

May you always make your saving throw and let the dice fall where they may!

-Campbell

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## PSIONICS

Psionics are mentally derived powers. They are not fueled by external planar energy as magic is, nor are they bestowed by deific beings. They use internal reservoirs of power contained within the soul, focused by the power of the mind, to channel pre-existing energy in the prime material plane into effects that resemble magic. Some races, such as elves and fae-kin, have spirits rather than souls, and thus have no capacity for *Psionic Ability*. As a general guideline, races that can normally be raised from the dead may also possess *Psionic Ability*.

### GAINING PSIONICS

Most seeking to hone their minds find formal training as members of the Psionist class, exploring their psyche in search of power or enlightenment. Rarely though, individuals of genius level intelligence, great wisdom, or commanding force of personality manifest psionic abilities without any training whatsoever. Such individuals are known as wild talents. Any individual with a soul and one or more unmodified statistics of 16 or better in Intelligence, Wisdom, or Charisma might manifest *Psionic Ability*. To determine the presence or absence of *Psionic Ability* in an individual, Roll 1d100. Add 2 1/2 to this roll for every point of Intelligence above 16, add 1 1/2 for every point of Wisdom above 16, and add 1/2 for every point of Charisma above 16. If the total (rounded down) is 100 or more, then the individual possesses *Psionic Ability*. Those qualifying for psionics must then determine their *Psionic Strength*, their psionic attack and defense modes, and the psionic disciplines they may learn. The psionic abilities of a wild talent have no effect on their existing class abilities, performance, or progression other than the ways in which these abilities may alter their behavior.

*DM's Option: If you feel psionics tend to give characters something for nothing, consider an experience penalty of 10%-20% for wild talents.*

### Psionic Ability and Combat Strength

*Psionic Ability* measures the ability of a psionist to draw upon psionic energy. A psionist's maximum *Psionic Attack Strength* and *Psionic Defense Strength* are each equal to their *Psionic Ability* score. A psionist's maximum *Combat Strength* is equal to his maximum *Psionic Attack Strength* and *Psionic Defense Strength* added together. The psionist's current *Combat Strength* is equal to the total of his current *Psionic Attack Strength* and current *Psionic Defense Strength* added together. *Psionic Strength* can refer to either *Psionic Defense* or *Attack Strength*. *Psionic Attack Strength* is used to pay for attack modes. *Psionic Defense Strength* work as mental hit points. Both are reduced to pay for the activation of disciplines.

<i>Psionic Ability</i>	=	Maximum <i>Psionic Attack Strength</i>	=	Maximum <i>Psionic Defense Strength</i>
Maximum <i>Combat Strength</i>	=	Maximum <i>Psionic Attack Strength</i>	+	Maximum <i>Psionic Defense Strength</i>
<i>Combat Strength</i>	=	Current <i>Psionic Attack Strength</i>	+	Current <i>Psionic Defense Strength</i>

To determine a wild talent's *Psionic Ability*, roll 1d100 and add 1 per point of Intelligence, Wisdom or Charisma they have above 10. If two of these abilities are above 16, then add 2 per point instead. If all three abilities are above 16, then add 4 per point. The total of this percentile roll (01-100) and bonuses (6-96) is the wild talent's maximum *Psionic Ability*.

*DM's Option: If you're concerned about the randomness of Psionic Ability, rolling 10d10 instead of 1d100 will produce more average results. If you're concerned about the power either method gives low level characters, give first level characters 25 Psionic Ability instead; and an additional 15 Psionic Ability each level until they reach their maximum.*

### Recovery of Psionic Strength

*Psionic Attack Strength* and *Psionic Defense Strength* can be recovered over time by engaging in restful activity. The rate at which points are recovered depends on the activity level of the psionist. If the psionist is engaged in difficult and grueling activity, then few points will be recovered. *Psionic Attack Strength*, and *Psionic Defense Strength* recover at the same rate.

The least favorable activity determines the rate at which *Psionic Strength* recovers. Expending even a single point of *Psionic Strength* during the hour eliminates the possibility of recovery. In some cases a psionic Discipline may have no cost (while in suspended animation for instance) allowing *Psionic Strength* to recover at the listed rates, even while such Disciplines remain in operation. Each point recovered adds one to *Psionic Attack Strength* and *Psionic Defense Strength* up to their maximum.

**Table I: Recovering Psionic Strength**

Physical Activity	Psionic Strength Recovered
Hard exertion (combat)	None
Light exertion (exploration)	1 point/hour*
Minimal exertion (making camp)	2 points/hour*
Resting and meditating	6 points/hour*
Sleeping	24 points/hour*

\* It is impossible to recover *Psionic Strength* in periods of less than an hour.

### Psionic Attack Modes

All wild talents have one or more Attack Modes of their choice. Determine how many Attack Modes a wild talent receives as follows:

**Table II: Number of Attack Modes**

1d100	Additional Attack Modes
01-05	One Attack Mode
06-40	Two Attack Modes
41-75	Three Attack Modes
76-96	Four Attack Modes
97-00	All Attack Modes

*DM's Option: Instead of acquiring all Attack Modes at once, allow the player to gain one every level.*

**Psionic Defense Modes**

Every psionic character possesses the *Empty Mind* defense mode. Determine how many Defense Modes a wild talent receives as follows:

**Table III: Wild Talent Psionic Defenses**

1d100	Additional Defense modes
01-10	One additional defense mode (2 Total)
11-60	Two additional defense modes (3 Total)
61-96	Three additional defense modes (4 Total)
97-00	All Defense Modes

*DM's Option: Instead of acquiring all Defense Modes at once, allow the player to gain one every level, giving Empty Mind at level 1.*

**Psionic Disciplines, Sciences, and Arts**

The powers of the mind include a number of specific talents known as Disciplines. Disciplines are akin to ‘magical powers,’ behaving in many ways similar to spells, and are divided into three categories, Minor Devotions, Major Sciences, and Grand Arts. Of these, Grand Arts are only ever available to members of the psionist class and naturally psionic creatures of great power and age.

The number of Minor Devotions and Major Sciences available to wild talents is determined by rolling 1d100 and consulting the table below:

**Table IV: Number of Disciplines**

1d100	Minor Devotions	Major Sciences
01-05	1	0
06-20	2	0
26-40	2	1
41-55	3	1
56-70	4	1
71-80	3	2
81-85	5	1
86-90	4	2
91-95	5	2
96-99	4	3
00+	5	3

Once the number of Disciplines a wild talent may learn is known, it is necessary to randomly determine which disciplines they actually have access to. Roll once for each Discipline on the Psionic Disciplines table, found at the beginning of the Disciplines chapter. Reroll any duplicate results. The list of Disciplines so generated represents the absolute limits of the wild talent’s inborn ability and will not change over time.

*DM's Option: At the DMs discretion, Disciplines that a wild talent does not have the Psionic Ability to activate may be rerolled.*

*DM's Option: If you feel this method produces powers that are too random, you may instead roll for the first Discipline (a Science if possible, otherwise a Devotion) and pick the remaining Disciplines so that they fit thematically with the first.*

Although every Discipline a wild talent will eventually have access to is determined at the moment their powers awaken, **wild talents do not have access to all of their Disciplines immediately.** Initially, they gain access to only a single Discipline of their choice (typically at 1st level) and gain one additional Discipline of their choice every two levels thereafter (typically at 3rd, 5th, 7th, etc.). Wild talents may choose which of their available Disciplines they receive each time they gain a new Discipline, but only once they have gained access to all of their Minor Devotions may they choose to gain any Major Sciences. Thus the earliest they may gain access to a science is level five.

Wild talents that are multi-classed or dual-classed use only their highest class level to determine when they receive a new Discipline. (i.e. A third level thief that dual-classes as a fighter will not receive their next Discipline until fighter level 5).

**GROUP PSIONIC OPERATIONS**

Psionic creatures can pool their power to increase the range of certain effects and the pool of available power they may draw upon. Only those Disciplines and Attack Modes that already have a range will have it increased by group operations.

The individuals interested in sharing their power link their minds into a unified whole. Joining a mind-link takes no time and has no cost, simply the desire of all psionic creatures to link minds. While mind-linked, psionists are treated as a single mind under the control of the individual with the most *Combat Strength*. This leader may seek a consensus as to the actions the mind-link undertakes, but the person with the most *Combat Strength* remains in total control of the mind-link. Anyone who is not in agreement with the choices of the mind-linked leader may break free of the mind-link immediately and at no additional cost.

Each additional psionic in a mind-link that possesses *Mind Knife*, *Ego Lash*, *Id Insinuation*, or certain Disciplines increases the range of those Attack Modes and Disciplines by 50%. (i.e. if 2 psionists possess *Mind Knife* the range increases by 100%, for a total range of 200%, 3 psionists increase the range by 150% for a total range of 250%, etc.) If someone in a mind-link does not possess the required Discipline or Attack Mode, then they simply do not contribute to the range extension. If only one member of the mind-link possesses a particular Attack Mode or Discipline the range is not extended.

Psionic creatures working in unison also increase their effective power. When the mind-link is formed, mind-link leader draws 20% of the total *Combat Strength* from each other person in the mind-link. These points are subtracted equally from their *Psionic Attack Strength* and *Psionic Defense Strength* and then given to the leader. This increase in *Combat Strength* increases the leaders effective *Psionic Attack Strength* and *Psionic Defense*

*Strength.* For the duration of the mind-link the leader of the link may exceed their normal maximum *Combat Strength*, *Psionic Attack Strength*, and *Psionic Defense Strength*. Only the mind-link leader may be engaged in psionic combat. When his total *Combat Strength* is no longer the highest in the mind-link, then the member with the next highest *Combat Strength* becomes the leader, and draws 20% of the remaining *Combat Strength* of each member.

### DETECTING PSIONICS

Any psionically active individual can detect the nearby use of psionic items, Disciplines, Attack Modes, and Defense Modes, though not the

specific ability or item that is in use. If the source of the manifestations is not within line of sight, the psionist gains a general awareness of the direction from which the psionic emanations came. If they wish, within a turn they may track down the source of the psionic emanations. This default range of detection is 3" per hit die or level of the psionic creature. If a monster has a longer or shorter detection range, these will be noted in its description.

Only psionic abilities in active use can be detected. A psionic individual who is not currently activating any of his psionic powers cannot be detected by these means.



## PSIONIC COMBAT

When engaging in psionic combat the procedure is as follows:

1. Before rolling initiative, those planning to use a psionic Discipline or engage in psionic combat must announce their intent. At this time combatants should record their current *Combat Strength* (the sum of their remaining *Psionic Attack Strength* and *Psionic Defense Strength*).
2. Those engaged in psionic combat enter a psychic trance, allowing them to act outside of initiative order and make ten psionic attacks per round (one attack per segment). Anyone using a Discipline, using *Psionic Wave* against non-psionic opponents, or choosing to act normally outside of psionic combat cannot enter this trance. They must still defend against ten segments of psionic attacks, but forgo making psionic attacks of their own this round.
3. Each exchange of psionic attacks is made as follows:
  - i. Each combatant with any remaining *Psionic Defense Strength* selects a Defense Mode in secret. Anyone acting outside of psionic combat or using *Psychic Implosion* as their attack mode must choose either the *Shield Thoughts* Defense Mode or no Defense Mode at all.
  - ii. Each combatant with any remaining *Psionic Attack Strength* selects an Attack Mode in secret. Anyone using a Discipline, using *Psionic Wave* against a non-psionic opponent, or acting outside of Psionic Combat cannot use an Attack Mode. At this time the psionist must announce his intention to extend range.
  - iii. Attack and Defense Modes are revealed and compared to the Psionic Combat table. Results on this table deal an additional 1d6 damage for every full 25 points of the current *Combat Strength* of the attacker, up to a maximum of +5d6. Medium range attacks deal 1d6 less damage, and at long range deal 2d6 less damage. Those with no remaining *Psionic Defense Strength* (or who were unable to use a Defense Mode for any reason) are attacked according to the Psionic Attacks vs. Defenseless Psionic Targets table.
  - iv. Roll for damage. Psionic attacks 'penetrate' on damage rolls. If any die rolls a six, roll again and add the new result minus one to the total. If this penetration roll results in a second six, continue to roll, adding the new result minus one to the total each time, until the result is not a six. (For example, if a six were rolled, followed by a six and a one, the total damage dealt would be 6+(6-1)+(1-1) = 11 damage).
  - v. Now *Psionic Attack Strength* is reduced by the cost of the Attack Mode, and *Psionic Defense Strength* is reduced by the amount of damage done. Note your new current *Combat Strength*.

Psionic combatants are distracted by a successful attack, spell damage, continuous damage, or effect (such as being charmed or paralyzed). While distracted they cannot use attack modes or use disciplines, but their defenses remain active. As long as you have *Psionic Defense Strength* points left, you may activate your defense modes.

**Table V: Psionic Combat Results**

Attack Mode	Cost	Defense Mode				
		<i>Empty Mind</i>	<i>Shield Thoughts</i>	<i>Cerebral Barrier</i>	<i>Fortress of Intellect</i>	<i>Spire of Iron Will</i>
<i>Mind Knife</i>	5	3d6	6d6	0d6	4d6	4/5d6
<i>Ego Lash</i>	7	6d6	0d6	3d6	4d6	4/5d6
<i>Id Insinuation</i>	9	0d6	3d6	6d6	4d6	4/4d6
<i>Psionic Wave</i>	20	1d6	2d6	3d6	4d6	8d6
<i>Psychic Implosion</i>	14	8% (1)	4% (2)	0% (3)	-4% (8)	-8% (10)

If *Psychic Implosion* succeeds, there is no need to calculate the totals for the defender, for he is dead; his brain is liquefied and he requires a resurrection, the damage to the brain being too severe for a raise dead.

*DM's Option:* If you feel like all this dice rolling is taking up too much time, it's trivial to convert the d6's of damage to flat numbers. Each penetrating d6 does an average of 4 points of damage (4.75 in the case of *Mind Knife*, which you can safely round to 5). So for average damage simply multiply the number of dice by 4 (1d6 = 4, 2d6=8, etc.).

### Why did we change from the original flat damage results?

There wasn't enough variation in damage. If one opponent had even a moderate advantage in *Combat Strength*, they tended to win in almost all cases. Damage output is slightly higher than in the original tables, and the relationships between the various attack and defense modes have changed. These changes were made for the purpose of making the tactical differences between the various *Attack* and *Defense Modes* more relevant, as well as removing a great deal of obfuscation. An extensive list of the tweaks is in the appendices which also contains a psionic combat table that more closely mirrors the 1st edition table (within 1-2 points in most cases) if you prefer the original relationships between the powers.

### How many attacks per round!?!?

Because this document was designed to be compatible with the 1st edition rules, I've kept the speed of combat the same. Gygax's original note on the subject, "For this reason, when psionic combat is begun, a good DM will usually just stop everything else until it is taken care of." - *Dungeon Master's Guide*, Page 79; is certainly one way to handle this event. However, there are problems with this approach. Everyone else at the table has nothing to do for 10 minutes while the combat is resolved, attention is diffused, side conversations start, and nothing can be done to keep the hapless psionic character from having his face melted off. Because damage is (slightly) higher on this table than in the old system you can get close to the same damage from 3 to 4 exchanges a round instead of 10. There are several approaches one could take to integrate Psionic Combat more into the flow of combat. Here are some suggestions.

One exchange of Psionic Combat each round.

One exchange at the beginning AND end of each round.

One exchange at the beginning, middle, and end of each round.

One segment per exchange, followed by a recovery time of 1d4+1 segments between each attack.

Exchanges as ranged combat, at a ROF of 2 or 3.

3-5 exchanges before combat begins, along with one other option.

**PSIONIC ATTACK MODES**

Attack modes require concentration and cannot be activated while activating or maintaining a Discipline, nor while casting or concentrating on a spell.

**Table VI: Attack Mode Ranges**

Attack Mode	Short Range	Med. Range	Long Range
<i>Mind Knife</i>	3"	6"	9"
<i>Ego Lash</i>	4"	8"	12"
<i>Id Insinuation</i>	5"	10"	15"
<i>Psionic Wave</i>	2"	3"	4"
<i>Psychic Implosion</i>	4"		

The range of *Mind Knife*, *Ego lash*, and *Id Insinuation* may be doubled by paying twice the normal cost, or tripled at four times the usual cost.

*Mind Knife* is a blade-like burst of energy that shorts out the synapses of a single psionic target. *Mind Knife* is extremely focused, capable of slipping past defenses, dealing penetration damage on a roll of 5 or 6.

*Ego Lash* strikes at the ego, causing feelings of inferiority in a single psionic target. *Ego Lash* quickly becomes more effective with added force, adding an additional +2 damage per 25 points of current *Combat Strength*.

*Id Insinuation* releases the subconscious mind, pitting it against the super-ego of all psionic opponents within a 2"x 2" area.

*Psionic Wave* is a powerful mental blast that stuns all opponents in a cone, 1/2" wide at the source and 2" wide at the terminus, by overloading them with information. If the attacker has 100 or more *Psionic Attack Strength* and forgoes all other attacks for the round, this attack can even affect non-psionic foes.

*Psychic Implosion* is an overwhelming assault on every connection in the brain, in an attempt to cause instant brain death. This Attack Mode consumes so much focus that it makes using any Defense Mode but *Shield Thoughts* impossible. *Combat Strength* and range do not affect the damage of *Psychic Implosion*, instead the odds of killing the target increase by 3% for every 25 points of current *Combat Strength*.

**Table VIII: Attacks vs. Defenseless Psionics**

Attack Mode	Defender's Maximum <i>Combat Strength</i> (modified by Attacker's <i>Combat Strength</i> )											
	-	-	-	-	-	10-59	60-109	110-159	160-209	210-259	260-309	310+
<i>Mind Knife</i>	P	P	P	P	W	W	W	10d6	8d6	7d6	6d6	5d6
<i>Ego Lash</i>	I	I	P	10d6	8d6	7d6	6d6	5d6	4d6	3d6	2d6	1d6
<i>Id Insinuation</i>	R	R	R	R	R	10d6	8d6	7d6	6d6	5d6	4d6	3d6
<i>Psionic Wave</i>	K	K	P	W	S	D	C	C	4d6	3d6	2d6	1d6
<i>Psychic Implosion</i>	97%	90%	84%	79%	75%	72%	60%	50%	40%	30%	20%	10%

- C:** Confused for 2-8 Rounds, determine action as spell.
- D:** Dazed for 1-4 turns. May not take any actions or defend self.
- I:** Idiocy. Psionic ability lost forever, Feebleminded as spell
- K:** Killed. If raised or resurrected, psionic ability is lost.
- P:** Permanently lose an attack, defense, or discipline. Dazed as above.

**PSIONIC DEFENSE MODES**

Only one Defense Mode may be active at a time. Those with no remaining *Psionic Defense Strength* cannot activate Defense Modes and resolve psionic attacks on the 'defenseless psionic table'.

**Table VII: Area of Effect of Defense Modes**

Defense Modes	Area Covered
<i>Empty Mind</i>	Self
<i>Shield Thoughts</i>	Self
<i>Cerebral Barrier</i>	Self
<i>Fortress of Intellect</i>	10' Radius around self
<i>Spire of Iron Will</i>	3' Radius around self

Those protected or within the are of more than one Defense Mode use the best defense available to calculate the effects of attacks.

*Empty Mind* dampens all neural activity, making thoughts undetectable and the different parts of the mind unidentifiable. *Empty Mind* is very effective at resisting attacks that attempt to turn the mind against itself. Every psionic individual possesses the *Empty Mind* Defense Mode.

*Shield Thoughts* cloaks the mind in a dreamlike haze of impulses, defending random sections of the mind. *Shield Thoughts* requires very little focus, and may be used while engaging in non-psionic activities.

*Cerebral Barrier* creates a wall of repetitive thought, only exposing the mind for brief moments between each repetition. *Cerebral Barrier* can temporarily negate any mind-affecting spell or effect (ESP, Charm Person, Dominate etc) at a cost of 3 *Cathexis* per round.

*Fortress of Intellect* calls upon the ego and superego to defend the mind, working tirelessly to adapt to and weaken incoming attacks. Damage taken while using *Fortress of Intellect* is split between *Psionic Attack Strength* and *Psionic Defense Strength*.

