



Planar Compass

Player's Booklet

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Astral Visionaries

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Welcome to Dreamhaven

In 2020 amidst chaos and fear this zine was written and drawn in equal parts rage, joy, and hope.

Travel to dungeons dark and deep, go there with your friends and neighbors. Bind yourself to the light and return bolder, not broken.

Required Books

The following **Old-School Essentials** books are required to play this zine:

Core Rules: Contains the foundation rules of *Old-School Essentials* upon which this book is based.

Classic Fantasy Genre Rules: The classes in this zine refer to equipment found in the *Classic Fantasy Genre* book.

Old-School Essentials will occasionally be shortened to *OSE* to save space.



Aldhelsi

Requirements: Minimum INT 9, minimum WIS 9, minimum CON 9

Prime requisite: WIS and CON

Hit Dice: 1d6

Maximum level: 10

Armour: Any, including shields

Weapons: Any

Languages: Alignment, Common, Aldhelsir, Gnoll, Hobgoblin, Onauki

Aldhelsi are short, pale, and slender fey demihumans with pointed ears. They typically weigh about 100 pounds and are between 4 1/2 and 5 feet tall. Having been lost on the astral sea for generations, they seek endlessly for their home plane. Aldhelsi are fierce psionic warriors.

Prime requisites: An aldhelsi with at least a 13 WIS and CON gains a 5% bonus to experience. An aldhelsi with a WIS of at least 16 and a CON of at least 13 receives a +10% XP bonus.

Psionic Powers

See *Psionics (p12)* for full details on psionic abilities.

Powers known: The number of psionic powers at the disposal of the aldhelsi is determined by their experience. The psionic powers chart (opposite) shows the number of powers known per level. Thus a 1st-level aldhelsi knows three psionic powers chosen by the referee (who may allow the player to choose). The list of powers available to an aldhelsi is available on **p16**.

Psionic energy: Each psionic character has a pool of psionic energy that they expend to use their powers as detailed on **p12**.

Defense Modes: Special psionic powers used by the aldhelsi to defend themselves. These do not count towards the total known powers. The defense modes table (opposite) lists the number known per level.

Combat

Aldhelsi can use all types of weapons and armor. They can wear psychic helmets but normal ones block their powers.

Planar Resistance

An aldhelsi has a +2 bonus to saves when resisting the effects of whatever plane they are on.

Magic Resistance

As creatures of fey heritage, aldhelsi have a +2 to **saves vs magic** against charm and are completely unaffected by the paralysis that ghouls can inflict.

Portal Guide

Aldhelsi have a 2-in-6 chance of locating a planar portal.

Infravision

Aldhelsi have infravision to 60' (see *Darkness*, under *Hazards and Challenges* in *OSE Core Rules*).

Aldhelsi Level Progression

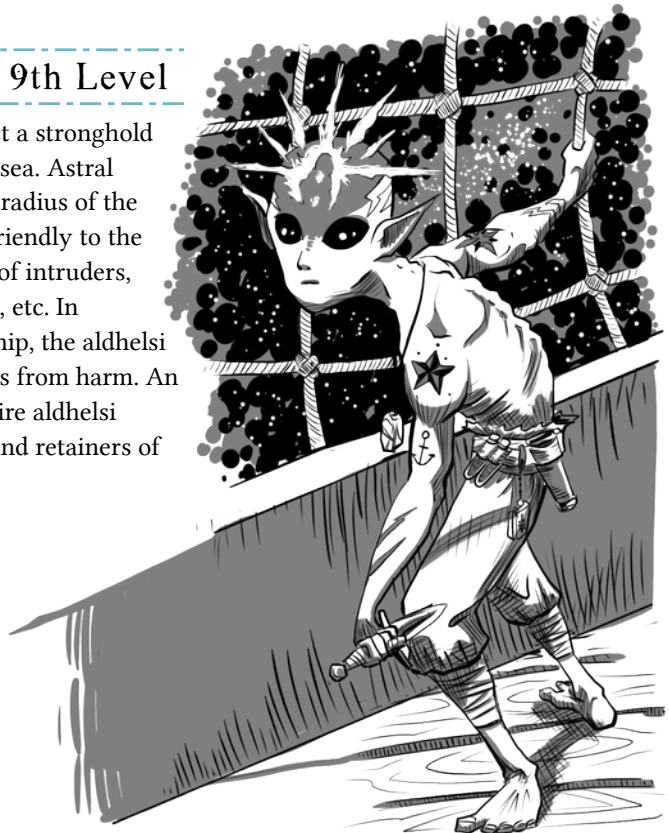
Level	XP	HD	THAC0	Saving Throws					Psionic Defense	
				D	W	P	B	S	Powers	Modes
1	0	1d6	19 [0]	12	13	13	15	15	3	1
2	4,000	2d6	19 [0]	12	13	13	15	15	5	1
3	8,000	3d6	19 [0]	12	13	14	15	15	8	1
4	16,000	4d6	17 [+2]	10	11	11	13	12	10	2
5	32,000	5d6	17 [+2]	10	11	11	13	12	12	2
6	64,000	6d6	17 [+2]	10	11	11	13	12	13	3
7	120,000	7d6	14 [+5]	8	9	9	10	10	15	3
8	250,000	8d6	14 [+5]	8	9	9	10	10	16	4
9	400,000	9d6	14 [+5]	8	9	9	10	10	18	4
10	600,000	9d6+1*	12 [+7]	6	7	8	8	8	19	5

* Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.