*Spire of Iron Will* uses the superego to build a hyper-intellectualized sanctuary for the mind. *Spire of Iron Will* reduces the damage from *Mind Knife*, *Ego Lash*, and *Id Insinuation* to 4 points, unless the attacker pays the cost of using the Attack Mode a second time.

- S:** Sleeping. Coma for 1-4 weeks. (98% likely to be mistaken for death).
- R:** Robot. Mind controlled by the victor until released or 2-8 weeks have elapsed and a saving throw versus Death has been made.
- W:** Psychic wound. Lose an attack, defense, or discipline for 2-8 weeks.
- Xd6:** Damage, dealt first to Psionic Attack Strength, then hit points.



**Resolving Attacks vs. Defenseless Psionic Targets**

Psionic attacks on defenseless targets are resolved as follows:

1. Find the Defender's maximum *Combat Strength* (the sum of their maximum *Psionic Attack Strength* and *Psionic Defense Strength*) on the Psionic Attacks vs. Defenseless Psionic Targets table.
2. Shift the result left by one column for every full 25 points of *Combat Strength* the attacker has remaining.
3. Cross reference this against the appropriate Attack Mode to find the result of the attack. Any damage indicated first reduces any remaining *Psionic Attack Strength*, then deals hit point damage.

**PSIONIC WAVE VS. NON-PSIONIC OPPONENTS**

*Psionic Wave* may be used to attack non-psionic creatures, but the attacker must have 100 or more *Psionic Attack Strength* and forgo any other psionic attacks for the round. The target(s) of such an attack receive a saving throw based on their Intelligence and Wisdom and the range of the attack, with the following modifiers:

**Table IX: Psionic Wave Save Modifiers**

Magic User or Cleric	+1	Panicked	-1
Elf	+2	Enraged	-2
<i>Fortress of Intellect</i>	+2	Confused	-2
Mind Blank	+3	Hopeless	-2
Dwarf or Halfling	+4	Stunned	-3
Mind Bar	+4	Using Psi related power	-4
Helm of telepathy	+5	Using ESP device	-5
<i>Spire of Iron Will</i>	+5		

**Table XI: Psionic Wave vs. Non-Psionics**

Defender's Total	INT and WIS	Death	Coma	Sleep	Stun	Confuse	Enrage	Panic	Idiocy	Perm. Insanity	Temp. Insanity	Mild Insanity
0-1	01-99	00										
2-3	01-89	90-00										
4-6	01-80	81-99	00									
7-10	01-10	11-85	86-99	00								
11-14	01	02-15	16-90	91-99	00							
15-18		01	02-15	16-90	91-99	00						
19-22			01	02-15	16-90	91-99	00					
23-25				01	02-15	16-90	91-99	00				
26-29					01	02-15	16-90	91-99	00			
30-33						01	02-15	16-90	91-99	00		
34-35							01	02-15	16-90	91-99	00	
36-37								01	02-15	16-90	91-00	
38 & up									01	02-15	16-00	

**Death:** May be raised/resurrected as normal

**Coma:** Cannot be awakened 3-12 days.

**Sleep:** Cannot be awakened for 1-20 turns.

**Stun:** Stunned for 1-8 turns.

**Confuse:** Confused for 1-4 turns as the spell Confusion.

**Enraged:** Must attack the nearest opponent for 2-12 rounds.

**Panic:** Fear, as the spell, for 2-8 rounds.

**Table X: Psionic Wave Saving Throws**

Defender's Total	Attack Range			
	INT and WIS	Short	Medium	Long
0-1		20	19	18
2-3		18	17	16
4-6		16	15	14
7-10		14	13	12
11-14		12	11	10
15-18		10	9	8
19-22		8	7	6
23-25		6	5	4
26-29		4	3	2
30-33		2	1	0
34-35		0	-1	-2
36-37		-2	-3	-4
38 & up		-4	-5	-6

**What Wisdom?**

You may note that monster entries usually omit Wisdom. Some simple and quick options to resolve this issue would be using either Intelligence or Morale as a substitute for Wisdom. If have the time and would prefer something a bit more variable, Wisdom may also be determined by rolling the following, based on the monster's intelligence category: Non-Intelligent monsters have 0 Wisdom. Monsters of Animal intelligence have 1d4 wisdom, Low and Semi-Intelligent monsters have 2d5, monsters of Average intelligence have 3d4, Very and Highly Intelligent monsters have 4d4, monsters of Exceptional and Genius level intelligence have 2d6+6, Supra-Genius monsters have 4d4+4, and monsters of Godlike Intelligence have 3d6+6 Wisdom.

**Idiocy:** Intelligence and Wisdom scores drop to 3. This may be cured only with heal, restoration, or wish.

**Permanent Insanity:** The defender develops permanent forms of insanity. This may be cured only with heal, restoration, or wish.

**Temporary Insanity:** As above but with a duration of 2-12 weeks.

**Mild Insanity:** As above but with a duration of 1-4 weeks.

## DISCIPLINES

In many ways Disciplines act as spells with a casting time of one segment and no Verbal, Somatic or Material components. As with spells Disciplines require concentration. There is a refractory period after using a Discipline allowing only a single Discipline use each round. Any successful attack, continuous damage, distraction, or disruption before the Discipline is activated or while being maintained will cause a Discipline to fail. Disciplines are activated on the characters normal initiative. Unless otherwise stated, all saving throws against the effects of Disciplines are made as saves versus spells and apply the defender's magical defense adjustment for Wisdom to the save. For the purpose of determining the effects of Disciplines 0-level characters count as having 1 hit die.

Only a single psionic Discipline or Attack Mode may be active and maintained at a time. You may not activate a second Discipline or Attack Mode while maintaining a Discipline. You may take normal actions while maintaining a power. This includes fighting in combat, running, or various degrees of exertion. You may not cast spells while maintaining a psionic Discipline.

*DM's Option: Saving throws are somewhat abstract in old-school gaming. Perhaps magic-users save by drawing an arcane ward in the air; or clerics save via the holy intercession of their deity. Saving versus spells was chosen because it leaves those with well trained minds least susceptible to psionic attack. If this doesn't fit your conception of psionics, feel free to substitute a save versus petrification or polymorph instead. This has the advantage of giving thieves 'slippery minds'. Or if you may substitute a save versus apology if your system has one.*

**Table XII: Psionic Disciplines**

d8, d4	Minor (Devotions)	d100	Major (Sciences)	Grand (Arts) (never rolled)
1, 1	Algetic Mastery	01-04	Adaptation	Awaken Mind
2, 1	Animal Telepathy*	05-08	Astral Projection	Entropic Control
3, 1	Animate Object	09-12	Aura Alteration	Leech
4, 1	Appeal Alteration	13-16	Bulwark	Psionic Construct
5, 1	Body Weaponry (No M-U)	17-20	Dimension Hop	Stasis
6, 1	Cell Repair	21-24	Dimension Journey	Sundering
7, 1	Chimerical Sensations	25-28	Empathic Projection (No Fighter)	Temporal Fugue
8, 1	Clairaudience*	29-32	Energy Dissipation	Thrall
1, 2	Clairvoyance*	33-36	Etherealness	
2, 2	Contact	37-40	Mass Dominate (No Thief)	
3, 2	Detect Good / Evil	41-44	Mind Bar	
4, 2	Detect Magic	45-48	Molecular Decay	
5, 2	Displacement	49-52	Probability Journey	
6, 2	Dominate (No Thief)	53-56	Psychic Chirurgery (No Fighter)	
7, 2	Empathy (No Fighter)	57-60	Psychic Clone	
8, 2	Equilibrium	61-64	Schism	
1, 3	ESP	65-68	Sculpt Dreams	
2, 3	Growth (No Cleric)	69-72	Shape Alteration	
3, 3	Hypnosis	73-76	Switch Personality	
4, 3	Illumination	77-80	Synaptic Tempest	
5, 3	Invisibility	81-84	Telekinesis*	
6, 3	Levitation	85-88	Telepathy*	
7, 3	Precognition	89-92	Telepathic Projection*	
8, 3	Premonition	93-96	Teleportation	
1, 4	Psychic Sensitivity	97-00	Transmutation	
2, 4	Psychometry (No Thief)			
3, 4	Pyrokinesis			
4, 4	Shrink (No Cleric)			
5, 4	Suspended Animation			
6, 4	Sustenance			
7, 4	Synaesthesia			
8, 4	(Roll again or select one**)			

\* Indicates Group Operation is possible.

\*\* Consult your referee for his ruling on this.

Like spells, it takes time and skill to fully develop Disciplines. Each Discipline has a mastery level which determines its exact effects, based on when the Discipline was learned. When initially received Disciplines have a mastery level of one. Wild Talents increase their mastery levels by one each time they level, and Psionicists increase their mastery levels by two each level until their mastery level equals their class level. The current mastery level of a Discipline should be recorded along with the Discipline, preferably by listing a numeral after the Discipline. (i.e. a fifth level thief wild talent with three Disciplines might record their Disciplines as Molecular Decay V, Growth III, and Pyrokinesis I.)

### **Cathexis**

Unlike spells, Disciplines require no memorization or study. Instead, each Discipline has a cost in *Cathexis* that must be paid in order to activate the Discipline. To pay *Cathexis*, subtract one point of *Psionic Attack Strength* and one point of *Psionic Defense Strength* for each point of *Cathexis* the discipline costs. The *Cathexis* cost is listed in each power entry as 'Cost'

### **Cumulative Summation**

Cumulative summation (typically the cumulative sum of mastery levels) is used to calculate the effects of several Disciplines. To calculate a cumulative sum each iteration is added to the total of all the previous values. So for a discipline with a mastery level of 3 the cumulative sum of mastery levels is 6 (3+2+1). For reference, the cumulative sum of integers from 1 to n follows this pattern:

n	Cumulative Sum	n	Cumulative Sum	n	Cumulative Sum
1	1 (0+1)	6	21 (15+6)	11	66 (55+11)
2	3 (1+2)	7	28 (21+7)	12	78 (66+12)
3	6 (3+3)	8	36 (28+8)	13	91 (78+13)
4	10 (6+4)	9	45 (36+9)	14	105 (91+14)
5	15 (10+5)	10	55 (45+10)	...	etc.

## MINOR DEVOTIONS

## Algetic Mastery

**Range:** Touch **Cost:** Special  
**Duration:** 1 round / mastery level **Saving Throw:** Special  
**Area of Effect:** 1 Creature

**Explanation/Description:** This Devotion allows the user to lower a target's pain threshold. This effect lasts for 1 cumulative round per mastery level. This costs 10 *Cathexis*. The psionicist must touch the target. All damage the target takes for the duration is doubled, but only half that damage is real. A saving throw versus spell negates the effect. The doubled damage counts as temporary damage.

At the eighth level of mastery the user can inflict pain. This pain does not in any real way physically harm the target, but the target is convinced that he is experiencing excruciating pain of a sort devised by the user. This ability costs 20 *Cathexis*. Targets must make a saving throw versus death to withstand the agony. Failure means the target is unable to withstand the pain, and will comply with any request the user makes or falls to the ground writhing in pain for a number of rounds equal to the amount the saving throw fell short. Note that any information extracted is not necessarily the truth. Needlessly causing pain is an evil act. Any action the target takes after this point during the duration is at a -4 or -20%. If the target succeeds at their save, they are immune to this power until the mastery level of the power is increased.

## Animal Telepathy

**Range:** 3" + 1/2"/level of mastery **Cost:** 1/round  
**Duration:** Time of Concentration **Saving Throw:** none  
**Area of Effect:** 1" wide directional path

**Explanation/Description:** This Devotion allows the user to find and communicate telepathically with natural animals. Animal Telepathy allows clear communication, but gives the user no special ability to control or influence the animal subjects. Note that although the user can communicate with natural animals, they may not be particularly intelligent, nor do natural animals tend to be overly concerned with the sort of things adventurers typically find important.

By spending one round opening oneself to the surface thoughts of nearby creatures, it is possible to search for the presence of animals along a 1" wide path extending to the maximum range of the Devotion.

The maximum range of this Devotion and the creature types it is possible to communicate with are determined by its mastery level. The more complex or strange the animal, the more difficult it is to establish psionic contact, so the truly inhuman minds of creatures like fish and insects require considerable mastery to communicate with.

Mastery	Type of Animal
First	mammals
Third	marsupials
Fifth	avians
Sixth	reptiles
Seventh	amphibians
Eighth	fish
Tenth	arachnids, insects, and myriapodae
Twelfth	"monsters"
Fourteenth+	plants

## Animate Object

**Range:** 3" + 1" / 2 levels of mastery **Cost:** 2/round  
**Duration:** Time of concentration **Saving Throw:** None  
**Area of Effect:** 1 Object (10 pounds)

**Explanation/Description:** This Devotion allows the user to awaken the animus spirit within inanimate objects. Though the objects do not live, they take on a crude semblance of life and move under the user's control so long as they maintain concentration. While using this Devotion to animate an object the user can perform no other task – this task requires complete concentration.

Objects animated by this Devotion can move or shift position, but do so in a stiff, herky-jerky manner. Animated objects can strike at nearby creatures as a 0-level man-at-arms for 1-4 points of damage. This damage increases by one for every 100 pounds the object weighs, and objects made of certain materials will deal increased damage.

Brittle, dense or inflexible objects are more difficult to animate so the cost of the power is modified by the composition and size of the object to be animated.

Material	Cost	Damage
Cloth or paper	+0	+0
Living wood, or an animal corpse	+1/round	+0
Water or Wood	+2/round	+0
Thin Metal (Sword)	+4/round	+1
Thick Metal (Armor)	+6/round	+2
Stone	+8/round	+3
Per additional 10 pounds	+1/round	+1/10

The range of this Devotion and the weight of objects that may be animated without paying an additional cost are determined by its mastery level. At the first level of mastery, objects weighing 10 lbs. or less have no additional cost for weight, and this amount increases by 10 lbs. times the cumulative sum of mastery level.

## Appeal Alteration

**Range:** 6" **Cost:** 8/round  
**Duration:** Time of Concentration **Saving Throw:** Negates  
**Area of Effect:** One Creature

## DISCIPLINES (MINOR DEVOTIONS)

**Explanation/Description:** This Devotion allows the user to cause a target to have either an overwhelming attraction or aversion to an item, person or creature, action, place or event.

If the target gains an aversion to an thing, they will do everything reasonable they can to avoid the thing, staying at least 2" away if at all possible. A target given an attraction to a thing will do whatever reasonable to get close to the object of their attraction. The cost of this power decreases by two every six levels of mastery the psionist gains in the power. At the 10th level of mastery the compulsion is so overwhelming that reason no longer affects the target and in the case of aversion, they will stop whatever they are doing and flee, or in the case of attraction, will ignore any threats or danger to reach the object of their desire.

### Body Weaponry

**Range:** 0 **Cost:** 1/round  
**Duration:** Time of concentration **Saving Throw:** None  
**Area of Effect:** Individual

**Explanation/Description:** This Devotion allows the user to alter the physical structure of their body, making it far more dense. This increased density allows their body to function as both weaponry and armor. If the user is already wearing armor or wielding a weapon the AC bonus and unarmed damage provided by Body Weaponry are simply lost. If rules for armor damage absorption are in use, this Devotion absorbs damage as its equivalent in armor (typically 1 point of damage per die) with each point of damage absorbed costing one *Cathexis*. Unlike the AC bonus, this damage absorption does combine with actual armor.

The armor class and the unarmed damage provided by this Devotion are determined by its mastery level.

Mastery	Armor Class			Weapon Equivalent
	Cleric	Fighter	Thief	
First	9	9	9	Dagger
Second	8	8	8	Club
Third	7	7	7	Axe, Hand
Fourth	6	6	7	Mace
Fifth	5	5	6	Axe, Battle
Sixth	5	4	5	Morning-Star*
Seventh	4	3	5	Sword, Broad
Eighth	3	2	4	Sword, Long
Ninth	2	1	3	Sword, Long +1**
Tenth	1	0	3	Sword, Long +2
Eleventh	0	-1	2	Sword, Long +3
Twelfth+	0	-2	2	Sword, Long +4

\* maximum weapon equivalent for a thief

\*\* maximum weapon equivalent for a cleric

## DISCIPLINES (MINOR DEVOTIONS)

### Cell Repair

**Range:** 0 **Cost:** Special  
**Duration:** Permanent **Saving Throw:** Special  
**Area of Effect:** Creature touched

**Explanation/Description:** This Devotion allows the user to infuse injured cells with psychic energy, healing and restoring them to their natural state. By attuning the mind to the underlying patterns of the cells, it is possible to will them to conform to their default pattern. As they realign with their original state the target is healed of wounds at a cost of 1 *Cathexis* per point of damage healed.

The maximum amount of *Cathexis* that may be spent on this Devotion to heal any single wound is determined by its mastery level. Note that this limit applies only while healing damage and varies by the user's class: Cleric: 6 per mastery level, Fighter: 4 per mastery level, Thief: 3 per mastery level, Magic-User: 1 per mastery level.

Mastery	Additional Effects
Third	Cure disease at a cost of 10 <i>Cathexis</i> . If rules for disease severity are in use the cost to cure a disease is 4 times its severity, and the disease receives a saving throw as if it were being cured by a cleric of a level equal to the level of mastery of this Devotion.
Fifth	If rules for quirks and flaws are in use, cure minor physical quirks at a cost of 40 <i>Cathexis</i> . This Devotion cannot heal quirks and flaws acquired during character creation.
Seventh	If rules for critical hit effects are in use, cure lingering damage from critical wounds at a cost of 4 times the severity level of the critical hit (as the cure critical wounds spell).

### Chimerical Sensations

**Range:** 3" **Cost:** special  
**Duration:** Time of Concentration **Saving Throw:** Negates  
**Area of Effect:** Special

**Explanation/Description:** This Devotion allows the user to influence the sensory perceptions of a target creature or creatures. The user can affect the minds of the targets convincing them that they see, hear, smell, taste, or feel something other than they are actually experiencing. This is not a true illusion, the target still receives all sensory input; the user alters how they perceive it. The user can affect 1 hit die per cumulative mastery level, at the cost of 1 *Cathexis* per hit die of creatures affected.

No sensation can be created or eliminated and everything must retain its general quality (i.e. size and intensity).

**Clairaudience**

**Range:** Special **Cost:** 5/round  
**Duration:** Time of Concentration **Saving Throw:** None  
**Area of Effect:** Special

**Explanation/Description:** This Devotion functions as the magic user spell of the same name. In addition to targeting known and obvious areas, this Devotion can target unknown locations within 3” per mastery level.

**Clairvoyance**

**Range:** Special **Cost:** 5/round  
**Duration:** Time of Concentration **Saving Throw:** None  
**Area of Effect:** Special

**Explanation/Description:** This Devotion functions as the magic user spell of the same name. In addition to targeting known and obvious areas, this Devotion can target unknown locations within 2” per mastery level.

**Contact**

**Range:** 3” **Cost:** 5/round  
**Duration:** Time of concentration **Saving Throw:** Negates  
**Area of Effect:** 1 individual, or see below

**Explanation/Description:** This Devotion allows the user to form a psionic contact between as many as 6 psionic individuals. No contact may be established with non-psionic creatures unless their mind is first opened by certain psionic devices, psionic disciplines, or spells (such as ESP, Empathy, Telepathy etc.). Memories and thoughts can be shared among members of the Contact, but doing so takes approximately the same amount of time as it would to convey the shared thoughts aloud or relive the shared memories in real time.

When in contact with a single mind, this Devotion has several additional effects determined by its mastery level:

Mastery	Additional Effects
Second	Memories and thoughts are shared twice as quickly.
Third	Detect falsehoods.*
Fourth	Reveal the target’s motives and intentions.*
Fifth	Memories and thoughts are shared ten times as quickly.
Sixth	Project false memories and thoughts. The target may save at -4 to see the false nature of these projections.*
Eighth	Detect deception in up to four other minds at once. When focused on a single target the save to resist this effect is made at -3, two targets save at -2, 3 targets save at -1, and four targets save as normal.*
Tenth	Mind probe, revealing the darkest secrets of the target.*
Fourteenth	Establish a basic contact with non-psionic creatures, allowing basic communication.

\* Unwilling targets receive a saving throw to resist these effects.

**Detect Good / Evil**

**Range:** 3” **Cost:** 2/round  
**Duration:** Time of Concentration **Saving Throw:** Special  
**Area of Effect:** One creature or object

**Explanation/Description:** This Devotion allows the user to read the auras of objects and creatures. The ease with which auras may be read using this Devotion is determined by its mastery level.

Mastery	Read Aura	Exact Alignment	Read Object
First	30%	0%	5%
Second	45%	10%	10%
Third	60%	20%	15%
Fourth	70%	30%	20%
Fifth	80%	40%	35%
Sixth	90%	50%	50%
Eighth	100%	60%	65%
Tenth	100%	65%	80%
Twelfth	100%	70%	95%

Reading the aura of an object reveals if the object is holy or damned, while reading the aura of creatures gives some idea of their level, class, and moral alignment (though any creature with 14 or more hit dice is entitled to a saving throw). There is a small chance that a reading will discern the exact alignment and level or hit dice of creatures. If rules for alignment infraction points are in use, an exact alignment reading includes all AIPs, and can cause an alignment audit. An unsuccessful reading means any further attempts to read that aura are stymied until the next level of mastery has been reached. It takes three rounds to discern the aura of a person or object. It is not necessarily obvious that you are reading someone’s aura though they may feel uncomfortable as you stare at them.

**Detect Magic**

**Range:** 3” **Cost:** 3/round  
**Duration:** Time of Concentration **Saving Throw:** None  
**Area of Effect:** 3” wide path

**Explanation/Description:** This Devotion detects the aural force of magic as the spell Detect Magic. There is a 5% chance per mastery level that the type and school of magic can be determined.

**Displacement**

**Range:** 0 **Cost:** 3/round  
**Duration:** Time of Concentration **Saving Throw:** none  
**Area of Effect:** Individual

**Explanation/Description:** This Devotion allows the user to appear where he is not, seemingly displaced from his current location. This improves his armor class by two. Every five levels of mastery the psionist achieves in this power increases the AC benefit of this power by one.

## DISCIPLINES (MINOR DEVOTIONS)

### Dominate

**Range:** 3"  
**Duration:** Time of Concentration  
**Area of Effect:** One creature  
**Cost:** Special  
**Saving Throw:** Negates

**Explanation/Description:** This Devotion allows the user to infiltrate and control the mind of another being. The mind of another creature is tricked into accepting signals from the mind of the user. Contacting the mind of the target costs 6 *Cathexis*, and the target is entitled to a saving throw. If this save is unsuccessful then the target is dominated so long as *Cathexis* equal to its level or hit dice are spent each round. Forcing the target to perform an action against their nature costs twice this amount, and suicidal acts cost three times as much. In either case the target receives a new save at +2.

### Empathy

**Range:** 6"  
**Duration:** 1 turn  
**Area of Effect:** 1" wide path  
**Cost:** 3  
**Saving Throw:** None

**Explanation/Description:** This Devotion detects the basic needs, drives and emotions generated by unshielded sentient minds. This Devotion can detect fear, thirst, hunger, pain, lust, rage, hatred, fatigue, hostility, uncertainty, curiosity, love, friendliness, and other emotions.

### Equilibrium

**Range:** 0  
**Duration:** Time of concentration  
**Area of Effect:** Individual  
**Cost:** 1/round  
**Saving Throw:** None

**Explanation/Description:** This Devotion allows the user to adjust the density of their body, equalizing it with any material they are in physical contact with. This allows the user to break their fall (as the magic-user spell Feather Fall), and to walk upon water, acid, silt, quicksand, mud and other unstable substances. Note that the ability to walk across dangerous substances does not protect the user from such substances. When walking across a pool of acid or lava contact is still made with its surface, and any negative effects of coming into contact with that surface apply as normal.

### ESP

**Range:** 9"  
**Duration:** Time of Concentration  
**Area of Effect:** 1" wide path  
**Cost:** 2/round  
**Saving Throw:** None

**Explanation/Description:** This Devotion allows the user to align their mind with the unshielded minds of nearby sentient beings to 'tune in' to their thoughts in a manner similar to the magic-user spell ESP. Thoughts in a language the user does not speak are unintelligible, while non-sentient creatures transmit only basic pictures and raw drives.

## DISCIPLINES (MINOR DEVOTIONS)

### Growth

**Range:** 0  
**Duration:** 1 turn/level of mastery  
**Area of Effect:** Individual  
**Cost:** 5/round  
**Saving Throw:** None

**Explanation/Description:** This Devotion allows the user to increase their size, mass, and strength. This affects melee damage, carrying capacity, and the chance to open doors, bend bars, or lift gates. It does not affect the chances of successfully hitting in melee. Equipment expands with the body, but there is a 10% chance that any magical items must save versus crushing blow or be destroyed. If rules capping bonuses to damage based on base weapon damage are in use, damage bonuses from this Devotion are not capped, as the size and mass of weapons increase with the wielder.

The effective strength and size bonuses provided by this Devotion are determined by its mastery level.

Mastery	Height	Damage	Strength Equivalent*
First	+1'	+1	13
Second	+2'	+2	14
Third	+3'	+3	15
Fourth	+4'	+4	16
Fifth	+5'	+5	17
Sixth	+6'	+6	18
Seventh	+7'	+7	19
Eighth	+8'	+8	20
Ninth	+9'	+9	21
Tenth	+10'	+10	22
Eleventh	+11'	+11	23
Twelfth	+12'	+12	24

\* The user applies the higher Strength value (The user's or the Discipline's) to any operation dependent on Strength, including damage..

### Hypnosis

**Range:** 3"  
**Duration:** Special  
**Area of Effect:** Special  
**Cost:** Special  
**Saving Throw:** Special

**Explanation/Description:** This Devotion allows the user to plant hypnotic cues in the mind of the target, causing them to respond to one suggestion as if the user were a good friend. Only reasonable courses of action will be acted upon, orders to commit suicide or act against the target's nature simply end the hypnotic effect.

If at least one turn is spent reinforcing the hypnotic effect, a post-hypnotic suggestion may be implanted. This post-hypnotic suggestion has a cumulative 5% chance per day of wearing off. This Devotion only affects targets with an intelligence greater than 7 and less than 17 (i.e. 8-16). Those that are too stupid or bright are immune to hypnosis. Individuals with a 15 or 16 intelligence (or at least 10 hit dice) receive a saving throw to resist the effects of Hypnosis.

## DISCIPLINES (MINOR DEVOTIONS)

This Devotion can target one or more creatures with a total number of levels or hit dice up to the cumulative sum of its mastery levels, and costs 1 *Cathexis* per hit die of the creature(s) affected.

### Illumination

**Range:** 3” **Cost:** 1/turn  
**Duration:** 2 turns/level of mastery **Saving Throw:** None  
**Area of Effect:** See below

**Explanation/Description:** This Devotion replicates the spells *faerie fire*, *light*, and *dancing lights*. Each user has their own unique color of light, but may choose white light if the unique color is not desired. It is possible to maintain this Devotion beyond the usual duration by concentration. Extinguishing another user’s light costs 5 *Cathexis*.

### Invisibility

**Range:** 0 **Cost:** Special  
**Duration:** 1 round/expenditure **Saving Throw:** Special  
**Area of Effect:** Special

**Explanation/Description:** This Devotion resembles the invisibility spell in many ways, but it functions by obfuscating the users presence from the minds of opponents. The targets of this Devotion are incapable of detecting the user by any means, even by magic. However, any action causing a tangible force to act upon a target (attacking, pulling hair, etc.) allows that target a saving throw to end the effects of this Devotion. *Mind Bar* prevents this Devotion from affecting those it protects.

This Devotion can target one or more creatures with a total number of levels or hit dice up to the cumulative sum of its mastery levels, and costs 1 *Cathexis* per round for each level or hit die of the creature(s) affected.

### Levitation

**Range:** 0 **Cost:** Special  
**Duration:** 1 turn/expenditure **Saving Throw:** None  
**Area of Effect:** Individual

**Explanation/Description:** This Devotion is similar to the magic-user spell of the same name. This Devotion need not be used continuously, its effects can be activated and deactivated at will during its duration. The cost to use this Devotion is determined by its mastery level. Initially the cost is 18 *Cathexis* per turn, reduced by 3 every two levels of mastery, eventually reaching a minimum of 3 *Cathexis* per turn.

### Precognition

**Range:** 0 **Cost:** Special  
**Duration:** Special **Saving Throw:** None  
**Area of Effect:** Special

## DISCIPLINES (MINOR DEVOTIONS)

**Explanation/Description:** This Devotion allows the user to glimpse the future. Such glimpses are unreliable though, and at times are incomplete or even outright false.

Mastery	Effect
First	Determine the general effects of a choice or action over the next 3 turns at a cost of 10 <i>Cathexis</i> . This reveals only if the outcome will be beneficial, harmful, or neutral. This effect is of ‘low’ difficulty.
Fourth	Determine all outcomes of a set of related choices at a cost of 20 <i>Cathexis</i> + 1 per potential outcome. For example, a trap with three control levers costs an additional 8 <i>Cathexis</i> to see the outcomes of (as there are eight possible arrangements). This effect is of ‘medium’ difficulty.
Eighth	Gain foreknowledge of an area and its inhabitants at a cost of 30 <i>Cathexis</i> . The area can be a building, forest, dungeon or the like. This effect determines what or who lives in that area, where they are likely located, their relative strength in comparison to the party, and how much gold or treasure the area contains. This effect is of ‘high’ difficulty.
Twelfth	Combat foresight: improve armor class by 2, gain a +2 bonus on saves, and a +1 bonus on attacks. This effect costs 10 <i>Cathexis</i> initially, takes one round to activate, and costs 2 <i>Cathexis</i> per round thereafter to maintain.
Sixteenth	Reveal the future as clearly as the present. The cost, difficulty, and details of this final effect rely heavily on the judgment of the Dungeon Master. The suggested cost for this effect is one <i>Cathexis</i> for every point at which a decision could affect the outcome of events. If enough <i>Cathexis</i> cannot be paid, the effect ends immediately. When determining the difficulty of this effect, consider the length of time the user is attempting to foresee: the immediate future (3 turns or less), the near future (up to 6 hours), or the distant future (6+ hours).

The accuracy of this Devotion is determined by its mastery level, the user’s combined Intelligence and Wisdom, and the difficulty of the information sought. Precognition can be attempted multiple times, but each time the roll determining the success of Precognition is made secretly by the Dungeon Master.

INT + WIS	Low	Medium	High
under 27	40%	30%	20%
28-32	50%	35%	25%
33-34	65%	45%	35%
35 & up	70%	50%	40%

\* These odds improve by 1% per mastery level, but never exceed 90%.



**Premonition**

**Range:** 0 **Cost:** 8/turn  
**Duration:** Time of Concentration **Saving Throw:** None  
**Area of Effect:** Individual

**Explanation/Description:** This Devotion allows the user to sense when danger is imminent. When this power is active the reaction adjustment of the user is improved by one. This increases by one every four levels of mastery. The users saving throws versus Rods/Staves/Wands, increases by one. This increases by one for every six levels of mastery.

At the sixth level of mastery the user gains expanded foresight eliminating the flanking bonus provided by attacks from the side and the cost decreases to 4 *Cathexis* a turn.

At the tenth level of mastery the user gains all around vision, eliminating the bonus for opponents attacking from the rear and the cost decreases to 2 *Cathexis* a turn.

**Psychic Sensitivity**

**Range:** 0 **Cost:** 1  
**Duration:** 1 round **Saving Throw:** None  
**Area of Effect:** 1" radius

**Explanation/Description:** This Devotion allows the user to sense "psychic residue" left for centuries in the earth and stones by violence, trauma, and historic events. Emotions and even momentary visions of those who have died or suffered powerful torment can be sensed long after their deaths. At the sixth level of mastery this Devotion even allows one to relive the final moments of those who left their imprint.

**Psychometry**

**Range:** Touch **Cost:** 1  
**Duration:** 1 round **Saving Throw:** None  
**Area of Effect:** Object touched

**Explanation/Description:** This Devotion allows the user to attune their mind with an object, determining its history and status. Particularly ancient objects may even inspire visions of their history. For each level of mastery, one of the following may be determined regarding the item's previous owner: alignment, age, race, sex, how the object was gained, or how the object was lost. One of the following may also be determined regarding the item itself for each level of mastery above the seventh: charges remaining, command words, intelligence, name, value, the race that created the item, where the item was made, if it is cursed, and the effects of the item.

**Pyrokinesis**

**Range:** Sight **Cost:** 1/round  
**Duration:** Special **Saving Throw:** None  
**Area of Effect:** One item or creature

**Explanation/Description:** This Devotion allows the user to excite the molecules in an object with their mind, slowly causing heat to build within the object over the course of 10 rounds. Each mastery level after the first decreases the time required to produce an effect by 1 round, to a minimum of one round at the tenth level of mastery and above.

Once this time has elapsed, this Devotion has the following results:

Material	Result
paper, parchment, straw	aflame, burning brightly
dry wood, heavy cloth	scorching and smouldering
water, wine	boiling (If small amount)
flesh	blistering*
metal	hot to touch**

\* each round thereafter the victim sustains 1 cumulative point of damage (i.e. 1 that round, 2 the next, 3 the next, etc.)

\*\* at this point the effect is the same as the druid spell, heat metal.

**Shrink**

**Range:** 0 **Cost:** 2  
**Duration:** 1 turn/level of mastery **Saving Throw:** None  
**Area of Effect:** Individual

**Explanation/Description:** This Devotion allows the user to decrease their size and mass. The degree of reduction provided by this Devotion are determined by its mastery level. Up to the ninth level of mastery, size and mass are reduced by 10% per level of mastery. At the tenth level of the mastery and above, size and mass are halved each mastery level.

**Suspend Animation**

**Range:** 0 **Cost:** 6  
**Duration:** Special **Saving Throw:** None  
**Area of Effect:** Individual

**Explanation/Description:** This Devotion causes the life functions of the user to slow dramatically, virtually ceasing until a set period of time has elapsed. While suspended the user cannot be awakened by any means, needs no air, ages at 1/1000th the normal rate, can tolerate temperatures as low as 33 degrees Fahrenheit for extended periods, and appears to be dead to all but the most detailed examination.

This Devotion can suspend the user for a number of weeks equal to the cumulative sum of mastery levels. For each week in suspended animation, one full day must be spent engaged in normal activity (essentially anything but suspended animation) before this Devotion may be used again.

**Sustenance**

**Range:** 0 **Cost:** 5/day  
**Duration:** 2 days/mastery level **Saving Throw:** None  
**Area of Effect:** Individual

**Explanation/Description:** This Devotion allows the user masterful control over their body. They can suppress or satisfy all physical need for sleep, rest, food, and water for two days per mastery level. Afterwards, complete rest for the same number of days is required before this Devotion may be used once again. Avoiding this rest has no negative effects other than making it impossible to use the Devotion.

**Synesthesia**

**Range:** 0 **Cost:** 6/round  
**Duration:** Time of Concentration **Saving Throw:** None  
**Area of Effect:** Individual

**Explanation/Description:** This Devotion allow the user to shuffle which sensory organ perceives certain sensory data. When the psionicist activates this power the user may hear light and colors, see



sounds, feel tastes, taste smells, smell textures, or any combination of senses with data. The user selects one sense and one sensory input when the power is activated and he gains the ability to perceive that information with a new sense. Every four mastery levels the cost decreases by one.

**MAJOR SCIENCES**

**Adaptation**

**Range:** 0 **Cost:** 2/turn  
**Duration:** 1 turn/mastery level **Saving Throw:** None  
**Area of Effect:** Individual

**Explanation/Description:** This Science allows the user to withstand environments inimical to life (cold, heat, lack of oxygen, poisonous or corrosive gases, etc.) by absorbing 1 die of damage per mastery level from such conditions. Once this Science has been used, the user must wait a number of turns equal to the number of turns the Science was active before activating it again. At the tenth level of mastery, however, this Science can be used continuously so long as the cost can be paid.

**Astral Projection**

**Range:** Special **Cost:** 10  
**Duration:** Special **Saving Throw:** None  
**Area of Effect:** Individual

**Explanation/Description:** This Science functions as the cleric spell of the same name, except that only the user may travel using this power.

**Aura Alteration**

**Range:** Touch **Cost:** Special  
**Duration:** Special **Saving Throw:** None  
**Area of Effect:** Individual

**Explanation/Description:** This Science can be used to change the user's aura (in order to disguise the user's alignment, or perhaps pass an alignment audit) for up to 6 turns at a cost of 10 *Cathexis* per step in alignment change. (i.e. Chaotic Good to Lawful Good would cost 20 *Cathexis*: Chaotic to Neutral to Lawful).

This Science can also be used to recognize and alter unfavorable compulsions (curses, quests, and geases) in the aura of others at the following costs:

Aura	Recognition Cost*
curse	1 <i>Cathexis</i> per 4 levels of the caster
geas	1 <i>Cathexis</i> per 2 levels of the caster
quest	1 <i>Cathexis</i> per level of the caster

\* Removal of the undesired aura costs 8 times the recognition cost.

**Bulwark**

**Range:** 0 **Cost:** Special  
**Duration:** Until dispelled **Saving Throw:** None  
**Area of Effect:** Special

**Explanation/Description:** This Science allows the user to create an impenetrable field of energy, offering protection from all effects, energies, and mental contact. Once evoked a Bulwark does not need to be maintained. A warded Bulwark is resistant to the passage of all living things, except those that pass by the desire of the invoker(s) at a cost of 20 *Cathexis*. The Bulwark prevents the passage of sound, has the same effects as the protection from evil and magic circle against evil spells, and is protected from all forms of spying (magical or otherwise). A Bulwark may be opened and closed from the inside for 20 *Cathexis*, or dismissed by its creator for free. Those inside can see out, but the reverse does not hold true. Externally the Bulwark resembles a pale shimmering curtain of light rising from the earth to form a dome-like hemisphere.

As many as 4 individuals may participate in setting the Bulwark. A Bulwark with a 1" radius, centered on the individual that contributes the most *Cathexis*, may be formed for a cost of 50 *Cathexis*. Alternately, a Bulwark with a radius of 1" per user may be formed if each user is within 1" of another and each pays the full 50 *Cathexis*.

A Bulwark can be broken by spending three times the *Cathexis* used to create it. If the area has been specifically prepared to receive it, then breaking the Dome requires five times the *Cathexis* used in its creation. Such preparations require 20 *Cathexis* from each participating user and last 24 hours before they must be renewed.

**Dimension Hop**

**Range:** 0 **Cost:** 10  
**Duration:** Instantaneous **Saving Throw:** None  
**Area of Effect:** Individual

**Explanation/Description:** This Science functions as the magic-user spell, Dimension Door.

**Dimension Journey**

**Range:** 0 **Cost:** 1/turn  
**Duration:** Time of concentration **Saving Throw:** None  
**Area of Effect:** Individual

**Explanation/Description:** This Science allows the user to travel over great distances in short periods of time via intra-dimensional travel. Seven leagues can be covered per turn (21 miles every 10 minutes), but this type of travel is difficult and confusing for the inexperienced, and often takes longer than anticipated. Thankfully, no hostile encounters can occur during such a journey. Initially, there is a 10% chance of becoming lost when using this Science, but this is reduced by 1% per mastery level after the first, to a minimum of 1%. The degree of Time

alteration is determined by consulting the following table:

Level of mastery	Time Alteration % (1d100)				
	01-20	21-45	46-75	76-90	91-00
first, second	+200%	+150%	+50%	0	0
third through fifth	+150%	+100%	+25%	0	0
sixth, seventh	+100%	+50%	+10%	0	0
eighth	+50%	+25%	0	0	-10%
ninth	+25%	+10%	0	-10%	-25%
tenth+	+10%	0	0	-25%	-50%

**Empathic Projection**

**Range:** 6" **Cost:** 5/use  
**Duration:** 1 Turn/expenditure **Saving Throw:** Special  
**Area of Effect:** 1" wide path

**Explanation/Description:** This Science is similar to the Devotion of Empathy, but the user is able to impose emotions as well as read them. Unwilling targets are entitled to a saving throw to resist this effect.

**Energy Dissipation**

**Range:** 0 **Cost:** Special  
**Duration:** Special **Saving Throw:** None  
**Area of Effect:** 1" radius around individual

**Explanation/Description:** This Science allows the user to channel damaging energy effects (fire, ice, sonic, etc.) into harmless forms or dissipate them entirely. Negating the effects of energy based damage costs 1 *Cathexis* per spell level or die of damage negated (whichever is greater). No more than 2 *Cathexis* can be spent to resist any single effect per mastery level.