After Reaching 9th Level

An aldhelsi may construct a stronghold on an island in the astral sea. Astral creatures within a 5 mile radius of the stronghold will become friendly to the aldhelsi. They may warn of intruders, carry messages and news, etc. In exchange for this friendship, the aldhelsi must protect the creatures from harm. An aldhelsi ruler may only hire aldhelsi mercenaries. Specialists and retainers of any race may be hired.



Astral Sailor

Requirements: None

Prime requisite: DEX

Hit Dice: 1d6

Maximum level: 14

Armour: Leather, shields

Weapons: Any

Languages: Alignment, Common

Astral sailors are adventurers who make their living on the sea of souls. They are skilled at astral navigation as well as survival on the hostile planes of the multiverse.

Swashbuckler

The astral sailor has the following two benefits in battle:

- **Ship soldier:** Is not affected by fighting on unstable surfaces (see *Unstable Surfaces*, under *Other Combat Issues* in OSE Core Rules).
- **Duelist:** Gains a +2 bonus to hit when using a sword against an opponent who is also using a sword.

Combat

Astral sailors cannot use armor heavier than leather but may use shields. They can use any weapon.

Planar Fortitude

An astral sailor of 4th level or higher gains a +2 bonus to saves when resisting the effects of whatever plane they are on.

Safe Harbor

The astral sailor has a series of contacts across the planes from their travels. They have a 3-in-4 chance of finding a free (however modest) place to sleep and a 2-in-4 chance of finding someone with valuable information.

Sailor Skills

Astral Sailors can use the following skills, with the chance of success shown opposite:

- **Astral Navigation (AN):** A roll is required to avoid getting lost in the vastness of the Astral sea.
- **Cartography (CT):** A roll is required for each map made. If the roll fails, the map is flawed.
- **Fortune Telling (FT):** A roll is required to successfully put on a performance and convince the target that their future has been divined.
- **Heraldry (HR):** An astral sailor may attempt to identify a ship by the symbols decorating its hull and flag.
- **Looting (LT):** In dangerous situations the astral sailor can attempt to identify, carry, and get away with the most valuable treasure.
- **Signaling (SG):** The astral sailor may attempt to use mirrors, flags, and other equipment to communicate with distant ships.
- **Shipwright (SW):** A roll is required to repair damage to a ship.



Astral Sailor Level Progression

Level	XP	HD	THAC0	Saving Throws				
				D	W	P	B	S
1	0	1d6	19 [0]	13	14	13	16	15
2	1,200	2d6	19 [0]	13	14	13	16	15
3	2,400	3d6	19 [0]	13	14	13	16	15
4	4,800	4d6	19 [0]	13	14	13	16	15
5	9,600	5d6	17 [+2]	12	13	11	14	13
6	20,000	6d6	17 [+2]	12	13	11	14	13
7	40,000	7d6	17 [+2]	12	13	11	14	13
8	80,000	8d6	17 [+2]	12	13	11	14	13
9	160,000	9d6	14 [+5]	10	11	9	12	10
10	280,000	9d6+2*	14 [+5]	10	11	9	12	10
11	400,000	9d6+4*	14 [+5]	10	11	9	12	10
12	520,000	9d6+6*	14 [+5]	10	11	9	12	10
13	640,000	9d6+8*	12 [+7]	8	9	7	10	8
14	760,000	9d6+10*	12 [+7]	8	9	7	10	8

* Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;

P: Paralysis / petrify; **B:** Breath attacks;

S: Spells / rods / staves.

Astral Sailor Skills Chance of Success

Level	AN	CT	FT	HR	LT	SG	SW
1	1-2	10	10	20	15	20	60
2	1-2	15	15	25	20	25	64
3	1-3	20	20	30	25	30	67
4	1-3	24	25	35	30	35	70
5	1-3	30	30	40	35	40	74
6	1-3	36	40	45	45	45	77
7	1-4	45	50	55	55	55	80
8	1-4	55	60	65	65	65	84
9	1-4	65	70	75	75	75	87
10	1-4	75	80	85	85	85	90
11	1-5	85	90	90	95	95	93
12	1-5	90	95	96	96	96	96
13	1-5	95	97	97	97	98	99
14	1-5	99	99	99	99	99	99

Rolling Skill checks

All skills except astral navigation are rolled on d%, with a result of less than or equal to the listed percentage indicating success.

Astral navigation is rolled on 1d6. If the roll is within the listed range of numbers, the skill succeeds.

After Reaching 9th Level

An astral sailor can purchase a ship, attracting 2d6 crewman of 1st level. These sailors will serve the character with loyalty provided they are given their fair share of the profits. A successful astral sailor may use this ship and crew to start a fleet.