**Etherealness**

**Range:** 0 **Cost:** 6/turn  
**Duration:** Time of Concentration **Saving Throw:** None  
**Area of Effect:** Individual and 5 lbs. of material per mastery level.

**Explanation/Description:** This Science allows the user to shift themselves and a small amount of equipment into the Ethereal plane. At the tenth level of mastery, it becomes possible to alter the users vibrations and materialize into planes bordered by the Ethereal (the Elemental and Energy planes).

**Mass Dominate**

**Range:** 3" **Cost:** Special  
**Duration:** Special **Saving Throw:** Negates  
**Area of Effect:** Special

**Explanation/Description:** This Science allows the user to dominate up to five creatures for extended periods of time. It costs 10 *Cathexis* to initially contact the minds of the targets, at which point they are entitled to a saving throw to resist the effects. Each creature that fails its save

is then dominated, and no additional costs need be paid to maintain this domination. Issuing commands, however, costs *Cathexis* equal to the total levels or hit dice of those commanded. Double the normal *Cathexis* must be spent to force a target to perform an action against their nature, and triple the normal *Cathexis* must be spent to force the target to perform a suicidal act. In either case the target receives a new save at +2. Being dominated does not curtail a creatures activities in any way, excepting the commands given by the dominator.

This Science can control at most five creatures, each with levels or hit dice equal to or less than its mastery level, and lasts for 1 hour per level of mastery. Each target reduces this duration by 1 turn for every point of Intelligence, Wisdom, or Charisma over 14 they possess.

**Mind Bar**

**Range:** 0 **Cost:** 5/day  
**Duration:** As set by individual **Saving Throw:** Special  
**Area of Effect:** Individual

**Explanation/Description:** This Science creates a psychic barrier in the mind, protecting from a variety of mental effects. Mind Bar has 10% chance of success per level of mastery, and grants immunity from charm, confusion, domination, empathy, ESP, fear, feeblemind, hypnosis, magic jar, sleep, suggestion, the Devotion of Invisibility (but not the spell), and any other effect that primarily influences the mind. At the eleventh level of mastery there is a 10% chance that the source of any mental attack will be known the instant that it is made (in the case of magic jar and possession this includes knowledge of the magic jar or amulet). This chance improves by 10% each mastery level.

**Molecular Decay**

**Range:** 7“ **Cost:** 50  
**Duration:** Permanent **Saving Throw:** None  
**Area of Effect:** Special

**Explanation/Description:** This Science allows the user to alter an object, causing it to become fragile and easily broken after one round of concentration. Magic items save versus magical fire (with any magical bonuses providing a bonus to the save) to resist this effect.

Level of Mastery	Able to Manipulate the Equivalent of
first	thin cord
second	thick cord, leather thong
third	thick rope, leather strap, thin wire
fourth	thick wire, 1 inch thick wooden board
fifth	light iron chain, 2 inch thick wooden board
sixth	heavy iron chain, light steel chain
tenth	2’thick stone wall (man-sized hole)
eleventh	magical chain armor, magical dagger
twelfth	magical splint armor, magical mace
thirteenth	magical shield, magical axe or flail
fourteenth	magical plate armor, magical sword

**Probability Journey**

**Range:** 0 **Cost:** Special  
**Duration:** Special **Saving Throw:** None  
**Area of Effect:** Special

**Explanation/Description:** This Science allows the user to travel between planes (including alternate Prime Material planes) at a cost of 10 *Cathexis* per world or plane entered or crossed. There is a 20% chance that the journey ends in an unintended location. This chance decreases by 1% each mastery level after the first. At the fifth level of mastery, 2 others can travel with the user at a cost of 5 *Cathexis* each. At the tenth level of mastery, as many as 8 others can travel with the user at a cost of 2 *Cathexis* each.

**Psychic Chirurgery**

**Range:** Touch **Cost:** Special  
**Duration:** special **Saving Throw:** Negates  
**Area of Effect:** 1 individual

**Explanation/Description:** This Science allows the user to repair or alter the psyche of the target, and has a number of potential effects. The target of any of these effects is entitled to a saving throw.

Mastery	Effects
First	Dispel exhaustion at a cost of 10 <i>Cathexis</i> , as the spell but without the usual haste effect. When rules for fatigue are in use, this effect removes all fatigue.
Second	Read memories at a cost of 10 <i>Cathexis</i> per month of their age, or 20 <i>Cathexis</i> per year for major events. Reading hidden or shielded memories costs an additional 50 <i>Cathexis</i> .
Third	Adjust memories, causing the subject to forget or remember some fact, or construct a fake memory at the same costs as reading memories.
Fourth	Feeblemind, as the spell, at a cost of 30 <i>Cathexis</i> . Or, Compulsion for the same cost allowing the creation of a new behavior, or triggered response to an event. Target receives a save at +5 to resist the compulsion.
Fifth	Cure Insanity, Feeblemind, and minor mental quirks*, at a cost of 40 <i>Cathexis</i> .
Six	Cure psychic wounds from psionic combat and major mental quirks* at a cost of 50 <i>Cathexis</i> .
Seventh	Create a mental trigger (at a cost of 70 <i>Cathexis</i> ) that will kill or Feeblemind the subject if their mind is tampered with in a specific manner.
Eighth	Mind-wipe and Personality adjustment for 80 <i>Cathexis</i> , if the target’s mind has been opened and explored the default personality can be deleted and overwritten. The target receives a +5 bonus to their save. Success means the base personality reasserts itself.

\* Quirks and flaws gained at character creation cannot be cured.

**Psychic Clone**

**Range:** 6” **Cost:** Special  
**Duration:** Time of concentration **Saving Throw:** None  
**Area of Effect:** Special

**Explanation/Description:** This Science allows the user to create an incorporeal clone, housing their psyche, at a cost of 50 *Cathexis*, and an additional 5 *Cathexis* per round thereafter. The insubstantial clone springs forth from the body of the user, and can move freely within 6” of the user’s body, but may only travel where the user would be capable of traveling normally. At the fifth level of mastery, the clone may walk over liquids as if they were solid. At the ninth level of mastery, the clone may fly. At the twelfth level of mastery, the clone may pass through walls and solid objects. Being insubstantial, the clone cannot interact with physical objects, but is unaffected by environmental hazards, physical attacks, and damage (though Psionic Combat is still effective).

As it houses the user’s true psyche, the clone can use psionic powers, and any conditions affecting the mind or spirit follow the psyche into the new form. This leaves the user’s body incapable of independent action, little more than a vegetable. The user’s sense of touch remains linked to their original body, making them aware if it is disturbed, but all other senses are replaced by those of the clone.

**Schism**

**Range:** 0 **Cost:** Special  
**Duration:** Special **Saving Throw:** Special  
**Area of Effect:** Individual

**Explanation/Description:** This Science allows the user to split their mind into two separate and functional fragments. These two halves are in total agreement with each other and can communicate instantly and freely. This allows two separate actions to be engaged in simultaneously (for example, engaging in psychic combat while engaging in melee combat, activating two Disciplines simultaneously, or engaging in psychic combat twice, even against the same opponent). This Science does not make it possible for the user to make more than the usual number of attacks or cast a spell and attack in the same round (as each of these actions requires the use of the whole body for the round). Activating Schism requires one round of concentration and costs 20 *Cathexis*. In addition, 6 *Cathexis* must be spent each round prior to rolling initiative in order to maintain Schism, and when this Science ends the user must make a saving throw versus paralyzation at -6 or fall unconscious for 1-6 turns.

Unlike most Disciplines, maintaining Schism does not prevent the use of other Disciplines, Attack Modes, or Spells. The mental fragments share a common pool of *Psionic Attack Strength*, and *Psionic Defense Strength*. However, for the purposes of calculating damage dealt in Psychic Combat each mental fragment counts as having only half the total *Combat Strength*.

**Shape Alteration**

**Range:** 0 **Cost:** Special  
**Duration:** Until again altered **Saving Throw:** None  
**Area of Effect:** Individual

**Explanation/Description:** This Science functions in a manner similar to the magic-user spell Polymorph Self, altering the size, form, and composition of the user’s body along with any equipment and gear. Movement abilities and the ability to breath in the natural environment of any new form are gained, but no other characteristics. (For example, as a red dragon, it is possible to fly, but not to use a breath weapon). Some shapes may make fighting, casting spells, or even speech difficult. This Science costs 3 *Cathexis*, plus the following:

Alteration	Cathexis Cost
each +/-100 lbs. in a body	1/100 lbs weight
vegetable <-> animal*	1/10 lbs. weight
mineral <-> vegetable*	2/10 lbs. weight
mineral <-> animal*	3/10 lbs. weight

\*Includes equipment if carrying over 50 lbs of weight.

*For example, a 200 pound fighter carrying 100 pounds of equipment would have to pay 46 Cathexis to become a 1500 pound bear. (3 Cathexis plus 13 Cathexis due to the 1300 pound difference in body weight and 30 Cathexis to absorb 100 pounds of mineral equipment into the bear form.)*

**Sculpt Dreams**

**Range:** Special **Cost:** 20  
**Duration:** 8 Hours **Saving Throw:** None  
**Area of Effect:** Special

**Explanation/Description:** This Science allows the user to enter and control the dreams of those they know. Using this Science counts as rest for most purposes, but no *Psionic Strength* can be regained.

Mastery	Additional Effects
Second	Enter and control the dreams of unknown individuals. Locating a specific individual has the same odds of success as using a crystal ball to locate that individual.
Fourth	Travel through dreams to a familiar location (or one that has been described in detail). This journey requires overcoming obstacles whose difficulty is determined by how unfamiliar the destination is. If the user dies in the dream, they must succeed at a system shock roll or die before they wake. If they fail to complete the journey, they wake where they began. If successful, the user fades from existence and wakes at their destination.
Sixth	Others may be brought on a dream journey at a cost of 20 <i>Cathexis</i> per person. All suffer the usual risks.

**Switch Personality**

**Range:** Touch **Cost:** 50  
**Duration:** Permanent **Saving Throw:** Special  
**Area of Effect:** Individual + special

**Explanation/Description:** This Science allows the user to switch their mind permanently with the mind of another. Each individual involved in the exchange maintains their own mental attributes while exchanging physical ones. The process takes one full turn to complete and is an extremely traumatic process, requiring both characters to make system shock rolls upon entering their new bodies or fall into a coma for 1-100 turns after which a second system shock roll must be made to avoid rejection of the psyche and death. These system shock rolls receive a bonus of +2% per mastery level. Those with switched personalities degenerate over time. One point of Constitution is lost each day unless a successful Constitution check is made. At 3 Constitution a character is bed-ridden. At 0 Constitution death occurs. Reuniting the correct personality with its body by using this Science again halts this loss of Constitution, which then returns at the normal rate for ability damage.

**Synaptic Tempest**

**Range:** 0 **Cost:** Special  
**Duration:** Instantaneous **Saving Throw:** Special  
**Area of Effect:** 5" radius + 1" per three mastery levels

**Explanation/Description:** This Science has two effects. First, it allows the user to create a 'mental static' that interferes with all psionic power in the vicinity. This costs 10 *Cathexis* a round. Anyone who wishes to activate any psionic power must succeed at a saving throw versus paralyzation. This save is at -1 for every three mastery levels the user possesses. This power also causes splitting headaches in all those nearby the user, causing irritability.

At the fourth mastery level the user can release this energy in a terrible deadly blast. The user must announce his intention before beginning the attack. The user spends three rounds generating static with the same effects as above. Any disruption in this process will ruin the effect, and the user will have to begin again. On the last segment of the third round the user pays 80 *Cathexis* and a horrid scream bursts out in the minds of all living creatures within range. All affected must make a save versus paralyzation. If the targets fail, they pass out for 2d6 turns and must make a system shock roll or die. Those that succeed take 1d6 damage per mastery level of the power. They may make a saving throw versus death for half damage.

**Telekinesis**

**Range:** 3" + 1"/mastery level **Cost:** 3/round  
**Duration:** Time of Concentration **Saving Throw:** None  
**Area of Effect:** Special

**Explanation/Description:** This Science resembles the magic-user spell of the same name, except that its targets can weigh no more than

three pounds times the cumulative sum of its mastery levels.

**Telepathy**

**Range:** Special **Cost:** 1/round  
**Duration:** Time of Concentration **Saving Throw:** None  
**Area of Effect:** Special

**Explanation/Description:** This Science allows the user to mentally communicate with creatures, regardless of they language they speak, so long as each has an intelligence of 5 or more and is either visible or well known mentally. In the latter case, distance is only a factor when contacting non-telepathic creatures, who must be within 1,000 miles.

**Telepathic Projection**

**Range:** Special **Cost:** Special  
**Duration:** Time of Concentration **Saving Throw:** Negates  
**Area of Effect:** Special

**Explanation/Description:** This Science has a number of functions. It allows telepathic communication only with telepaths at a cost identical to that for telepathy. It can implant a suggestion (as the spell) in one or more minds at a cost of 2 *Cathexis* per level or hit die of the target(s). It can be used to possess the mind of one creature at a cost of 2 *Cathexis* per point of Intelligence and 1 *Cathexis* per point of Wisdom and Charisma they possess per round. If the creature being possessed dies, the user must make a system shock roll or die as well. This Science can target at most creatures with a total number of levels or hit dice equal to the cumulative sum of its mastery levels. Targets within 6" plus the cumulative sum of this Science's mastery levels in inches (1", 3", 6", etc.) need not be visible.

**Teleportation**

**Range:** 0 **Cost:** 20  
**Duration:** Instantaneous **Saving Throw:** None  
**Area of Effect:** Individual + special

**Explanation/Description:** This science is similar to the magic-user spell Teleport. For each point of *Cathexis* above 20 that is spent, the user may reduce the chance of mis-teleporting by 1%.

**Transmutation**

**Range:** Touch **Cost:** Special  
**Duration:** Permanent **Saving Throw:** None  
**Area of Effect:** Special

**Explanation/Description:** This Science transmutes one material into another at a cost of 10 *Cathexis* per pound, and is so draining it may only be attempted once per month. 1 lb. of metal can be transmuted per mastery level. Initially, only very soft metals (gold and lead) may be transmuted; then bronze, copper, silver, and the like at the fourth level of mastery; platinum, nickel, and iron at the seventh; steel at the

tenth; mithril and steel alloys at the thirteenth level of mastery; and adamantite at the sixteenth level of mastery.

## GRAND ARTS

### Awaken Mind

**Range:** 0  
**Duration:** Permanent  
**Area of Effect:** 1 individual  
**Cost:** 100  
**Saving Throw:** Special

**Explanation/Description:** This Art allows the user to awaken latent *psionic ability* in others. The target must be of a race capable of possessing psionics and have at least one score of 16+ in Intelligence, Wisdom, and Charisma. Before this ability may be used, the mind of the target must be studied in detail (commonly by the Discipline Contact using 'mind probe') to discover the proper ritual for awakening their latent abilities. Such rituals take only an hour to perform, but require the acquisition of one or more hard to obtain items of some relevance to the subject.

At the conclusion of this ritual the target must make a saving throw versus spell. Failure indicates they lack psionic potential and cannot develop psionic powers, now or ever. Success indicates that they have become a wild talent (see pg. 3). Immediately determine *Psionic Ability*, then roll for Attack Modes, Defense Modes, and access to Disciplines. The new wild talent gains one Devotion of their choice from those rolled, progressing as normal from this point on.

### Entropic Control

**Range:** Touch  
**Duration:** Permanent  
**Area of Effect:** 1 person, creature, or object  
**Cost:** 60  
**Saving Throw:** Negates

**Explanation/Description:** This Art allows to bend and control probability to produce the following effects.

1. Control Planar Boundaries: This can be used to force undead fully into or out of the Prime Material plane. Undead so affected lose access to the Negative material plane and can no longer drain energy; incorporeal undead also become corporeal. This can also be used to provide protection from inimical environments in the half-worlds and planes. This effect is not permanent however, and ends the following noon or midnight, if not canceled sooner by spending another 60 *Cathexis*.
2. Detonate non-living matter, destroying 10 pounds per mastery level, or doing 1d6 damage per mastery level to non-living creatures.
3. Energy Drain, as the spell, against any target that fails its save.
4. Restoration, as the spell: This effect is subject to a deadline of 1 day per mastery level, but this deadline may be extended at a cost of 20 *Cathexis* per day.
5. Restore Objects: Objects that have been broken, drained, or polluted may be restored, subject to these physical limitations: the

object must be man-sized or smaller and must weigh 200 pounds or less. Heavier objects may be restored at an added cost of 1 *Cathexis* per additional pound. Charged items may be restored at a cost 2 *Cathexis* per charge.

### Leech

**Range:** 36"  
**Duration:** Special  
**Area of Effect:** Up to six individuals  
**Cost:** 10/target  
**Saving Throw:** Negates

**Explanation/Description:** This Art allows the user to amplify and augment the latent *Psionic Strength* in others for 4-9 hours. The targets are placed in coma-like sleep, any attempt to wake the target will find them in a stupor, unable to function with any kind of efficacy. Each target has one *Psionic Strength* per point of Intelligence, Wisdom, and Charisma, which may be spent as desired so long as the user is within range. Using over half the targets potential is a nefarious act and carries the following consequences for the target. The target suffers amnesia for 1d12 weeks if 51% or more of their *Psionic Strength* is used, permanent amnesia if 61% or more is used, feeblemind if 71% or more is used, coma for 1d12 days (with a system shock roll each day to avoid death) if 81% or more is used, and must save or die if 91% or more is used (a successful save vs. death still results in the target's Intelligence, Wisdom, and Charisma scores falling to 3).

### Psionic Construct

**Range:** Touch  
**Duration:** Permanent  
**Area of Effect:** 1 object  
**Cost:** Special  
**Saving Throw:** Negates

**Explanation/Description:** This Art allows the user to create unique psionic artifacts of great power. When complete the artifact has one Ego per Devotion, 2 per Science, and 3 per Art; its Intelligence is that of its maker minus 2d3-2; and it shares the creator's alignment. It has half its creator's *Psionic Ability*; no (01%-55%), one (56%-85%), two (86%-99%), or three (00%) Attack Modes; and two defense modes selected randomly from those the creator knows. The creator can sense the object within 12" and command it within 3" even when it is in the possession of others. It is hard to destroy (-4 to all attacks made against it and +4 to all saving throws), but if the item is destroyed, the creator loses all *Psionic Ability* and must make a system shock roll or die.

The Disciplines to be crafted into an object determine its cost. Each Minor Devotion costs 100 *Cathexis*, each Major Science costs 200, and each Grand Art costs 300. Preparation of the artifact requires at least 100 gp and 1-4 days per *Cathexis*. Once preparations are complete, the user must successfully save versus spells or the item is too flawed to be used.

Each day, one Discipline may be transferred into the item at a cost of 50 *Cathexis*. During this time the user can take no other action, as the project consumes their attention. Any interruption and the object is finished as it is. Once the Disciplines have been transferred into

## DISCIPLINES (GRAND ARTS)

the object, it must be sealed by the application of permanency (see Preservation). If this is not done the item begins to degrade, losing 10% of its ability every month until it is powerless, and no longer functions if all *Psionic Strength* is lost in Psionic Combat. Items fixed with permanency regain Psionic Power as a person would. The day before Permanency is applied 400 *Cathexis* may be spent to make the item indestructible. If an indestructible artifact is destroyed, the creator is feeble-minded, loses all *psionic ability*, and is killed.

Psionic individuals holding a psionic artifact may add its *Psionic Strength* points to their own. Any non-psionic must depend on their ability to overcome the ego and intelligence of the item.

### Stasis

**Range:** Touch **Cost:** 50  
**Duration:** Permanent **Saving Throw:** None  
**Area of Effect:** 1 individual or object

**Explanation/Description:** This Art allows the user to slow the effects of time, preventing or delaying the effects of decay and death. This Art has several potential effects determined by its mastery level:

Mastery	Effects
First	Allow the user to enchant psionic items
Third	The user may prevent the decay of a corpse 24 hours.
Fourth	The user may absorb memories from the dead. At best 50% of these memories can be absorbed, and this decreases by 5% every minute the target is dead. Integrating these memories takes 10-40 minutes, and until integrated, the user may at times express the memories, aura, and personality of the fallen instead of their own - he becomes that person to a certain degree. If memories remain unintegrated after a week, then each day the user must save versus spells to remain sane and make a system shock roll or die.
Fifth	Permanency as the magic-user spell.
Sixth	The user may dispel permanency.
Seventh	Within 1 round of death, the user may bind a soul in stasis with its body. The soul is trapped on the prime material plane, unable to travel more than 3" from its corpse. This trapped soul can see other necromantic spirits, but is invisible and unnoticeable by the living.
Eighth	Restore a bound soul to its body, which must be healed immediately or it will die once more.

### Sunder

**Range:** Touch **Cost:** Special  
**Duration:** Permanent **Saving Throw:** Negates  
**Area of Effect:** 1 individual

**Explanation/Description:** This Art allows the user to alter the mind of the target so that so they can no longer gain levels, cast spells, use psionics, or use innate and divinely granted abilities (such as laying on hands). The target retains only non-magical and non-psionic skills

## DISCIPLINES (GRAND ARTS)

related to class and level. The costs vary and are outlined below:

Effect	Cost
Arcane Spell Casting	20 <i>Cathexis</i> per level of spells blocked
Divine Spell Casting	30 <i>Cathexis</i> per level of spells blocked
Innate/Granted Ability	30 <i>Cathexis</i> per ability blocked
Psionics*	80 <i>Cathexis</i>

\* No *Psionic Strength* may be used, defenseless in Psionic Combat.

### Temporal Fugue

**Range:** Special **Cost:** Special  
**Duration:** Special **Saving Throw:** Special  
**Area of Effect:** Special

**Explanation/Description:** This Art gives the user control over time. It has several effects determined by the level of mastery the user possess in the power.

Mastery	Effects
First	Time hop, The user can step up to 3 rounds forward in time. Each round has a cumulative cost of 10 <i>Cathexis</i> per round. (30 <i>Cathexis</i> for 2 rounds, 60 for 3 rounds). The user simply disappears and then reappears several rounds later, the intervening rounds never occurring.
Third	Time Jaunt, As time hop, but the user touches a target creature and sends it forward into the future at double cost. (20/60/120)
Fifth	Timeless body, the user loses all actions and becomes immune to any effects. For a cost of 20 <i>Cathexis</i> a round, the user is frozen in place unable to move or act but aware of everything that is occurring around him. The user is invulnerable to all effects and powers, both beneficial and malign.
Ninth	Stasis Field, the user creates a field 2" in diameter in which all time slows to a crawl. From the outside it appears as a shimmering silver sphere, inside it's dim and murky as light is slowed when it enters the field. The passage of time is slowed by sixty times within a stasis field. (i.e. 1 hour inside, is 1 minute outside.) The field follows the user, but the user may attach the field to any object or place he touches. Within the field energy attacks have no effect, movement is visibly slowed, and swift objects and attacks are greatly slowed. Missile weapons become useless. The user can move freely within the field, and if it is anchored within and up to 10" outside the field. The Stasis field costs 20 <i>Cathexis</i> a round to maintain from within the field, and 2 <i>Cathexis</i> a round to maintain outside of the field.
Thirteenth	Time stop as the magic user spell for a cost of 80 <i>Cathexis</i> .





## THE PSIONICIST

The Psionicist class is devoted to the exploration the world within, the realm of the mind. Exploring the depths of the mind offers great reward, but is quite taxing upon the body, and requires long hours of determined study. True Mastery of the self also requires diligence and discipline, thus Law must be a factor in the Psionicist's alignment.

Psionicists receive an experience point bonus of 10% if every one of their prime requisites are 16 or better.

### THE PSIONICIST

#### Ability Requirements

Constitution 9+, Intelligence 10+\*,  
Wisdom 10+\*, and Charisma 10+\*

\*One of these must be 16 or higher.

#### Prime Requisite(s)

Intelligence, Wisdom, and Charisma

#### Hit Die Type

d8

#### Allowed Races

Human (U), Halfling (9), Dwarf (11),  
Orc/Half-orc (11), Half-elf (2), Gnome (5)

#### Multi-classing

As Magic-User/Specialist

#### Allowed Alignments

Any Lawful

#### Building Point Bonus

14 BP

The time and devotion required to learning the pathways of inner knowledge leave little time for outside pursuits, restricting the amount of martial training and practice most Psionicists may have. As a result of their single minded study, The Psionicist may not wear any armor heavier than leather, and may only become proficient in the following weapons, club, dagger, dart, hammer, sling, spear, staff, any sword but two-handed, and scimitar.

Psionicists begin play with 3 weapon proficiencies, and gain one every 4 levels. Their penalty for using a weapon they are not proficient in is -4.

The Psionicist uses the magic-user saving throw tables and the thief combat matrix. Any other rolls not covered are as a magic-user.

Due to the rigors of their training, the Psionicist gains 2 free rolls of the "Maintain Self-Discipline" at first level, and one free roll each time they gain a level thereafter. At creation they pay 1/2 BP for first aid skills, alchemy, anatomy basic/vital, culture (race), customs and etiquette (culture), and mathematics, basic.

Upon reaching 11th level, Psionicists attain the title of Master, and may found a school if they wish. Constructing a psionic academy is an expensive proposition, but has a number of benefits.

Once a suitable lab and mystic library have been completed, the Psionicist with the stasis art can begin constructing psionic magic items and potions that have psionic effects as a magic-user or alchemist of the same level. Those that possess the Psionic Construct Grand Art may also begin work upon psionic Artifacts and items of power.

Such a school attracts 2-5 students (1st level Psionicists) who become the Psionicist's followers. Each time the Psionicist gains a level their school will attract another follower. This follower will be either a 1st level Psionicist (5 times out of 10), a 1st level thief with a wild talent (2 times out of 10), a 1st level fighter with a wild talent (2 times out of 10), or a 1st level magic-user or cleric with a wild talent (1 time out of 10).



**Inner Potential and Psionic Ability**

A Psionicist's *Psionic Ability* is equal to their IP (Inner Potential) multiplied by their Strength Factor. Inner Potential (IP) is five times the average of the Psionicist's prime requisites (add Intelligence, Wisdom and Dexterity together, divide by 3, and multiply by five). Strength Factor is determined by level (see Table XIII: Psionicist Progression on the following page). The product of the two is the *Psionic Ability* of the psionicist, as well as their maximum *Psionic Attack Strength* and *Psionic Defense Strength*. Inner Potential and *Psionic Ability* are recalculated any time the psionicist's statistics change or they gain a level.

**Attack Modes, Defense modes, and Disciplines**

The Psionicist begins play with one Attack Mode of their choice, and the Defense Mode *Empty Mind*. Every even level they gain a Defense Mode and every odd level they gain an Attack Mode until all Attack and Defense Modes have been acquired at level 9. The Psionicist is free to select which Attack Mode and Defense Mode they learn at each level.

A psionicist learns a Minor Devotion, Major Science, or Grand Art upon the attainment of each new experience level. When choosing their Disciplines, the Psionicist may ignore all restrictions on which classes can learn which powers - all powers are accessible to the psionicist. In cases where the class is relevant to the power (i.e. Body Weaponry), the psionicist always uses the most favorable listing.

The Psionicist increases the mastery level of every Discipline they possess by two each time they level, up to a maximum of their level.

**% Statistic Gain At Each Level**

Strength	1d4
Dexterity	1d6
Constitution	1d8
Intelligence	1d20
Wisdom	1d12
Charisma	1d10
Comeliness	1d4

**Psionic Combat**

The Psionicist eventually rivals even the most powerful of psionic foes. When in Psionic Combat, they gain the following bonuses:

- At 5th level, Psionicists deal 1d6 more damage when attacking.
- At 9th level, Psionicists increase the range of Attack Modes by 2" per range category.
- At 10th level, Psionicists take 1d6 less damage when attacked.
- At 14th level, Psionicists increase the range of Attack Modes by 4" per range category.
- At 15th level, Psionicists deal 2d6 more damage when attacking and take 2d6 less damage when attacked.
- At 20th level, Psionicists deal 3d6 more damage when attacking and take 3d6 less damage when attacked.

**Table XIII: Psionicist Progression**

Experience points	Level	8-sided Dice for Accumulated Hit points	Strength Factor	Attack Modes	Defense Modes	Disciplines		
						Minor	Major	Grand
0-2,500	1	20+1d8*	1	1	1	2	0	0
2,501-5,000	2	2	1.1	1	2	3	0	0
5,001-10,000	3	3	1.2	2	2	3	1	0
10,001-20,000	4	4	1.3	2	3	4	1	0
20,001-40,000	5	5	1.4	3	3	5	1	0
40,001-80,000	6	6	1.5	3	4	5	2	0
80,001-130,000	7	7	1.6	4	4	6	2	0
130,001-190,000	8	8	1.7	4	5	6	3	0
190,001-250,000	9	9	1.8	5	5	7	3	0
250,001-500,000	10	10	1.9	5	5	7	4	0
500,001-850,000	11	11	2	5	5	7	4	1
850,000-1,200,000	12	11+1**	2.1	5	5	8	4	1
1,200,001-1,550,000	13	11+2	2.1	5	5	8	5	1
1,550,001-1,900,000	14	11+3	2.1	5	5	8	5	2
1,900,001-2,250,000	15	11+4	2.1	5	5	9	5	2
2,250,001-2,600,000	16	11+5	2.1	5	5	9	6	2
2,600,001-2,950,000	17	11+6	2.1	5	5	10	6	2
2,950,001-3,300,000	18	11+7	2.1	5	5	10	7	2
3,300,001-3,650,000	19	11+8	2.1	5	5	10	7	3
3,650,001***	20	11+9	2.1	5	5	11	8	4

\* At first level Psionicists receive 20 hit points +1d8. This twenty point 'kicker' is received at first level only, and only for systems that include a kicker. For other systems the progression is a simple d8 a level

\*\* Psionicists gain 1 hit point a level after the 11th.

\*\*\* 350,000 experience points per level for each additional level above the 20th.

## PACKAGES

For those of you running certain edition games, I have included a selection of ‘packages’ for your use in play. The primary differences between systems are the specifics of skills and non-weapon proficiency, so appropriate sections have been provided for each system.

### MONTEBANK (16 BP)

**Description:** Montebanks are tricksters, who use their psionic powers to masquerade as a more traditional master of magic. They are often been forbidden from attended official schools and temples, because their powers don’t work in the same manner as magic spells, or divine gifts.

**To qualify for the Montebank package the psionicist must have a minimum Charisma of 13.**

**Barred Disciplines:** None

**Role:** The Montebank is a master of secrets and deception, and is also filled with more than a few surprises. The Montebank poses as someone he is not, often someone more accepted in society. This can be of great advantage to a thoughtful party.

**Skills:** Bonus skills received include two free rolls of the fast-talking skill, the Liar, skilled skill, and the Disguise Skill. They receive one free roll of the bribery skill and acting skill. Every time they pay for Fast Talking, Liar, Skilled, or Disguise, they receive two free rolls of the mastery die. They also receive the secret persona skill at 50% and may purchase additional rolls for 1 BP

**Suggested skills** include Alchemy, Botany, Herbalism, Customs and Etiquette, History local, Religion general, Parley, Social Etiquette, Ulterior Motive.

**Talents:** They may take the Forgettable Face talent for 2 BP

**Weapon Proficiencies:** As the psionicist class.

**Non-Weapon Proficiencies:** The Montebank receives no bonus non-weapon proficiencies.

**Suggested non-weapon proficiencies** are Bribery, Fast-Talking, Local History, Healing, herbalism, Reading/Writing, Disguise, Forgery, Hypnosis

**Secondary Skills:** Any secondary skill would be appropriate for the Montebank.

**Equipment & Money:** The Montebank would do well to purchase a large tome, or perhaps some holy symbols. Other than this, there are no restrictions on equipment.

**Special Bonus:** Montebanks receive two rolls of the mastery die any time they take the skills Fast Talking, Liar, Skilled, or Disguise.

**Special Bane:** Montebanks receive a -2 reaction modifier from any psionic who recognizes them as a Montebank.

If they are ever outed in front of non-psionicists, a new reaction roll should be made for each witness, with a -10 modifier.

**Racial Bane:** None.

### GYPSY (8 BP)

**Descriptions:** The wandering people have always understood the mysteries of the mind. Gypsies travel the land selling snake oil, trading, entertaining, gambling and fixing games, and running cons. They travel in caravans and keep to themselves, so their ways are poorly understood. Gypsies dress in bright and colorful shades, and have an extremely loose interpretation of personal property.

**To qualify for the Gypsy package, the psionicist must have a minimum Wisdom and Dexterity of 12.**

**Barred Disciplines:** Energy Dissipation

**Role:** Psionicist Gypsies are often revered and honored members of the clan, and will be treated well by any gypsies they encounter.

**Skills:** Bonus skills received include Animal Lore, Animal Handling, Riding, land-based, and language (modern - gypsy), as well as three free rolls of the Fortune Telling skill.

**Suggested skills** include Dancing, Astrology, Fast-talking, Gaming, Herbalist, Hunting, Juggling, Musical Instrument, Survival, and Weather Sense.

**Talents:** The gypsy can purchase Acute Alertness and Astute Observation for 3 BP each, Expert Cheater for 3 BP, and opportunist for 4 BP

**Weapon proficiencies:** Required, dagger or knife. Recommended, scimitar, short sword

**Non-weapon proficiencies:** Bonus non-weapon proficiencies given include Animal Handling, and Riding, Land based.

**Suggested non-weapon proficiencies** are Animal Training, Brewing, Carpentry, Cobbling, Dancing, Direction Sense, Fishing, Gaming, Hunting, Musical Instrument, Pottery, Rope use, Seamstress/Tailor, Swimming, Weather Sense, Weaving, Appraising, Tumbling, Tightrope Walking, Forgery, and Juggling.

**Secondary Skills:** Secondary skills that are appropriate are Bowyer/Fletcher, Fisher, Forester, Gambler, Groom, Hunter, Tailor/Weaver, Trader/Barterer, Trapper/Furrier, and Woodworker/Carpenter.

**Equipment and money:** No changes.

**Special Boons:** The gypsy may ‘hex’ an opponent. Once per month they may bestow curse (as the reverse of the spell remove curse). If the cursed being causes the death of the gypsy, the curse is doubled in efficacy and becomes permanent.

Once per week, Gypsies may tell fortunes (as augury) as long as they have access to a device such as a crystal ball or a deck of tarot cards. They may ask 1 question, plus one question every 3 levels.

Gypsies are never affected by a deck of many things.

Gypsies learn social interaction skills at 1/2 BP cost.

Gypsies may learn any thief non-weapon proficiency at normal cost.

**Special Banes:** Gypsies with psionic powers are feared. They receive -2 to all reaction rolls, and -3 from lawful officials.

**Racial Banes:** Dwarves may not become gypsies

**ASCETIC MONK (18 BP)**

**Description:** The Ascetic Monk is a psionist who has used the discipline of his mind to perfect his body. They often employ martial arts, and eschew traditional society.

**To qualify for the Ascetic Monk the player must have at least a 10 in Strength, Dexterity, and Constitution.**

**Barred Disciplines:** None

**Role:** Ascetic Monks are capable combatants, but seek mastery of the body and of the mind above all else. The pursuit of this goal shapes them, honing them into a finely tuned instruments. Such an instrument may kill, but most devote themselves to protecting the weak.

**Skills:** Bonus skills received include Reading/Writing of their base language at 50%

**Suggested skills** include Botany, Calligraphy, Carpentry, Culinary Arts, Cooking, Dig Proper Grave, Farming, Herbalism, Musical Instrument, Religion (general), Jumping, Laborer, general, Fishing, Observation, Swimming (Dog paddle), First aid skill suite, and Poker Face.

**Talents:** Bonus talents the Ascetic Monk receives include the acrobatic talent. Ascetic Monks may take the Prudish talent for 2 BP; the Puritanical talent for 5 BP; the Quick Movement, Sixth Sense and Second Sight talent for 4 BP each; and the Superior Meditation talent for 1 BP. They may also take talents normally restricted to classes of the fighter group.

**Weapon Proficiencies:** Half of all weapons selected must be from the following: Staff, dagger, dart, knife, sling, staff sling.

**Non-Weapon Proficiencies:** Bonus non-weapon proficiencies received include Reading/Writing.

**Suggested non-weapon proficiencies** are Healing, Herbalism, Musical Instrument, Harness Subconscious, Meditative Focus, and Religion.

**Secondary Skills:** Secondary skills that are appropriate for the Ascetic Monk are Scribe, Fisher, or Woodworker/Carpenter.

**Equipment & Money:** Ascetic Monks start the game with no money. He may never wear armor.

**Special Boons:** Ascetic Monks use the cleric combat matrix instead of the thief combat matrix.

Ascetic Monks may take the skills Punching, Wrestling, and Martial Arts. They function as if they were a single classed fighter in regards to these skills. They pay  $\frac{1}{4}$  BP cost to learn Martial Arts Styles and Special Martial Arts Maneuvers. Combat Procedures cost them  $\frac{1}{2}$  the BP cost of the Procedure.

**Special Banes:** Ascetic Monks cannot wear armor.

They must either spend half their weapon proficiencies on weapons and fighting styles or spend at least 10 BP on Martial arts styles.

They must tithe all starting money and all treasure obtained beyond that which they require to meet their normal living expenses.

They may own no more than 3 magic items.

**Racial Bane:** Human and half-elf only.

**WILD SPARK (8 BP)**

**Description:** The wild spark is a Psionist whose talent manifested spontaneously, and who never received any formal training. Every skill and power they've learned, they've learned through trial and error. To qualify as a wild spark, the player must have a chaotic alignment. This overrides the class restriction.

**Barred Disciplines:** Wild Sparks must randomly determine three Devotions and two Sciences they are forever barred from learning.

**Role:** Wild Sparks are powerful but flawed Psionists, able to fill a variety of roles.

**Skills:** Bonus skills received include the Endurance skill.

**Suggested skills** include Fire building, Swimming, Dog paddle, Survival, Forage for food, Mapless travel, Running, and Set Snares. They receive two mastery rolls anytime they take the skills Glean Information, Slip away into Shadows, or Liar, skilled.

**Talents:** May take the Acute Alertness talent for 3 BP; the Experience Bonus talent regardless of race for 8 BP, and the Knack for Languages talent for 2 BP.

**Weapon Proficiencies:** Required to take either knife or spear.

**Non-Weapon Proficiencies:** Bonus non-weapon proficiencies received include Endurance and Rejuvenation.

**Suggested non-weapon proficiencies** are Direction Sense, Fire-building, Swimming, Survival

**Secondary Skills:** Any secondary skills are appropriate.

**Equipment & Money:** No Changes

**Special Boons:** Wild Sparks develops their talent along paths often not taken by traditional Psionists. After determining their restricted Disciplines, and before selecting their starting Devotions, a Wild Spark rolls twice on the Devotion table, and once on the Science table. They receives these Disciplines as a Wild Talent, acquiring the first Devotion immediately, the second Devotion at Third level, and the Science at fifth level. These Disciplines are in addition to the standard abilities gained for being a Psionist and do not count against or towards their class advancement.

Wild Sparks have access to more power than their peers. Their 'strength factor' is as a Psionist of one level higher than normal. (i.e. at first level, he would have a strength factor of 1.1). Wild Sparks treat all Disciplines as if they had a mastery level of one higher than their true mastery level (even if this would exceed their character level).

Their great power allows them to lash out at the minds of those they are in combat with. Wild Sparks deal an extra 1d6 of damage with all psionic attacks.

**Special Banes:** Wild Spark are forever barred from learning three devotions, and two sciences.

Wild Sparks may never acquire all five Defense Mode. Their lack of training means they may only possess four of the five.

Wild Sparks suffer an additional 2d6 points of damage from all psionic attacks.

**Racial Bane:** No race restrictions.

## THE PATH TO THE PRESENT

### SIGNS AND PORTENTS

Those with the potential to become psionics often have strange experiences as a child, their powers manifesting themselves without conscious control. For some these signs come as visions of the future, for others as uncontrollable flashes of telekinesis or whispering voices revealing the hidden motives of others. The way a psionics family and their community react to these early signs of power can shape the way the Psionics perceives the world for years to come.