Onauk

Requirements: Minimum CON 9

Prime requisite: STR

Hit Dice: 1d8

Maximum level: 9

Armour: Leather, chainmail, shields

Weapons: Any

Languages: Alignment, Common, Onauki, Aldhelsir

On their home plane the onauk were masters of all they surveyed. But they were confined. Wandering aldhelsi, their sudden appearance revealing that new worlds awaited to be explored, bargained with the onauk. In exchange for their aid in defense, the aldhelsi showed the onauks the ways of astral travel. They are typically six to seven feet tall with blue or purple skin, horns, enlarged lower canines, and long ears.

Combat

Onauk can use all types of weapons and can use leather armor, chainmail, and shields.

Infravision

Onauk have infravision to 60' (*see Darkness*, under *Hazards and Challenges* in *OSE Core Rules*).

Charisma

Other species often find onauks to be alien and difficult to communicate with. Reaction checks for creatures that are not onauks or aldhelsi suffer a -1 penalty. (*see Monster Reaction Roll*, under *Encounters* in *OSE Core Rules*)

Berserk

Onauk can spend 1 round in combat to try to go berserk. They make a save vs death. If they succeed they go berserk. Otherwise they can try again each round for up to ten rounds at which point they automatically succeed. Being berserk gives the onauk the following attributes:

- **Attack bonus:** The berserk onauk receives a +1 bonus to melee attacks.
- **Magic resistance:** The berserk onauk receives a +2 bonus to save vs spells against charm, fear, and hold person.
- **Hit points bonus:** The berserk onauk receives an additional +2 hit points per level.
- **Reckless rage:** The berserk onauk must stay in combat with a single target and cannot retreat until that target is dead or incapacitated. Otherwise berserk ends in 2 rounds.

These attributes end when the onauk is no longer berserk.

Player Knowledge

Upon entering berserk, the player should inform the referee of their character's current hit points. The referee should then calculate the additional temporary hit points and keep track until berserk has ended.



Sailor Skills

Onauks can use the following skills, with the chance of success shown below:

- **Astral Navigation (AN):** A roll is required to avoid getting lost in the vastness of the Astral sea.
- **Looting (LT):** In dangerous situations the onauk can attempt to identify, carry, and get away with the most valuable treasure.
- **Shipwright (SW):** A roll is required to repair damage to a ship.

After Reaching 9th Level

An onauk can purchase an astral ship for raiding, attracting 2d6 crewmen-- 1st level fighters, astral sailors, or onauk. These crewmen are loyal provided they continue to be paid their due shares. A successful onauk captain may use this ship and followers to capture more ships and perhaps build a fleet.

Onauk Level Progression

Level	XP	HD	THAC0	Saving Throws				
				D	W	P	B	S
1	0	1d8	19 [0]	12	15	13	16	15
2	2,000	2d8	19 [0]	12	15	13	16	15
3	4,000	3d8	19 [0]	12	15	13	16	15
4	8,000	4d8	19 [0]	12	15	13	16	15
5	16,000	5d8	17 [+2]	10	14	11	14	13
6	32,000	6d8	17 [+2]	10	14	11	14	13
7	64,000	7d8	17 [+2]	10	14	11	14	13
8	120,000	8d8	17 [+2]	10	14	11	14	13
9	250,000	9d8	14 [+5]	8	12	9	12	11

D: Death / poison; **W:** Wands; **P:** Paralysis / petrify;

B: Breath attacks; **S:** Spells / rods / staves.

Onauk Skills Chance of Success

Level	AN	LT	SW
1	1-2	15	60
2	1-2	20	64
3	1-3	25	67
4	1-3	30	70
5	1-3	35	74
6	1-3	45	77
7	1-4	55	80
8	1-4	65	84
9	1-4	75	87

Rolling Skill Checks

All skills except astral navigation are rolled on d%, with a result of less than or equal to the listed percentage indicating success.

Astral navigation is rolled on 1d6. If the roll is within the listed range of numbers, the skill succeeds.

Psion

Requirements: Minimum INT 9, minimum CON 9

Prime requisite: INT and WIS

Hit Dice: 1d4

Maximum level: 14

Armour: Leather, shields

Weapons: Dagger, Sword, Shortbow

Languages: Alignment, Common

Psions are masters of the mind who are able to bend their will to manifest amazing powers. They are rare to come across, but their psychic powers are legendary.

Prime requisites: A psion with at least a 13 in one requisite gains a 5% bonus to experience. If both INT and WIS are 16 or higher, the psion gets a 10% bonus.

Psionic Powers

See *Psionics (p12)* for full details on psionic abilities.