Roll on Table XIV to determine the effect of these signs and portents. Because the support of a Psionics family greatly affects the reaction of their community, Psionics should modify this roll based on their social class and family, as follows: orphaned -3, abusive parents -2, loving parents +2, SLC -4, LLC -3, MLC -2, ULC -1, LUC +1, MUC +2, and UUC +4. Deceased or absent parents add an additional -1 to the roll.

**Table XIV: Effects of Early Psionic Power**

Roll (3d6)	Result
2 or less	Imprisonment.
3-4	Deep Trauma.
5-7	Outcast.
8-11	Uneventful childhood.
12-14	Beneficial.
15-16	Reverant worship.
17-18	Inspiration.
19+	Foresight.

**Imprisonment:** You spent the majority of your childhood locked away, your community frightened that you were cursed or insane. The fear of persecution this instilled in you left you utterly incapable of exploring your psionic potential for years, but taught you a great deal about hiding your thoughts. (-2 to Table XV, Table XVII, and Table XVIII; gain the "Poker Face" skill with two mastery rolls.)

**Deep Trauma:** The first time your psionic power manifested itself you suffered some deeply traumatic event. To this day you tend to think of your *psionic ability* as a curse, and can never fully master one or more Disciplines. (-2 to Table XV; your maximum mastery level in 1d3 random Devotions is two levels lower than normal.)

**Outcast:** Because of the strange and bewildering events that took place in your presence you were shunned by your community. This isolation left gaps in your education that required great effort to overcome later in life. (-2 to Table XVII and Table XVIII.)

**Uneventful Childhood:** You lived an essentially normal childhood, dismissing any early psionic power as little more than daydreams.

**Beneficial:** The gut feelings and glimpses of the future you grew up with worked in your favor, making you the lucky one, the one that always got what they needed when they needed it, and that everyone knew was destined for something great. (+1 to Table XVI.)

**Reverant Worship:** You were a child prophet or spiritual leader with the fervent support of your community. As a result, you found it far easier to accept your powers than most. (+2 to Table XV; gain the "Religion, general" skill with two mastery rolls.)

**Inspiration:** Your first glimpses of power were wondrous visions. They inspired a deep, abiding curiosity into the nature of the mind and its relationship to the world around you. (+3 to Table XVII; gain 3 BP that may only be spent on Academia skills.)

**Foresight:** Very early in your childhood you became fully aware of your power and its nature. This natural awareness served you well, allowing your psionic gifts to guide you unerringly to the teachers and experiences you needed to awaken their power. (+3 to Table XV, Table XVI, and Table XVII; add +1 to Table XIX and Table XX.)

### AWAKENING

When Psionics finally awaken to their power, the experience can often be overwhelming; Their senses expand as hidden reservoirs of power within the mind come alight and visions of the future fill their thoughts. The memory of this moment often has a great influence on a psionics, shaping their willingness to develop their powers fully.

Roll on Table XV to determine the circumstances under which a Psionics awakened. Because a resilient mind can more easily cope with the changes inherent in this process, Psionics should add their magical defense adjustment from wisdom to this roll.

**Table XV: Circumstances of Awakening**

Roll (3d6)	Result
2 or less	Madness.
3-4	Near death experience.
5-6	Delayed.
7-9	In training.
10-12	Uneventful.
13-15	Fortuitous.
16-18	Early Awakening.
19-20	Destined.
21+	Transcendent.

**Madness:** Your psionic abilities planted seeds of insanity in your mind, altering your perception of events in confusing and terrifying ways. Only as your mind fractured and you succumbed at last to madness could you truly accept your *psionic ability*. (-3 to Table XVI and Table XVIII; gain one of the following flaws, determined at random: Delusion (Major), Depression (Major), Multiple Personalities, Obsessive Compulsion, Paranoid, or Pyromaniac. Curing this flaw is possible after character creation, but results in the destruction all *Psionic ability* unless a successful save vs. Spell is made at a -3.)

**Near death experience:** Your psionic abilities woke in response to the threat of death, preserving your life, but only barely. The memories haunt you still, making it difficult to control your psionic abilities. (-2 to Table XVI and Table XVIII; you suffer a -5% penalty to EP awards.)

**Delayed:** Your awakening was hindered by self-denial. Though you eventually accepted your abilities, the delay made your search for training more perilous than it should have been. (-1 to Table XVI.)

**In training:** Your psionic power awakened somewhat later than in most, overtaking you only after you were already training to become a member of another class. Though you did your best to set the experience aside and complete your training, eventually the need for proper psionic instruction could not be ignored. You never entirely abandoned your old training, and gain some small benefit as a result, but your psionic training suffered from a lack of focus. (-1 to Table XVIII; make one roll on the "Partial Training" table below.)

Roll (d100)	Partial Training
01-20	Arcane Apprentice: Your limited arcane training allows you to memorize and cast two cantrips per day. You begin play with a battered manual containing 2d4 cantrips of your choice.
21-40	Combat Academy Cadet: You gain 1 free weapon proficiency. The penalty for using a non-proficient weapon is reduced to -2.
41-60	Ecclesiastical Resident: You gain the "Religion, general" skill with two mastery rolls and a +2 bonus to honor.
61-80	Underworld Flunky: You gain the "Looting, Basic" skill with one mastery roll and the "Slip away into Shadows" skill with two mastery rolls.
91-00	Wilderness Scout: You gain the "Animal Lore" and "Tracking" skills with one mastery roll each.

**Uneventful:** Your awakening was an uneventful process. As each change rolled over you it only confirmed the suspicions you had always held about the signs and omens you experienced as a child.

**Fortuitous:** Your psionic abilities lay dormant, partially awakened until you found yourself in a moment of great need. At that moment, they burst into life, filling you with power and allowing you to protect something or someone of great importance to you. The memory lent you certainty throughout your search for an academy and the training that followed. (+1 to Table XVI and Table XVIII.)

**Early Awakening:** You awakened your psionic abilities early through meditation and self study. The discipline and training this gave you left you with considerable advantages during your training. (+1 to Table XVI; +2 to Table XVIII; gain 3 BP that may only be spent on Academia skills.)

**Destined:** You foresaw the moment of your awakening in advance, allowing you to prepare and plan, easing any difficulties you might have had in finding proper training and aiding your studies afterward. (+2 to Table XVI, Table XVII, and Table XVIII.)

**Transcendent:** The full burgeoning of your *psionic ability* brought with it immense self-knowledge and insight. In a moment of profound gestalt you saw every facet of your mind and your future laid out in splendor before you, your will working to shape and form them both. (+2 to Table XVI, Table XVII, and Table XVIII; gain the Lucky talent.)

THE ROAD

Newly awakened Psionicists are in a vulnerable position, psionically aware, but effectively incapable developing their powers or defending themselves in psionic combat without training. Finding such training is no easy task, as psionic academies are few and far between, and many candidates spend months or even years searching for a teacher.

Roll 1d4-1 times on Table XVI to determine what travails a Psionicist must overcome prior to finding an Academy. Charm, wit, and force of personality are often the best tools for dealing with the dangers of such a journey, so Psionicists should add half their reaction adjustment from Charisma to these rolls. Luck can also play a crucial role in avoiding or resolving encounters along the way, so Psionicists from families in Great Dishonor must roll one additional time at a -6 penalty. Psionicists from families in Great Honor may choose to roll one less time or one additional time. Add 1d12 months to the Psionicist's age for each event rolled. If a result is rolled more than once, ignore it and reroll.

Table XVI: Notable Events

Roll (3d6)	Result
0 or less	Deadly Psionic Encounter.
1-2	Severe Injury.
3-4	Overwhelming Psionic Encounter.
5-6	Minor Injury.
7-9	Fled from Psionic Encounter.
10-12	Worked as laborer.
13-15	Self Discovery.
16-17	Studied wild talent.
18-19	Found scholarly tome on Psionics.
20-21	Traveled with Psionicist.
22+	Trained Telepathically.

**Deadly Psionic Encounter:** You had the miserable luck to encounter a powerful psionic creature (or Psionicist) bent on your demise. You must successfully Save vs. Death at a -4 penalty or die. On a successful save, you survive, but the psychic assault has left your mind damaged and broken, and you permanently lose 1d4-1 points of Intelligence, Wisdom, or Charisma (determined at random).

**Severe Injury:** You are found all but dead on the side of the road by strangers. They managed to nurse you back to health, but your scars are extensive and debilitating. You gain the Maimed flaw. On the upside, you also gain the "First Aid" skill suite.

**Overwhelming Psionic Encounter:** You encountered a vastly more powerful Psionicist who crushed your will and forced you to serve them. Only when your master was slain were you free to continue your search. You gain the Chronic Nightmares flaw, and the delay leaves you desperate to find an academy (-2 to Table XVII).

**Minor Injury:** You were hospitalized for several months. Thankfully, a powerful healer or priest was available to tend to your injuries, but the cost of the care left you penniless (-30 penalty to your starting money roll) and cost you valuable time in your search (-1 to Table XVII).

**Fled from Psionic Encounter:** While traveling in the company of others, you encountered a powerful but relatively harmless looking psionic creature, and wisely chose to flee. Unfortunately, stories of your cowardice have spread far and wide, haunting you ever since. As a result, you take a -3 penalty to starting honor.

**Worked as laborer:** Low on funds and with no end of your journey in sight, you were forced to work for a time as a manual laborer. The work was degrading, and delayed your search (-1 to Table XVII), but you gain the "Laborer, general" skill.

**Self Discovery:** Some experience caused you to turn away from your search for a time. Though you made very little progress in your search for a teacher (-1 to Table XVII), you were afforded the opportunity to discover unrealized potential in other areas. You gain 3 BP that may only be spent on skills, talents, or proficiencies.

**Studied wild talent:** You witnessed someone emerging as a wild talent, and had the chance to study their Psionic abilities afterwards. The close contact with such a mind fortified your own. You gain 1d20 fractional attribute points of Intelligence, Wisdom, and Charisma.

**Found scholarly tome on Psionics:** Searching a scholarly library for clues to where you might find training, you stumbled across a tome on the theory and use of psionic Disciplines. Your maximum mastery level with 1d3 random Devotions is one higher than normal.

**Traveled with Psionicist:** You met a mostly retired Psionicist while traveling with a caravan and struck up a friendship. They shared stories with you of their youth and their adventures, aiding you enormously in your search for an academy. You gain 75 EP and add +2 to Table XVII.

**Trained Telepathically:** The master of the academy you eventually trained in foresaw your arrival and contacted you telepathically. For the remainder of your journey they trained you, preparing you for your studies, and guiding you to their academy. You gain 1d3x100 EP and add +2 to Table XVII, Table XIX, and Table XX.

**ACADEMY**

The condition, size, and resources available to an academy can effect the quality of its graduates in myriad ways (and often reveal a great deal about the master of the academy).

**Table XVII: Academy Quality**

Roll (3d6)	Result
3 or less	Hovel.
4-6	Small Academy.
7-9	Remote Academy.
10-12	Renovated Keep.
13-15	Seminary.
16-18	Institute.
19-20	Palatial Academy.
21+	Elite Academy.

**Hovel:** Your academy was destitute, with no access to educational resources, proper teachers, or housing for its students. The lack of practical materials often made the lessons you learned flawed and incomplete, and may limit your future prospects. (-2 to Table XVIII, Table XIX, Table XX, Table XXI, and Table XXII.)

**Small Academy:** Your academy was either in a location that limited its size (a crowded metropolis or the like) or simply could not afford to maintain a full campus. Regardless of the reason, the limited facilities and cramped housing harmed the quality of your education. (-1 to Table XVIII, Table XIX, and Table XX; -2 to Table XXI, and Table XXII.)

**Remote Academy:** You trained in a mountain temple, a secluded jungle village, or the like. Although the content of your education was reasonably complete, the lack of contact with the outside world made the experience hard to bear. (-1 to Table XVIII.)

**Renovated Keep:** Your academy was housed in a poorly renovated keep, mercenary camp, or military fort. The facilities could charitably be described as 'spartan', but at least they were spacious and your education was reasonably comprehensive.

**Seminary:** You received your training from the monks of a secretive religious order devoted to promoting the study of *psionic ability*. They provide such an education to any that wish it as a means of aiding the students in their search for enlightenment. While no one insisted you join the order, religious study was strongly encouraged. (+1 to Table XVIII; gain the "Religion, general" skill.)

**Institute:** You trained at a small institute, devoted primarily to scholarly research. Your education was intensive and personal, your teachers thoroughly knowledgeable, and you learned a great deal in the time you were there. (+1 to Table XVIII, Table XIX, and Table XX; +2 to Table XXI; gain 3 BP that may only be spent on Academia skills.)

**Palatial Academy:** Your academy was a sprawling facility teeming with students. Your education was top notch, but the size of the facility made it difficult to get personalized instruction. (-1 to Table XVIII; +2 to Table XIX, Table XX, and Table XXII.)

**Elite Academy:** You attended an elite psionic academy, with full access to almost anything that could be asked for, on this plane or any other. The lessons you received were challenging, extremely so at times, but the challenge spurred you to excellence. (+2 to Table XVIII, Table XIX, Table XX, Table XXI, and Table XXII.)

**APPRENTICESHIP**

Many would be Psionicists fail to survive the rigorous training required. Those capable of teaching the skills necessary to become a Psionicist are few and far between, often leading to an overcrowded and fiercely competitive learning environment; the constant discipline needed to develop the mind wears at the body and soul; and many come to their training already carrying considerable emotional and mental scars.



Roll on Table XVIII to determine the conditions under which a Psionicist apprenticed and how they fared. Because the ability to quickly absorb new concepts and lessons can be so important to this process, Psionicists should add +1 to this roll for every 2 full points of Intelligence they have above 10.

**Table XVIII: Apprenticeship**

Roll (3d6)	Result
3 or less	Drudge Worker.
4-6	Journeyman's Apprentice.
7-9	Self Study.
10-12	Group Study.
13-15	Informal Mentor.
16-18	Formal Mentor.
19-20	Star Pupil.
21+	Sole Apprentice.

**Drudge Worker:** You were rejected from your academy, or expelled due to misconduct. Despite this, you managed to piece together a minimal education by eavesdropping on lessons while working as a drudge in the academy kitchens. Eventually you were allowed to train formally, but you never felt as if you entirely belonged, and the gaps in your education slowed your progress substantially. (-3 to Table XXI and Table XXII; gain the "Maintenance/Upkeep" skill.)

**Journeyman's Apprentice:** You were accepted on the condition that you serve as a journeyman's apprentice for two of the years you spent training. The constant travel slowed your studies, but you did manage to gain some valuable insights into cultures other than your own along the way. (-2 to Table XXI and Table XXII; you gain the "Language (Modern)" and "Culture (race specific)" skills.)

**Self Study:** Your teachers were either absent or occupied most of the time, so apprenticeship at your academy consisted of little more than room and board, access to a small library of arcane tomes, and occasional group study sessions. (-1 to Table XXI and Table XXII.)

**Group Study:** Your academy was ill planned, and its teachers had too many students to handle, forcing them train all but the best in large groups with little or no personal supervision. (+1 to Table XXII.)

**Informal Mentor:** You caught the attention of one of your instructors who took you under their wing informally. While their time was limited, the lessons were still of some help. (+1 to Table XXI.)

**Formal Mentor:** Your work as an apprentice was impressive enough to earn you a formal position at your academy. This position afforded you access to your teachers, the full course of instructional materials, and the envy of your peers. (+2 to Table XXI and Table XXII.)

**Star Pupil:** You were leaps and bounds ahead of your classmates from the moment you arrived, and flourished under the tutelage of your academy. Your impressive performance even earned you the right to participate in the evaluation of new students. (+2 to Table XXI and Table XXII; and you gain the "Know Ability" skill.)

**Sole Apprentice:** You were the only student at your academy, the full focus of its attention. You were groomed for success, and each day you were personally tutored by the instructors of your choice in their own areas of specialty. (+2 to Table XXI and Table XXII; and you gain 3 free skills of your choice.)

**THE ACADEMY MASTER**

Psionicists live and die based on the strength of their education, and the insight it gives them about their abilities. In many cases the most important factors in the quality of education a Psionicist receives are the intelligence, insight, and experience possessed by the master of their academy, and the amount of time the academy master spends evaluating and tutoring each student.

Roll on Table XIX and Table XX to determine how often the academy master is present and their competence to teach.

**Table XIX: Presence of Academy Master**

Roll (3d6)	Result
2 or less	Absent.
3-4	Neglectful.
5-6	Rarely present.
7-9	Infrequent.
10-12	Occasional.
13-15	As needed.
16-17	Often.
18-19	Always available.
20+	Constant personal tutelage.

**Absent:** The academy master was simply not available, or even even seen at the academy. They may have been an active adventurer, or may have spent all of their time exploring the planes. Regardless of the reasons for their absence, the lack of leadership harmed your education deeply. (-4 to Table XXI and Table XXII. Skip Table XX entirely.)

**Neglectful:** Even when the academy master was present they spared little attention for the needs of the academy and its students. Discipline was lax, very little was required of students beyond attendance, and many of the faculty were entirely consumed with their own personal pursuits. (-2 to Table XXI and -4 to Table XXII.)

**Rarely present:** The academy master spent the great majority of their time working outside of the academy, and generally only attended important events and ceremonies. Your education was sound, but the faculty were unmotivated, and little was demanded of you outside of the core psionic training. (-2 to Table XXII.)

**Infrequent:** The academy master spent what time he could at the academy, but was often too busy to focus on any individual students training. In the end, it was up to each student to work on their own to make as much of their education as possible. (-1 to Table XXII.)

**Occasional:** The academy master was available on a regular enough basis to ensure you had a robust, if not outstanding, education.

**As needed:** The academy master was available by request, and did what he could to tailor each student's education to their needs, but was often too busy to respond immediately to requests from the students and faculty. (+1 to Table XXII.)

**Often:** Though occasionally called away to attend to other matters, the academy master was present as often as they were able and spent what time they could teaching. The time you spent learning from them, though limited, was still a great help in exploring the limits of your *psionic ability*. (+1 to Table XXI and +1 to Table XXII.)

**Always available:** The academy master was a steady presence in the life of the students, and a constant source of guidance. The lessons he taught, both in and out of the classroom, greatly enhanced your academy days. (+2 to Table XXI and Table XXII. Purchasing Academia skills costs you 1 less BP.)

**Constant personal tutelage:** The academy master took you on as their personal apprentice, spending as much time as possible honing your mind. Even when the needs of the moment forced the academy master to spend time away from the school, they made a point of including you in their adventures. The practical experience you gained on these adventures did a great deal to put your lessons in perspective. (+3 to Table XXI and Table XXII; gain 4 BP that may only be spent on Sophisticated Tasks and Combat Procedures; gain 200 EP.)

**Table XX: Competence of Master**

Roll (3d6)	Result
2 or less	Utterly Incompetent.
3-4	Idiotic.
5-6	Foolish.
7-9	Below Average.
10-12	Average.
13-15	Gifted.
16-17	Brilliant.
18-19	Celebrated Genius.
20+	Inhuman Master.

**Utterly Incompetent:** The academy master was the single most incompetent and ineffectual Psionicist you have ever met, and insisted on forcing every student into the same limited area of expertise they were familiar with. Many students were scarred mentally by the experience of being drilled again and again in Disciplines they would never be able to manifest. (-4 to Table XXI and -2 to Table XXII. You gain a single random Minor Personality Quirk.)

**Idiotic:** The academy master was an idiot, and seemed incapable of recognizing his own limits. Half his lessons were complete fabrications, tales spun from whole cloth on the spot. The students that did manage to graduate were often incapable of fully utilizing their psionic abilities, and missing vital abilities they might need to survive in psionic combat. (-3 to Table XXI and -1 to Table XXII.)

**Foolish:** The academy master was well meaning, but bumbling, and could never seem to entirely finish a lesson. He spent the academy's

funds liberally, did little to reign in disruptive students, and retreated behind a wall of indignation at the slightest hint of confrontation. As a result, your knowledge on many subjects is incomplete at best, and in some cases entirely absent. (-2 to Table XXI.)

**Below Average:** The academy master was a passable instructor, but was a weak and unimaginative Psionicist. They did their best for the students, but many will never reach their full potential. (-1 to Table XXI.)

**Average:** The academy master worked long hours, and was obviously passionate about the training each student received. Despite this, the academy master was simply too uncharismatic to be inspiring.