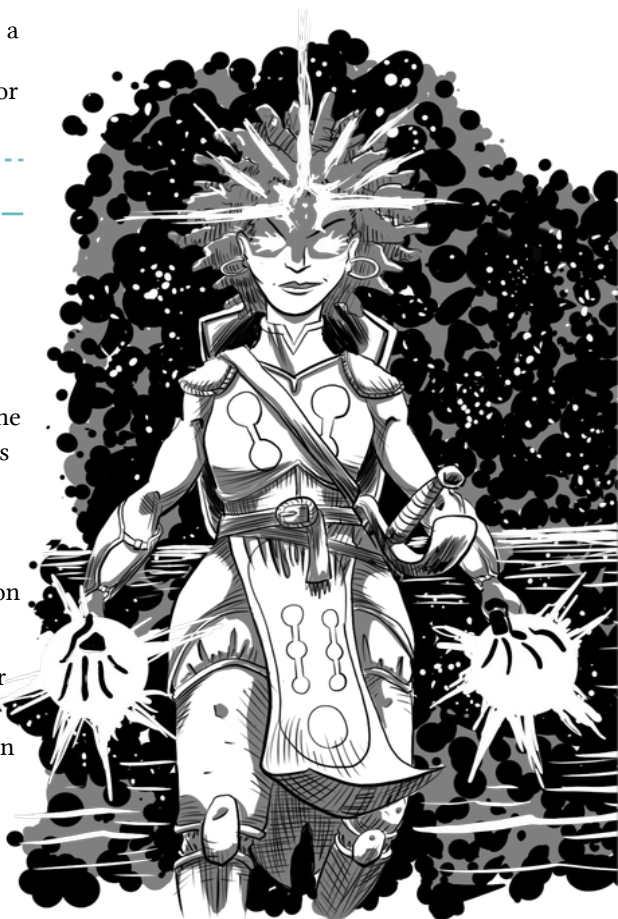
Powers known: The number of psionic powers at the disposal of the psion is determined by their experience. The psionic powers chart (opposite) shows the number of powers known per level. Thus a 1st-level psion knows four psionic powers chosen by the referee (who may allow the player to choose). The list of powers available to a psion is available on p16.

Psionic energy: Each psionic character has a pool of psionic energy that they expend to use their powers as detailed on p12.

Defense Modes: Special psionic powers used by the psion to defend themselves. These do not count towards the total known powers. The defense modes table (opposite) lists the number known per level.

Combat

Psions cannot use armor heavier than leather but may use shields. They can wear psychic helmets but normal ones block their powers. They can use daggers, swords, and shortbows.



Psion Level Progression

Level	XP	HD	THAC0	Saving Throws					Psionic Powers	Defense Modes
				D	W	P	B	S		
1	0	1d4	19 [0]	13	15	10	16	15	4	1
2	2,200	2d4	19 [0]	13	15	10	16	15	6	1
3	4,400	3d4	19 [0]	13	15	10	16	15	9	2
4	8,800	4d4	19 [0]	13	15	10	16	15	11	2
5	16,500	5d4	19 [0]	12	13	9	15	14	13	3
6	30,000	6d4	17 [+2]	12	13	9	15	14	14	3
7	55,000	7d4	17 [+2]	12	13	9	15	14	16	4
8	100,000	8d4	17 [+2]	12	13	9	15	14	17	4
9	200,000	9d4	17 [+2]	11	11	8	13	12	19	5
10	400,000	9d4+1*	17 [+2]	11	11	8	13	12	20	5
11	600,000	9d4+2*	14 [+5]	11	11	8	13	12	22	5
12	800,000	9d4+3*	14 [+5]	11	11	8	13	12	23	5
13	1,000,000	9d4+4*	14 [+5]	10	9	7	12	11	25	5
14	1,200,000	9d4+5*	14 [+5]	10	9	7	12	11	26	5

* Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.

After Reaching 9th Level

A psion may establish a sanctuary in a remote place. 1d6 neophyte psions of levels 1-3 will be attracted to study under their new master.

Psionics

Power & Energy

Using Psionics

Power Scores: Each psionic power has a power score related to a basic attribute (INT, WIS, CON). The power score for each power is equal to its related ability plus or minus a modifier. As such a psionic power with a power score of “CON – 2” would have a power score of 2 less than the character’s constitution score.

Power Checks: When attempting to use a psionic power a character makes a check by rolling a d20. If the result is less than or equal to the **power score** of the psionic power, the character succeeds. If successful, the cost of the power is deducted from the pool of psionic energy. If the result is higher than the power score, the character fails to use their psionic power and half of the cost is deduced from the energy pool.

Maintaining Powers: Certain psionic powers can be maintained until the character decides to end them. The additional cost of maintaining the power is listed under its description.

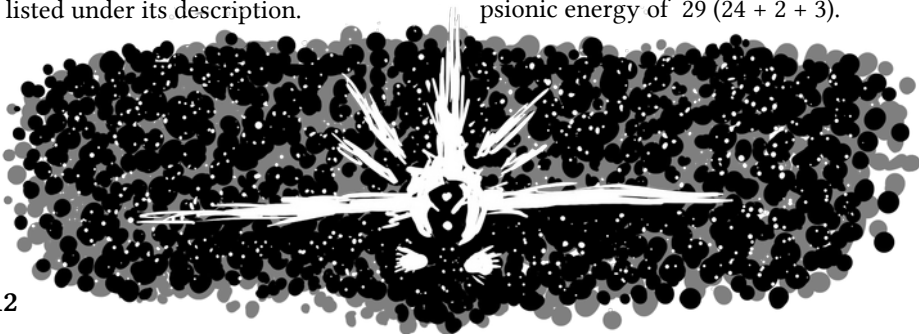
Psionic Energy

Each psionic character has a pool of psionic energy that they expend to use their powers. The amount of energy they have to expend is determined by their experience and ability scores as detailed below.

Starting psionic energy: There are three steps for finding a character’s starting psionic energy:

- **Find the base:** Using the psionic energy table opposite, find the character’s WIS in the ability score column and match it to the appropriate base potential.
- **Add the INT modifier:** Using the same table find the character’s INT in the ability score column and match it to the appropriate modifier. Then add that modifier to the base potential.
- **Add the CON modifier:** Using the same method as used for INT, add the CON modifier to the base potential.

So a psion with a WIS of 16, INT of 17, and CON of 18 would have a starting psionic energy of 29 (24 + 2 + 3).



Psionic Energy

Ability Score	Base Potential	Modifiers
12 or lower	20	0
13-15	22	+1
16-17	24	+2
18	26	+3

Gaining a level: Psionic energy increases by 10 plus the WIS modifier. So a psion with a WIS of 16 gains 12 psionic energy on leveling (10 + 2).

Recovering Energy

Psionic energy is recovered by resting, depending on the activity, as listed on the table below.

Psionic Energy Recovery

Activity	Energy Recovered
Hard exertion	none
Walking, riding	3/hour
Sitting, resting	6/hour
Sleeping	12/hour

Contact

Certain psionic powers list contact as their initial cost. In such a case, contact must be made prior to the power being used. All psionic characters innately have the ability to contact others. The cost of contact is based on the hit dice or level of the target and is listed on the table below:

Contact Cost

Levels or Hit Dice	Psionic Energy
1-5	3
6-10	8
11-14	13

Once contact is made the cost to maintain it is 1 energy per round. Certain powers such as attack modes also establish contact (see *Contact from Attack*, p15).

The Target

Non psionic characters are automatically contacted. Psionic characters can be contacted if willing. Otherwise attack modes must be used.



Psionic Combat

A battle with psionic characters follows the same rules as normal combat (see *Combat* in Old-School Essentials *Core Rules*) with the addition of the following rules.