**Gifted:** The academy master was a naturally gifted teacher, leaping from topic to topic in their lessons, and covering vast swaths of theory in moments. They were particularly capable of awakening unforseen psionic abilities in the mind of their students, but largely left any outside interests to the student's own discretion. (+1 to Table XXI.)

**Brilliant:** The academy master was a former scholar and arcane theorist, and possessed a stunning intellect. Their tutelage brought out the best in the minds of their students, and often inspired a lifelong desire for knowledge and certainty. You developed a number of useful interests during your time at the academy. (+1 to Table XXI and Table XXII. You gain +3 BP that may only be spent on Academia skills.)

**Celebrated Genius:** The academy master was a world renowned adventurer in their youth, and a wealth of knowledge for the students. Due to their experiences in the field and in battle, the lessons they provided were far more practical than theoretical, and often involved the active participation of the students. (+2 to Table XXI and Table XXII. You gain +3 BP that may only be spent on Sophisticated Tasks and Combat Procedures.)

**Inhuman Master:** The academy master was a powerful natural psion from an alternate plane of existence. Its presence alone was enough to bend and shape reality, twisting the halls of the academy along impossible curves and angles. Though nearly incomprehensible initially, the lessons that the academy master provided would unfold gradually in the mind, each concept surrounding another like lotus petals. Your academy days left your mind vastly altered, and in some ways, inhuman. (+3 to Table XXI and Table XXII; gain 5 BP that may only be spent on skills, talents, and proficiencies; when calculating ability factor, you count as if you were a Psionicist two levels higher.)

**THE WORLD WITHIN AND THE WORLD WITHOUT**

Psionic training can produce vast changes in the mind and body of prospective Psionicists, expanding their understanding of the world and opening their eyes to possibilities they never considered.

Roll a pair of results on Table XXI to determine what effects your training has had on your *psionic ability*, and roll a pair of results on Table XXII to determine what effects your training has had on you otherwise. If BP is used to reroll a result, both results on that table must be rerolled.

**Table XXI: The World Within**

(3d12 Twice)	Result
0 or less	Mind permanently trapped in a meditative state.
1	You lose 1 Intelligence, Wisdom, and Charisma.
2	The <i>Cathexis</i> costs to use and maintain Devotions and Sciences are one and a half times normal.
3	You may never learn 1d3 random Sciences and 1d4 random Devotions.
4	You may never learn one random Defense Mode.
5	You may never learn one random Attack Mode.
6	For the purpose of calculating <i>Psionic Ability</i> , you count as a Psionist one level lower.
7	One random Attack Mode costs 8 more to use.
8	You begin with only a single Devotion. At 2nd level and above, the number of Devotions you know (but not Sciences and Arts) is as if you were one level lower.
9	You may never learn 1d2 random Sciences.
10	One random Science has -2 maximum mastery level.
11	One random Attack Mode costs 4 more to use.
12	You may never learn 1d3 random Devotions.
13	Two random Devotions have -2 maximum mastery level.
14	One random Attack Mode deals 1d6 less damage.
15	One random Attack Mode costs 2 more to use.
16	You may never learn 1 random Devotion.
17	One random Devotion has -2 maximum mastery level.
18	You gain 1d20% Fractional points of Charisma.
19	You gain 1d20% Fractional points of Wisdom.
20	You gain 1d20% Fractional points of Intelligence.
21	One random Attack Mode costs 1 less to use.
22	+3% bonus to EP awards.
23	One random Attack Mode deals +1d6 damage.
24	You gain 2d20% Fractional points of Charisma.
25	You gain 2d20% Fractional points of Wisdom.
26	You gain 2d20% Fractional points of Intelligence.
27	One random Attack Mode costs 2 less to use.
28	One random Devotion has +1 maximum mastery level.
29	One random Attack Mode deals +2d6 damage.
30	+5% bonus to EP awards.
31	Two random Devotions have +1 maximum mastery level.
32	One random Attack Mode costs 4 less to use.
33	Gain 1 point of Intelligence, Wisdom, or Charisma. (determined at random)
34	You gain one additional Devotion at 1st level.
35	One random Science has +1 maximum mastery level.
36	For the purpose of calculating <i>Psionic Ability</i> , you count as a Psionist one level higher.
37	One Attack Mode of your choice deals +1d6 damage.
38	One Devotion or Science of your choice has +1 maximum mastery level.
39	You gain one additional Defense Mode at 1st level.
40	You gain one additional Attack Mode at 1st level.
41	You gain two additional Devotions at 1st level.
42 or more	Gain 1d2 points of Intelligence, Wisdom, or Charisma. (Your choice)

**Table XXII: The World Without**

(3d12 twice)	Result
0 or less	Killed in your sleep by psionic creature.
1	Lose 8 starting honor.
2	Apply a -40 penalty to starting money roll.
3	After character creation is complete, lose two skills at random from psychic damage.
4	Permanently lose one proficiency slot.
5	Gain a single Minor Personality Quirk, determined at random, due to a nervous breakdown caused by the stress of your training.
6	Apply a -30 penalty to starting money roll.
7	Lose 4 starting honor.
8	Lose 1d20% Fractional points of Strength, Dexterity, and Constitution.
9	After character creation is complete, lose one skill at random from psychic damage.
10	Apply a -20 penalty to starting money roll.
11	Lose 2 starting honor.
12	After character creation is complete, lose 2d4 points in a random skill.
13	Lose 1 starting honor.
14	Apply a -10 penalty to starting money roll.
15	Lose 1d4 points in a skill of your choice.
16	You gain 1d20% Fractional points of Strength.
17	You gain 1d20% Fractional points of Dexterity.
18	You gain 1d20% Fractional points of Constitution.
19	Gain one proficiency at no cost.
20	Gain 1 BP in Social Interaction skills.
21	Gain 1 BP in Academia skills.
22	Gain 1 BP in Sophisticated Task skills.
23	Gain +1 starting honor.
24	Gain 1 BP in Skills, Talents, and Proficiencies.
25	Add a +15 bonus to starting money roll.
26	Gain 2 BP in Social Interaction skills.
27	Gain 2 BP in Academia skills.
28	Gain 2 BP in Sophisticated Task skills.
29	Gain one additional proficiency at no cost, that does not count towards your normal limit on proficiencies.
30	Gain 3 BP in Skills, Talents, and Proficiencies.
31	Gain 100 EP.
32	Add a +20 bonus to starting money roll.
33	Gain 4 BP in Social Interaction skills.
34	Gain 4 BP in Academia skills.
35	Gain 4 BP in Sophisticated Task skills.
36	Gain +4 starting honor.
37	Gain 4 BP in Skills, Talents, and Proficiencies.
38	Gain 200 EP.
39	Add a +30 bonus to starting money roll.
40	You may become proficient with any single weapon of your choice, even one not normally usable by Psionists.
41	Gain 1d2 point of Strength, Dexterity, or Constitution. (Determined at random)
42 or more	Gain 8 BP in Skills, Talents, and Proficiencies.

## ITEMS

### PSIONIC / MAGIC ITEM INTERACTION

**Ring of Spell Turning:** Psionic attacks and Disciplines are not spells and cannot be turned by a Ring of Spell Turning.

**Rod of Absorption:** Psionic attacks and Disciplines are not spells and cannot be absorbed by a Rod of Absorption.

**Amulet of Life Protection:** The *Psionic Wave* and *Psychic Implosion* attacks cannot harm the wearer.

**Amulet of Proof Against Detection and Location:** This device wards the wearer against all divination and mental or magical location and/or detection. The wearer cannot be detected through clairaudience, clairvoyance, ESP, telepathy, crystal balls, or any other scrying devices. No aura is discernible on the wearer, and predictions cannot be made regarding them, unless some powerful being is consulted.

**Helm of Telepathy:** The helm of telepathy grants a +4 on saving throws versus psionic attacks and increases *Psionic Ability* by 40, when worn for 24 hours.

**Ioun Stones, Dull Grey:** Increases *Psionic Ability* by 10 each, to a maximum total increase of 50.

**Sphere of Annihilation:** If a psionic using the probability travel discipline should come in contact with the sphere and make a successful saving throw versus magic the sphere is shifted into a nearby alternate prime material plane. The substantial psychic energies released in this event grant access to a new science. Failure on this save results in the utter annihilation of the psionic character instead.

**Tome of Clear Thought:** Upon completing their study of this tome it is possible a non-psionic may awaken latent psionic abilities. At the DM's discretion, a new check may be made for psionic talent, in the usual manner.

### PSIONIC ITEMS

While a number of magic items interact with psionics, truly psionic items are the creation of powerful Psionicists, and do not radiate magic.

Any psionically sensitive creature handling such an item immediately recognizes its psionic nature, but has no idea of the specific benefits it may provide.

Psionic items that require activation or enhance other psionic powers radiate psionic energy at the moment they are used. Such a wave of energy is impossible for any psionically sensitive creature within range to miss, and can frequently draw unwelcome attention.

**Crown of Psionic Mastery:** These elaborate crowns resonate with psionic energy, aiding psionicists by returning a portion of the cost of manifesting and maintaining disciplines to the psionicist. Each type of crown benefits psionicists manifesting a specific set of powers, and must be worn for at least 24 hours before the crown will function.

Crowns of Psionic Mastery are usable only by trained psionicists and naturally psionic creatures. Other psionically active characters (such as those with wild talents) are incapable of properly focusing themselves to harmonize with the effects of the crown. The first time such a psionically active character attempts to manifest a power affected by the crown they are stunned for one turn and take 5-20 damage as the power of the crown feeds back upon them.

Even for true psionicists such a crown is not without cost, as the constant flow of psionic energy makes it impossible for anyone to regain *Psionic Strength* while wearing one, and for 24 hours afterward. In addition, the constant cycle of psionic energy means any character wearing such a crown is incapable of detecting the psionic energy of others, and radiates psionic energy detectable by any nearby psionic creature.

Id100	Type of Crown
01-13	Crown of Clairsentient Mastery (1/4 Cost returned)
14-26	Crown of Psychokinetic Mastery (1/4 Cost returned)
27-39	Crown of Psychometabolic Mastery (1/4 Cost returned)
40-52	Crown of Psychoportive Mastery (1/4 Cost returned)
53-65	Crown of Telepathic Mastery (1/4 Cost returned)
66-71	High Crown of Clairsentient Mastery (1/3 Cost returned)
72-77	High Crown of Psychokinetic Mastery (1/3 Cost returned)
78-83	High Crown of Psychometabolic Mastery (1/3 Cost returned)
84-89	High Crown of Psychoportive Mastery (1/3 Cost returned)
90-95	High Crown of Telepathic Mastery (1/3 Cost returned)
96	Grand Crown of Clairsentient Mastery (1/2 Cost returned)
97	Grand Crown of Psychokinetic Mastery (1/2 Cost returned)
98	Grand Crown of Psychometabolic Mastery (1/2 Cost returned)
99	Grand Crown of Psychoportive Mastery (1/2 Cost returned)
00	Grand Crown of Telepathic Mastery (1/2 Cost returned)

*Crowns of clairsentient mastery affect: clairaudience, clairvoyance, detect good/evil, detect magic, ESP, precognition, psychic sensitivity, psychometry, aura alteration, and psychic clone.*

*Crowns of psychokinetic mastery affect: animate object, equilibrium, illumination, pyrokinesis, dome, energy dissipation, molecular decay, telekinesis, and transmutation.*

*Crowns of psychometabolic mastery affect: body weaponry, cell repair, sustenance, suspended animation, adaptation, psychic chirurgery, schism, and shape alteration.*

*Crowns of psychoportive mastery affect: growth, levitation, shrink, astral projection, dimension hop, dimensional journey, etherealness, probability journey, sculpt dreams, and teleportation.*

*Crowns of telepathic mastery affect: animal telepathy, contact, dominate, empathy, hypnosis, invisibility, empathic projection, mass dominate, mind bar, telepathy, telepathic projection, and switch personality.*

**Crystal of Containment:** This item works in a manner similar to the psionic power energy dissipation, protecting the possessor from the effects of attacks relying on energy such as electricity, fire, and cold.

If the possessor is subject to any form of attack relying on such energy and makes their saving throw the attack is dissipated harmlessly, with the full damage being contained within the crystal. If the saving throw is unsuccessful, the attack deals half normal damage and half the damage is contained within the crystal. If no saving throw is allowed, the attack deals three-quarters its normal damage and the rest of the damage is contained within the crystal.

Each of these crystals can contain between 50 and 200 points of energy (5d4x10) before exploding. Once it has absorbed at least 20 damage the crystal glows softly from within. As the crystal fills with energy, this light within grows brighter and brighter.

When the crystal is within 10% of its total capacity, it begins to radiate heat and vibrate softly to the touch. Should the crystal exceed the maximum damage it can contain, it explodes violently, dealing the full amount of damage it has contained to the bearer and half this amount to everything within 30 ft (save vs. spells for half).

**Grounding Anchor:** This item is a shaft of clear gemstone 3 to 6 feet in length, with sharp faceted points on either end. A grounding anchor is activated by plunging either end into the earth, leaving the shaft freestanding. If anyone within 3” attempts to manifest one of several psionic powers attuned to the crystal, they must succeed on a save vs. paralyzation or find themselves trapped in a fugue state, their higher mind locked away as their psionic power grounds itself in the earth.

This effect is permanent so long as the grounding rod remains set in place. Only the destruction of the grounding anchor, its removal from the earth, or the utter annihilation of the victim’s *psionic ability* can free them. Once a grounding anchor has ensnared a target, a slender filament of insubstantial ectoplasm winds through the astral plane connecting the victim to the shaft no matter where they may be moved, even crossing between the inner and outer planes or between alternate prime material planes.

Newly created grounding anchors can be attuned to 2d4 psionic devotions or sciences. Grounding anchors found as treasure will be attuned to 1d4 random sciences and 1d4 random devotions. Grounding anchors have an AC of 10 and 15 hit points.

**Obsidian Necklace:** This powerful evil item is always paired with one or more slave necklaces of similar design. To anyone but its creator, the obsidian necklace is visually indistinguishable from the slave necklace(s) linked to it. Each slave necklace leeches *Psionic Strength* from psionic creatures and stores the power within its crystalline matrix. The wearer of the obsidian necklace may then channel this stored *Psionic Strength* to disintegrate foes (as the spell). Once worn, a slave necklace cannot be removed without the benefit of a remove curse spell or similar effect.

Each day at midnight a slave necklace regains a single charge, leeching 100 *Psionic Strength* from any psionically active creature unlucky enough to be wearing it. If the bearer is unable to provide the full 100 *Psionic Strength*, convert the additional drain to hit point damage at a one to one ratio. Slave necklaces can hold a maximum of 3 charges, and can never be recharged should the last charge be expended.

Obsidian necklaces are typically found as a pair (3 times out of 6) but may be found with two slave necklaces (1 time out of 6), or incorrectly paired with a slave necklace (1 time out of 6). Occasionally (1 time out of 6) only a slave necklace is found. In cases where a slave necklace is found alone or incorrectly paired with an Obsidian necklace, anyone (or anything) in possession of the correct obsidian necklace is able to sense the general direction and distance of any psionic in the presence of the slave necklace.

**Ring of the Mindkiller:** This ring adds to the effective *combat strength* of a psionic character for the purpose of determining the effects of one or more psionic Attack Modes. The standard maximum bonuses from *combat strength* still apply.

1d100	Type of Ring
01-20	+25 effective <i>Combat Strength</i> on 2 Attack Modes
21-45	+25 effective <i>Combat Strength</i> on 3 Attack Modes
46-55	+50 effective <i>Combat Strength</i> on 1 Attack Mode*
56-70	+25 effective <i>Combat Strength</i> on 4 Attack Modes
71-85	+50 effective <i>Combat Strength</i> on 2 Attack Modes
86-95	+50 effective <i>Combat Strength</i> on 3 Attack Modes
96-00	+75 effective <i>Combat Strength</i> on 1 Attack Mode**

\*: 1 in 10 of these rings increase the damage of the affected Attack Mode by 1d6 (3% for *psychic implosion*).

\*\* : 1 in 10 of these rings increase the damage of the affected Attack Mode by 2d6 (6% for *psychic implosion*). Such rings are almost invariably in the possession of powerful psionic creatures.

**Ring of the Armored Mind:** These rings provide a bonus to all saves vs. psionic powers affecting the mind. In the hands of a psionic character, they also absorb one point of damage per base die of damage taken in psionic combat (this does not include additional dice from penetration). These rings can absorb only so much damage at a time. Any ring that absorbs more than this amount of damage is rendered inactive for one week, after which time it may be used once again. A ring that has absorbed no damage for 24 hours regains one point of damage absorption per hour until it is at full power.

1d100	Level of Protection
01-50	+1, maximum of 8 damage absorbed
51-70	+2, maximum of 16 damage absorbed
71-85	+3, maximum of 24 damage absorbed
86-93	+4, maximum of 32 damage absorbed
94-96	+4, maximum of 40 damage absorbed
97-98	+3, maximum of 52 damage absorbed
99-00	+5, maximum of 40 damage absorbed

## APPENDICES

### APPENDIX A. PSIONIC ENCOUNTERS

If psionics are used in your game, it's important that there are balancing factors in place. The threat of wandering monsters prevents players from resting excessively and helps keep the power of spellcasters in check. The risk of psionic combat works in much the same way to prevent players with psionic abilities from abusing their utility. One way this risk is reinforced is the increased chance of psionic encounters immediately following the use of disciplines.

If a psionic power has been used during the last turn, or a spell has been used that resembles a psionic power during the last round, then there is a 25% chance that any random encounter will be against a psionically active opponent. Either an encounter with a psionic creature native to the specific environment that they are exploring, or an appropriate encounter from the following list:

Aboleth	Demon	"Serpent Lords"
Angel, Astral Deva	"Demon Toad"	Sea Hag
Angel, Planetar	Devil	Shadow Yak
Angel, Solar	Duegar	Shedu
"Astral Warrior"	Grappling Thrasher	Skullbreaker
"Astral Monk "	Gray Glutton	Su-Monster
Astral Vagabond	Gray Ooze	Temporal Filcher
Baku	Grippli	Thought Eater
Bear, Poisonous	Guardian Spirit	Thonotquaggoth
Beetle, Dungeon	Hollyphant	Thought Slayer
"Brain Flayer"	Intellect Devourer	Thinkskink
Brain Mole	Invisible Horror	Titan
Caller in Darkness	Ki-rin	Triton
Cerebral Parasite	Lich	Udroot
Cerebral Mauler	Maenad	Unbodied
Cerebrilith	Mordons	Ustilaigor
Character race	Mute Screecher	Vagabond
Coutal	Neothelid	Xeph
Crocodile, Giant	Opinicus	Yellow Mold
Crysmal	Parrot, Psionic	Zabaku
Darkstalkers	Phthisic	
Dromite	Poltergeist	

Certain Spells Duplicate Psionic effects and are likely to trigger an psionic encounter. A list of spells that are related to psionic effects is provided here: Any Charm Spell, Any Cure Spell, Any Detection Spell, Any Invisibility Spell, Any Polymorph Spell, Astral Projection, Augury, Blink, Clairaudience, Clairvoyance, Dimension Door, Enlarge Person, ESP, Feather Fall, Feign Death, Heal, Heat Metal, Hypnotism, Know Alignment, Levitation, Plane Shift, Remove Curse, Shape Change, Stone Tell, Telekinesis, Teleport, Telepathy, Temporal Stasis.

### APPENDIX B. FREQUENTLY ASKED QUESTIONS

#### *Who and what has a soul?*

The correct answer is anything that your Dungeon Master decides. It is important to realize that the delineation of this question cannot be one of a rigid guideline or rule. Within the game, the very thing itself that is in question is not bound by any law, scientific or otherwise. The Dungeon Master should look at his campaign, and the races and monsters that populate it, and decide which creatures have one, and therefore may acquire psionic powers. The decision should be made based off her own metrics and guidelines, it should fit her world.

#### *If I'm with a Fortress of Intellect Range and I'm using Cerebral Barrier, what defense am I considered to have?*

Because some of the defense modes operate over an area of effect, anytime you are subject to more than one defense mode, you use the best applicable defense mode. (This was a particular point of ambiguity in the old rules.)

#### *How do I pay for Disciplines? How about Attack Modes? Defense Modes?*

When you use a discipline, you pay its cost by expending *Cathexis*. This in turn reduces both your *Psionic Attack Strength* and *Psionic Defense Strength* by the amount of *Cathexis* you must pay. When you activate an Attack Mode, subtract the cost from your *Psionic Attack Strength*. When you activate a defense mode, there is no cost.

#### *So I can just have any Defense Mode up? I can have all the Defense Modes up at the same time?*

No. There are some limitations on Defense Modes. For a start, you can only have one Defense Mode active at a time (though you may be within the area of effect multiple Defense Modes activated by others). While using the Attack Mode *Psychic Implosion* you may only use the Defense Mode *Shield Thoughts*. If you choose not to use a Discipline or an Attack Mode and take other options in combat, again, the only Defense Mode you may raise is *Shield Thoughts* (meaning you're probably going to get your brain melted by *Mind Knife*). When psionically attacked you always have the option of raising a defense. If you are surprised, and are under psionic attack, you may raise a defense (though you may not counterattack until surprise ends). However if you choose not to enter the psionic combat trance, *Shield Thoughts* is your only defensive option.

#### *If I'm using Shield Thoughts and taking other actions, such as casting a spell, do I lose the spell if I am psionically attacked?*

Not as long as the Defense Mode holds. Once your defense points are exhausted the next attack will disrupt the spell.

#### *If a creature is immune to psionic attack, is it resistant to my Disciplines?*

No. Immunity to Psionic Attack means that it is immune to Psionic Attack

## APPENDICES (GENERAL NOTES ON DECISIONS:)

Modes. Disciplines will affect it normally.

### **Are Druids restricted from acquiring psionic powers? Clerics? Wizards?**

No, there are no restrictions to acquiring psionic powers by class, just race (unless you are playing an original game in which case Druids and Monks were restricted from having psionics). If you have a soul (i.e. can be raised) then you may possess psionics.

### **When can I check for psionic ability?**

At character creation. Afterwords only in special circumstances. Special circumstances include anything the GM dictates. Suggestions include magical Intelligence and Wisdom raising tomes, properly worded wishes, and surviving attacks by deadly psionic creatures.

### **What happens if I gain psionic ability at a later level?**

It is my emphatic suggestion that you give the character his first Devotion at the first level of mastery and let him proceed from there. The gestalt of 1st edition psionics is that they are only something that is ever added to a class, and as such, the abilities are for the most part, are singularly unimpressive. They are not intended to be a quick route to power, (unless you consider spending 10 rounds to heat metal enough to do 1 point of damage an example of efficient DPS). These powers should have more to do with your characters personality than the actual power he receives from them. I suggest you take the role-playing opportunity to explore his growth and mastery of the powers he has.

### **Can a character lose his psionic ability?**

If at any point the character has all three of his Intelligence, Wisdom and Charisma decrease below 16, then he will lose his *psionic ability*.

### **If my statistics change, do I recalculate my Psionic ability totals?**

Yes.

### **If I die, do I lose my psionic ability if I am raised? What ways can I lose my psionic ability.**

Only if you are killed by *Psychic Implosion*, or killed by *Psionic Wave* while defenseless. *Ego lash* can also destroy your *psionic ability*. Otherwise you will likely retain your *psionic ability*. Any critical hits to the head or upper face you sustain have a 3%\*severity level chance of causing you to lose your *psionic ability*.

### **If I'm a Human Fighter with the discipline of domination and I dual class into the thief class, would I lose this power?**

Yes. Class specific powers are unusable if you are not the appropriate class. If you have not yet acquired the power, a lenient GM might let you re-roll for another.

## APPENDICES (GENERAL NOTES ON DECISIONS:)

### **The 1st Edition PHB states that all powers have a level of mastery of the character's level. Why didn't you carry that over?**

Because, it is clearly incorrect. Ignoring the fact that Sciences have statistics for low power levels that you'd never see if the above were true, psionics are about the growth and development of these powers.

## APPENDIX C. GENERAL NOTES ON DECISIONS:

You don't pay for defenses any more because it was two subtractive operations a turn, and it is just basically hidden damage.

There were two large changes made to the default combat table. For those of you wishing to stick with the original system, an alternate table is provided below.

We changed to a roll for damage system, and increased the overall damage done to defenses. This was done for several reasons. First to speed up the combat so that psionic combat can be resolved in less actual game time. This also gives you the option of spreading the rounds (say two or three exchanges a round instead of 10) out without changing the actual pace of the psionic combat. It also introduces an element of randomness so that the 'higher power point total' doesn't win by default quite as often.

*Mind Knife* was made marginally less effective versus *Empty Mind* and marginally more effective against *Shield Thoughts*. This was to keep the choices in power selection 'meaningful' - each option being clearly different from each other.

*Ego Lash* was made more effective against *Cerebral Barrier*, and marginally less effective against *Shield Thoughts*. Again, as above.

*Id Insinuation* was made slightly less effective versus *Shield Thoughts*, and slightly more effective against *Cerebral Barrier*. It was also made less effective versus *Fortress of Intellect* and *Spire of Iron will*. This altered it in character slightly, before it was the strongest attack power (doing good damage versus all attack types except for *Empty Mind* to multiple targets.) Now it is part of the id/ego/superego trio.

This completes the id/ego/superego rock/paper/scissors exchange of the lesser powers. *Mind knife* beats *Shield Thoughts*, but loses to *Cerebral Barrier*. *Ego Lash* beats *Empty Mind*, but loses to *Shield Thoughts*. *Id Insinuation* beats *Cerebral Barrier* but loses to *Mind Blank*.

*Psionic Wave* was made less effective against *Blank Mind*, but more effective against *Fortress of Intellect* and \*much\* more effective against *Spire of Iron will*. This way, it's not very effective against the one defense all psionicists have, but it can affect non-psionicists. It is also the most effective against the two most expensive defenses, which is fitting because it is the most expensive attack

*Psychic Implosion* remains almost identical to it's original damage and function.

*Psionic Wave* has been both reduced in range, and mildly reduced in

**APPENDICES (BIBLIOGRAPHY & SOURCES:)**

difficulty in making the saving throw to reduce the amount of damage players can do to the lovingly crafted environment of the Dungeon Master. It still works very well in an emergency, but the player has to be closer, it affects far fewer creatures, and those of average intelligence and wisdom are more likely to save.

If you'd like to use a non-adjusted table without these changes, much closer to the original, one is provided below. Remember to increase the range of *Psionic Wave* if you're using the older system. This table is not 100% exact, but will produce results identical to the original table the vast majority of the time. (If the table looks different from the original, remember to consider the cost of activating the defense is added to the damage). There are a couple odd outliers, such as the fact that in the original table *Mind Thrust* decreases in damage at the 75-100 power point range, before increasing again, and a few other odd sections. Regardless, you may use the table below with the above rules with little to no difficulty. A worksheet for straight 1st edition Psionics is also included.

The tactics of the old system are strange - *Id Insinuation* is best against everything but the one defense everyone has. Several defenses such as *Shield Thoughts* and *Empty Mind* for instance are terrible. *Shield Thoughts* is never used except when *Psychic Imploding*, and *Empty Mind* only as a defense against *Id Insinuation*. If you're at full power and your opponent is using *Mind Blank*, *Ego Lash* is very effective. It effectively is a punisher for

**Table XXIII: Psionic Vs. Psionic In Mental Combat**

Attack Mode	Defense Mode				
	<i>Empty Mind</i>	<i>Shield Thoughts</i>	<i>Cerebral Barrier</i>	<i>Fortress of Intellect</i>	<i>Spire of Iron Will</i>
Mind Knife <sub>4</sub>	13/2	6/1	3/0	8/-1	10/0
Ego Lash <sub>7</sub>	9/3	5/0	3/-1	8/-1	10/-1
Id Insinuation <sub>10</sub>	2/0	8/1	11/1	9/1	11/1
Psionic Wave <sub>20</sub>	4/2	9/1	7/1	9/0	10/-1
Psychic Implosion <sub>14</sub>	8% (1)	4% (2)	-2% (3)	-4% (8)	-8% (10)

Medium Range reduces damage by 20% worth of damage, Long range removes 3 damage and reduces damage by 20%. Adjust the powers based off your strength as follows, read the table above as X/N:

- 0-25:** The attack does damage equal to X.
- 26-50:** The attack damage equal to 1+(X+N)
- 51-75:** The attack does damage equal to 3+(X+(N\*2))
- 76-100:** The attack does damage equal to 6+(X+(N\*3))
- 101-125:** The attack does damage equal to 10+(X+(N\*4))
- 126+:** The attack does damage equal to 15+(X+(N\*5))

**APPENDIX D. BIBLIOGRAPHY & SOURCES:**

Gygax, Gary (1979). **Advanced Dungeons & Dragons Dungeon Master's Guide**. TSR, Inc.

Gygax, Gary (1978). **Advanced Dungeons & Dragons Players Handbook**. TSR, Inc.

Collins, Arthur (October, 1983). "And now, the psionicist" **Dragon Magazine**. TSR, Inc.

**APPENDICES (BIBLIOGRAPHY & SOURCES:)**

defending against *Id Insinuation*. *Mind Thrust* is a super cheap attack that only has efficacy against *Mind Blank* (as *Ego lash*, but less dependent on power). The differences between fortress and tower are trivial.

Several very trivial changes were made in a variety of tables to insure that no copyright was infringed. So if you're comparing this document to the original you might see some minor differences (a shift in the value of armor, etc.)

For Purposes of older game systems, Attack Modes were coded by letter. When encountering these modes, the letter codes are below.

- A - *Psychic Wave*
- B - *Mind Knife*
- C - *Ego Lash*
- D - *Id Insinuation*
- E - *Psychic Implosion*
- F - *Empty Mind*
- G - *Shield Thoughts*
- H - *Cerebral Barrier*
- I - *Fortress of Intellect*
- J - *Spire of Iron Will*

Add a flat +3% per 25 points for *Psychic Implosion*, to a maximum of +15%. Do not add damage to *Psychic Implosions* flat damage.

Subscript above is the *Psionic Attack Strength* Cost of the attack.

The above calculation is not as complicated as it appears. The powers effectively increment cumulatively (e.g. 1,3,6,10,15,21,28) with a flat addition to the values. The flat addition is N, added once for each iteration. The cumulative increment is the number added at each power level. X is a combination of the defensive power cost in 1st edition, plus the base damage done.

Wybo II, Michael John (March, 1993). "Open your mind" **Dragon Magazine**. TSR, Inc.

Baker III, L. Richard (June, 1993). "Slave hunters and silt sailors" **Dragon Magazine**. TSR, Inc.

Winter, Jon (December, 1993). "The Even More Complete Psionicist" **Dragon Magazine**. TSR, Inc.

<http://www.dragonsfoot.org>



APPENDIX E. COMBAT REFERENCE

Table XXIV: Psionic Vs. Psionic In Mental Combat (Annotated)  
Attack Mode

	<sup>7</sup> Empty Mind	<sup>8</sup> Shield Thoughts	<sup>9</sup> Cerebral Barrier	<sup>10</sup> Fortress of Intellect	<sup>11</sup> Spire of Iron Will
<sup>1</sup> Mind Knife <sub>5</sub>	3d6	6d6	0d6	4d6	4 <sup>6</sup> /5d6
<sup>2</sup> Ego Lash <sub>7</sub>	6d6	0d6	3d6	4d6	4 <sup>6</sup> /5d6
<sup>3</sup> Id Insinuation <sub>9</sub>	0d6	3d6	6d6	4d6	4 <sup>6</sup> /4d6
<sup>4</sup> Psionic Wave <sub>20</sub>	1d6	2d6	3d6	4d6	8d6
<sup>5</sup> Psychic Implosion <sub>14</sub>	8% (1) <sup>6</sup>	4% (2) <sup>6</sup>	0% (3) <sup>6</sup>	-4% (8) <sup>6</sup>	-8% (10) <sup>6</sup>

Medium Range removes 1d6 worth of damage, Long range removes 2d6 worth of damage. You may spend the double cost to double the range of Mind Knife, Ego lash, or Id Insinuation. You may spend quadruple points to triple the range of those Attack Modes.

For every full 25 points of your current Combat Strength total, you do an additional +1d6 damage, up to a maximum of +5d6 (+3% for Psychic Implosion, to a maximum of +15%. Do not add dice to Psychic Implosions flat damage.)

- <sup>1</sup> Mind Knife penetrates on a roll of 5 or 6 on the die.
- <sup>2</sup> Ego Lash does +2 points of damage for every 25 points of current Combat Strength you have (5d6 and 53 Combat Strength? 5d6+4)
- <sup>3</sup> Id Insinuation affects all psionic targets in a 2" x 2" area.
- <sup>4</sup> Psionic Wave affects all psionic targets in a cone, <sup>1</sup>/<sub>1</sub>" at the base, and 2" in diameter at the extreme end of its range. If you have over 100 Psionic Attack Strength, you may use it as a Discipline to affect non-psionics per the psionic vs. non-psionic table.
- <sup>5</sup> Psychic Implosion causes % chance to instantly kill the opponent.

- <sup>6</sup> This is flat damage deducted from your opponents Psionic Defense Strength.
- <sup>7</sup> Every psionic creature will possess Empty Mind.
- <sup>8</sup> Shield thoughts can be used while engaging in non-psionic activity.
- <sup>9</sup> Cerebral Barrier for 3 Cathexis/per round can be used to resist any mind affecting effect. As soon as the cost is no longer paid, the effect reasserts itself. (ESP, Charm person, Domination)
- <sup>10</sup> Fortress of Intellect, splits the damage taken between Psionic Attack Strength and Psionic Defense Strength. The damage is cut in half rounding up and subtracted from both values. It has a 3' radius range.
- <sup>11</sup> Spire of Iron Will, if attacked with Mind Knife, Ego Lash, or Id Insinuation takes the flat listed damage, unless the attacker can afford to pay for the attack mode twice. If the attacker pays twice, take the dice damage. It has a 10' radius range  
Subscript above is the Psionic Attack Strength Cost of the attack.

Table XXV: Attacks vs. Defenseless Psionics (Reference)

Attack Mode	Defender's Maximum Combat Strength (modified by Attacker's Combat Strength)											
	-	-	-	-	-	10-59	60-109	110-159	160-209	210-259	260-309	310+
Mind Knife	P	P	P	P	W	W	W	10d6	8d6	7d6	6d6	5d6
Ego Lash	I	I	P	10d6	8d6	7d6	6d6	5d6	4d6	3d6	2d6	1d6
Id Insinuation	R	R	R	R	R	10d6	8d6	7d6	6d6	5d6	4d6	3d6
Psionic Wave	K	K	P	W	S	D	C	C	4d6	3d6	2d6	1d6
Psionic Implosion	97%	90%	84%	79%	75%	72%	60%	50%	40%	30%	20%	10%

- C: Confused for 2-8 Rounds, determine action as spell.
- D: Dazed for 1-4 turns. May not take any actions or defend self.
- I: Idiocy. Psionic ability lost forever, Feeble-minded as spell
- K: Killed. If raised or resurrected, psionic ability is lost.
- P: Permanently lose an attack, defense, or discipline. Dazed as above.

- S: Sleeping. Coma for 1-4 weeks. (98% likely to be mistaken for death).
- R: Robot. Mind controlled by the victor until released or 2-8 weeks have elapsed and a saving throw versus Death has been made.
- W: Psychic wound. Lose an attack, defense, or discipline for 2-8 weeks.
- Xd6: Damage, dealt first to Psionic Attack Strength, then hit points.

Table XXVII: Psionic Wave vs. Non-Psionics (Reference)

INT + WIS	Death	Coma	Sleep	Stun	Confuse	Enrage	Panic	Idiocy	Perm. Insanity	Temp. Insanity	Mild Insanity
0-1	01-99	00									
2-3	01-89	90-00									
4-6	01-80	81-99	00								
7-10	01-10	11-85	86-99	00							
11-14	01	02-15	16-90	91-99	00						
15-18		01	02-15	16-90	91-99	00					
19-22			01	02-15	16-90	91-99	00				
23-25				01	02-15	16-90	91-99	00			
26-29					01	02-15	16-90	91-99	00		
30-33						01	02-15	16-90	91-99	00	
34-35							01	02-15	16-90	91-99	00
36-37								01	02-15	16-90	91-00
38 & up									01	02-15	16-00

Table XXVI: Attack Mode Ranges (Reference)

Attack Mode	Short Range	Med. Range	Long Range
Mind Knife	3"	6"	9"
Ego Lash	4"	8"	12"
Id Insinuation	5"	10"	15"
Psionic Wave	2"	3"	4"
Psionic Implosion	4"		

- Before initiative is rolled announce their intent to use a psionic Discipline or engage in psionic combat.
- Enter a psychic trance if using attack mode - otherwise act on normal initiative.
- Each exchange of psionic attacks is made as follows:
  - Select a Defense Mode in secret.
  - Selects an Attack Mode in secret. Announce your intention to extend range.
  - Compare results. Remember to reduce damage for range, and increase damage for Combat Strength.
  - Roll for damage. Psionic attacks 'penetrate' on damage rolls.
  - Now Psionic Attack Strength is reduced by the cost of the Attack Mode, and Psionic Defense Strength is reduced by the amount of damage done. Note your new current Combat Strength.

Table XXVIII: Psionic Wave Saving Throws vs. non-psionic (Reference)

INT + WIS	Short	Medium	Long
0-1	20	19	18
2-3	18	17	16
4-6	16	15	14
7-10	14	13	12
11-14	12	11	10
15-18	10	9	8
19-22	8	7	6
23-25	6	5	4
26-29	4	3	2
30-33	2	1	0
34-35	0	-1	-2
36-37	-2	-3	-4
38 & up	-4	-5	-6



TOTAL PSIONIC ABILITY:

LEVEL OF MASTERY:

# ADVANCED D&D

## Psionics Worksheet

<b>ATTACK STRENGTH</b>	<b>DEFENSE STRENGTH</b>
<input type="radio"/> 5 <input type="radio"/> 10 <input type="radio"/> 15 <input type="radio"/> 20 <input type="radio"/> 25 <input type="radio"/> 30 <input type="radio"/> 35 <input type="radio"/> 40 <input type="radio"/> 45 <input type="radio"/> 50 <input type="radio"/> 55 <input type="radio"/> 60 <input type="radio"/> 65 <input type="radio"/> 70 <input type="radio"/> 75 <input type="radio"/> 80 <input type="radio"/> 85 <input type="radio"/> 90 <input type="radio"/> 95 <input type="radio"/> 100 <input type="radio"/> 105 <input type="radio"/> 110 <input type="radio"/> 115 <input type="radio"/> 120 <input type="radio"/> 125 <input type="radio"/> 130 <input type="radio"/> 135 <input type="radio"/> 140 <input type="radio"/> 145 <input type="radio"/> 150 <input type="radio"/> 155 <input type="radio"/> 160 <input type="radio"/> 165 <input type="radio"/> 170	<input type="radio"/> 5 <input type="radio"/> 10 <input type="radio"/> 15 <input type="radio"/> 20 <input type="radio"/> 25 <input type="radio"/> 30 <input type="radio"/> 35 <input type="radio"/> 40 <input type="radio"/> 45 <input type="radio"/> 50 <input type="radio"/> 55 <input type="radio"/> 60 <input type="radio"/> 65 <input type="radio"/> 70 <input type="radio"/> 75 <input type="radio"/> 80 <input type="radio"/> 85 <input type="radio"/> 90 <input type="radio"/> 95 <input type="radio"/> 100 <input type="radio"/> 105 <input type="radio"/> 110 <input type="radio"/> 115 <input type="radio"/> 120 <input type="radio"/> 125 <input type="radio"/> 130 <input type="radio"/> 135 <input type="radio"/> 140 <input type="radio"/> 145 <input type="radio"/> 150 <input type="radio"/> 155 <input type="radio"/> 160 <input type="radio"/> 165 <input type="radio"/> 170

MAX ATK STR. \_\_\_\_\_

MAX DEF STR. \_\_\_\_\_

ATTACK MODES	Attack Range		
	Attack Mode	Point Cost per Usage	Short Medium Long

DEFENSE MODES	Point Cost per Usage	Area Protected

MINOR DISCIPLINES	Range	Duration	Area of Effect	Cost
Devotion				

MAJOR DISCIPLINES	Range	Duration	Area of Effect	Cost
Science				

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