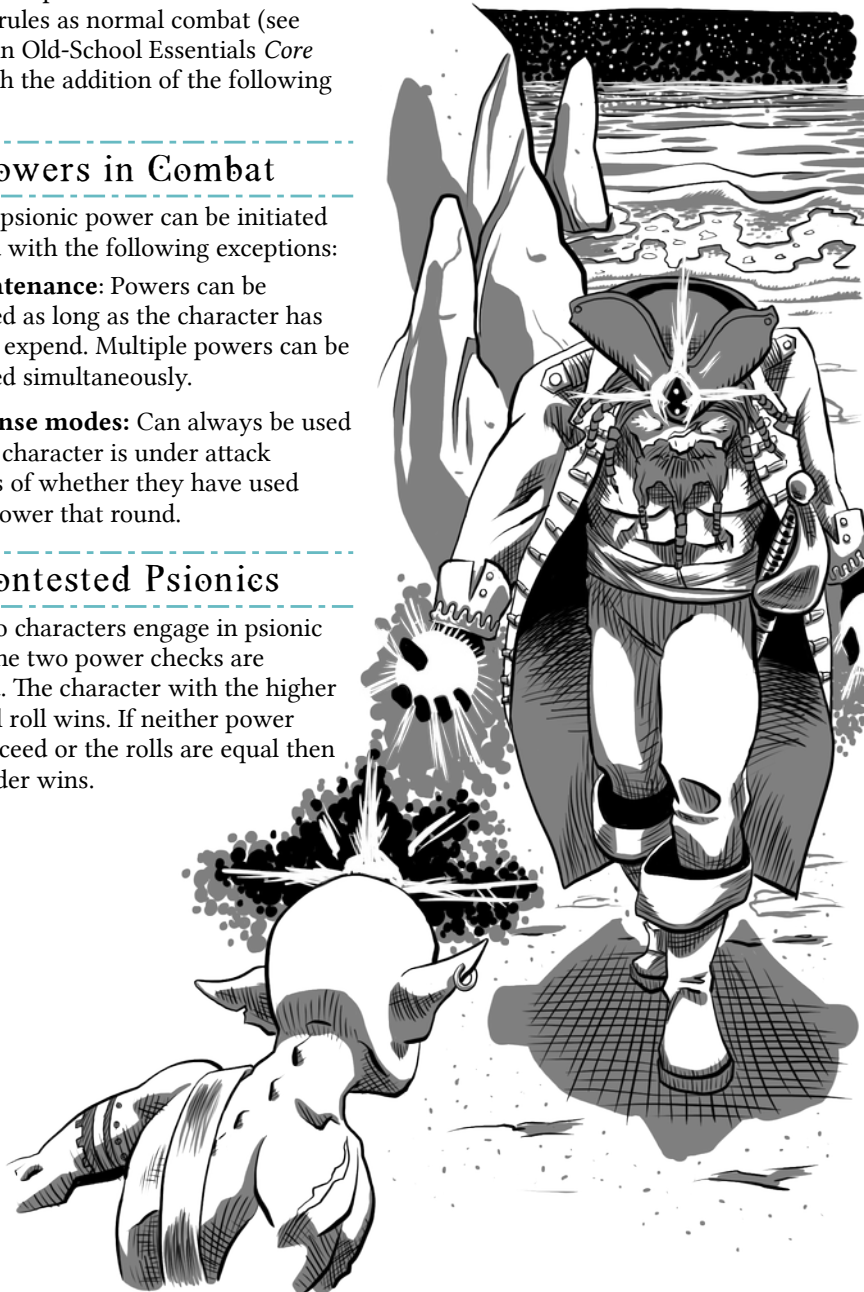
Powers in Combat

Only one psionic power can be initiated per round with the following exceptions:

- **Maintenance:** Powers can be maintained as long as the character has energy to expend. Multiple powers can be maintained simultaneously.
- **Defense modes:** Can always be used when the character is under attack regardless of whether they have used another power that round.

Contested Psionics

When two characters engage in psionic combat, the two power checks are compared. The character with the higher successful roll wins. If neither power check succeed or the rolls are equal then the defender wins.



Attack Modes

Five specific psionic powers are used for attacking and establishing contact. They are:

- Ego Whip (p20)
- Id Insinuation (p21)
- Mind Thrust (p23)
- Psionic Blast (p24)
- Psychic Crush (p24)

Attack modes are normal powers and count towards the total powers known.

Two Attacks

Unlike other powers the same attack mode can be initiated twice per round. A power check is required for each attack.

Contact from Attack

Even though contact (*see Contact, p13*) is made through attack modes it takes more than one attempt. Three successful attacks results in contact with the defender.

Attack Modifiers

The potency of an attack mode depends on the defense mode being used against it. The table below shows the modifier to add or subtract to the attack mode's power score depending on the defense mode being used.

Defense Modes

Five specific psionic powers are used for self defense. They are:

- Intellect Fortress (p21)
- Mental Barrier (p22)
- Mind Blank (p22)
- Thought Shield (p27)
- Tower of Iron Will (p27)

Each psionic character starts off knowing one defense mode. Subsequent modes are learned upon leveling, as described in the class description.

Attack Mode Modifiers

	Intellect Fortress	Mental Barrier	Mind Blank	Thought Shield	Tower of Iron Will
Ego Whip	-4	-3	+5	0	-5
Id Insinuation	-1	+4	-3	+2	-3
Mind Thrust	-4	-4	+5	-2	-5
Psionic Blast	-1	0	+2	+3	-2
Psychic Crush	-3	-1	+1	-3	-4





Psionic Powers

Powers List

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Aura Alteration.....	p17	Mass Domination.....	p22
Body Control.....	p17	Mental Barrier (D).....	p22
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Cell Adjustment.....	p18	Mind Link.....	p23
Clairaudience.....	p18	Mind Over Body.....	p23
Clairvoyance.....	p18	Mind Thrust (A).....	p23
Detect Evil.....	p18	Molecular Agitation.....	p23
Detect Magic.....	p19	Molecular Manipulation.....	p24
Dimension Door.....	p19	Molecular Rearrangement.....	p24
Dimension Walking.....	p19	Psionic Blast (A).....	p24
Domination.....	p19	Psychic Crush (A).....	p24
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ESP.....	p20	Suspend Animation.....	p25
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Hypnosis.....	p21	Telepathic Projection.....	p26
Id Insinuation (A).....	p21	Teleport.....	p26
Intellect Fortress (D).....	p21	Thought Shield (D).....	p27
Invisibility.....	p21	Tower of Iron Will (D).....	p27

(A) Attack Modes
(D) Defense Modes

Astral Projection

Range: n/a

Power Score: INT

Initial Cost: 6

Maintenance Cost: 2/hour

This power separates the character's astral body from their physical one. The character can then use this astral body to travel the astral plane while their physical body remains on the original plane. This projection has the following conditions:

- **Physical tether:** The astral body is connected to its physical body by a long silver cord that disappears from sight after 10'. This cord is virtually indestructible but if it is somehow severed (perhaps from an extreme astral storm) then the character dies.
- **Temporary Body:** If the astral body enters a plane other than its origin a temporary body, identical to the original, appears there. If the astral body enters its origin plane it can observe but not interact with the plane.

Aura Alteration

Range: Touch

Power Score: Wis - 4

Initial Cost: 10

Maintenance Cost: n/a

This power can be used in two ways:

- **Mask alignment and level:** The true alignment and level of the character remains the same but anyone viewing the aura will be fooled.
- **Remove geas or quest:** If an attempt is being made to remove geas or a quest, the cost is 20 psionic energy instead of 10.

Body Control

Range: Self

Power Score: CON - 4

Initial Cost: 7

Maintenance Cost: 5/turn

The psionic character is able to adapt their body to survive in a hostile environment such as fire, water, acid, or poison.

Body Equilibrium

Range: Self

Power Score: CON - 3

Initial Cost: 2

Maintenance Cost: 2/round

Allows the psionic character to adjust their weight so that they may walk on water, quicksand, etc.



Body Weaponry

Range: Self

Power Score: CON - 3

Initial Cost: 9

Maintenance Cost: 4/round

One of the psionic character's limbs becomes a weapon of their choosing. The limb takes on the material of the weapon (wood, steel, etc).

Cell Adjustment

Range: Touch

Power Score: CON - 3

Initial Cost: 5

Maintenance Cost: up to 20/round

This power is used in two ways:

- **Cure disease:** For the cost of 5 psionic energy a disease can be cured in 1 round.
- **Restore hit points:** 4 hit points can be restored each round for the cost of 5 psionic energy per hit point.



Clairaudience

Range: Unlimited

Power Score: WIS - 3

Initial Cost: 6

Maintenance Cost: 4/round

Allows the psionic character to hear clearly up to a certain range in a certain direction. The range of the power affects the power score modifier as per the table to the right:

Clairaudience & Clairvoyance Range

Range	Power Score Modifier
300'	0
3,000'	-2
10 miles	-4
100 miles	-6
1,000 miles	-8
10,000 miles	-10
Interplanetary	-12

Clairvoyance

Range: Unlimited

Power Score: WIS - 4

Initial Cost: 6

Maintenance Cost: 4/round

Allows the psionic character to see clearly up to a certain range in a certain direction. The range of the power affects the power score modifier as per the table to the right:



Detect Evil

Range: 120'

Power Score: WIS - 1

Initial Cost: 4

Maintenance Cost: 4/turn

Objects enchanted for evil purposes or living beings with evil intentions are revealed by the aura.

- **Intent only:** This power does not grant the ability to read minds, but only grants a general sense of evil intent.
- **Definition of evil:** The referee must decide what is “evil”. Some things that are potentially harmful, like traps, are not “evil”.

Detect Magic

Range: 60'

Power Score: INT - 1

Initial Cost: 4

Maintenance Cost: 4/turn

Enchanted objects, areas, or creatures are caused to glow. Both permanent and temporary enchantments are revealed.



Dimension Door

Range: 10'

Power Score: CON - 4

Initial Cost: 30

Maintenance Cost: N/A

The psionic character or a single creature is instantly transferred to another location up to 360' distant. The destination may be selected in two ways:

1. **Known location:** A location, within 360', known to the psionic character.
2. **An unknown location:** Specified by a series of offsets (e.g. 120' north, 160' east, 80' up) totaling not more than 360'.

Stipulations: The following apply:

- **If the destination is occupied:** By a solid body, the power fails.
- **If the target is unwilling:** It may **save versus spells** to resist the teleportation.

Dimension Walking

Range: N/A

Power Score: CON - 2

Initial Cost: 8

Maintenance Cost: 4/turn

This power allows the psionic character to travel long distances by passing through a pocket dimension. They can travel at the rate of 21 miles a turn.

Domination

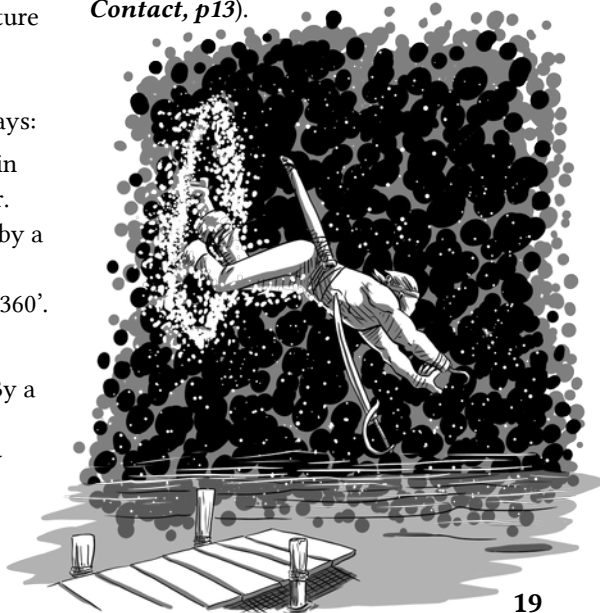
Range: 90'

Power Score: WIS - 4

Initial Cost: Contact

Maintenance Cost: 1

A single humanoid or creature must **save vs spells** or be dominated. A dominated creature is under the control of the psionic wielder but may make another save if forced to act outside of its alignment. The initial cost to use domination is twice that of contact (*see Contact, p13*).



Ego Whip

Range: 120/240/360'

Power Score: WIS - 4

Initial Cost: 4

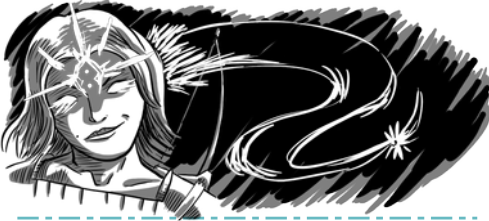
Maintenance Cost: N/A

This power is a mental attack that makes contact (*see Contact from Attack, p15*) with another psionic character's mind. It has the following effects:

- **Emotional assault:** The target is left feeling insignificant.
- **Contact daze:** If the target's mind has already been contacted, they are dazed for 1d4 rounds during which their attacks and saves have a -5 penalty.

There are three ranges that effect the power score of ego whip:

- **120 feet:** no effect.
- **240 feet:** -2 to power score.
- **360 feet:** -5 to power score.



Empathy

Range: Unlimited

Power Score: WIS

Initial Cost: Contact (or 1)

Maintenance Cost: 1/round

This power is used to sense the emotions and motives of a mind. When empathy is used against a nonpsionic character contact is not necessary and the initial cost is only 1 energy.

Energy Control

Range: Self

Power Score: Con - 2

Initial Cost: 10

Maintenance Cost: 2/round

Allows the psionic character to warp energy around themselves and dissipate it thereby protecting them from cold, heat, electricity, and fire that would normally harm them.



ESP

Range: Unlimited

Power Score: Wis - 4

Initial Cost: Contact

Maintenance Cost: 6/round

This power grants the psionic character the ability to perceive and understand the thoughts of other living creatures.

- **Meaning:** The psionic character understands the meaning of all thoughts even if they do not share the creature's language.

Expansion

Range: Self

Power Score: Con - 2

Initial Cost: 6

Maintenance Cost: 1/round

Allows the psionic character to increase their proportions by 50% per round up to four times their original size.

Hypnosis

Range: Unlimited

Power Score: Int - 3

Initial Cost: Contact

Maintenance Cost: 1/round

The psionic character is able to place targets they have contact with into a trance in which they are very susceptible to suggestion.

The level or hit dice of the target effects the power score of Hypnosis:

- **1-5:** no effect.
- **6-10:** -2 to power score.
- **11-14:** -5 to power score.

Id Insinuation

Range: 180/360/540'

Power Score: Wis - 4

Initial Cost: 5

Maintenance Cost: N/A

This power is a mental attack that makes contact (*see Contact from Attack, p15*) with another psionic character's mind. It has the following effects:

- **Psychotic assault:** The target is left feeling temporarily crazy.
- **Contact daze:** If the target's mind has already been contacted, they are unable to do anything for 1d4 rounds.

There are three ranges that effect the power score of id insinuation:

- **180 feet:** no effect.
- **360 feet:** -2 to power score.
- **540 feet:** -5 to power score.



Intellect Fortress

Range: Self

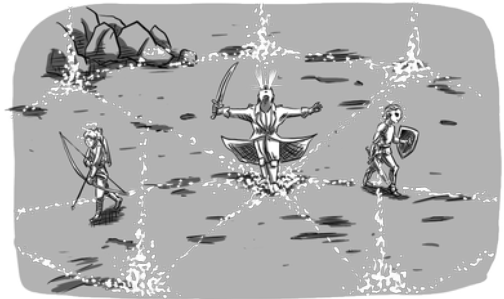
Power Score: Wis - 3

Initial Cost: 4

Maintenance Cost: N/A

This defensive power creates a 9' radius around the psionic character that protects the individuals within it. Those within the radius use the psionic character's power score for intellect fortress to defend against mental attacks and contact (*see Contact from Attack, p15*).

- **Additional power:** The psionic character is able to initiate another psionic power on the same round as intellect fortress.



Invisibility

Range: 300'

Power Score: Int - 5

Initial Cost: Contact

Maintenance Cost: 2/round/creature

Unlike a magic user's invisibility, psionic invisibility involves tricking the minds of other creatures into not seeing the psionic character. The psionic character must make a power check and pay maintenance cost for each creature that they are fooling.

Levitation

Range: Self

Power Score: Wis - 3

Initial Cost: 12

Maintenance Cost: 2/round

Allows the psionic character to rise vertically at the rate of 1' per second or 60' per round. Weight beyond the psionic character's own reduces the power score at a rate of one point per 25 pounds.

Mass Domination

Range: 120'

Power Score: Wis - 6

Initial Cost: Contact

Maintenance Cost: varies

The psionic character is able to dominate (*see Contact, p13*) up to 5 creatures. Each target must be dominated separately and the maintenance cost for each must be paid at the rate of two times the target's hit dice or level.

Mental Barrier

Range: Self

Power Score: Wis - 2

Initial Cost: 3

Maintenance Cost: N/A

➤ This defensive power creates a barricade around the mind of the psionic character, protecting them from a mental attack's contact (*see Contact from Attack, p15*).

➤ **Additional power:** The psionic character is able to initiate another psionic power on the same round as mental barrier.



Mind Bar

Range: Self

Power Score: Int - 2

Initial Cost: 6

Maintenance Cost: 4/round

Imparts the psionic character with the following benefits:

➤ **Magic Resistance:** +6 bonus to saves versus spells for *charm, confusion, fear, feeblemind, and magic jar*.

➤ **Psionic Protection:** Protection from mental attacks unless defender loses in a psychic contest.

Mind Blank

Range: Self

Power Score: Wis - 7

Initial Cost: 0

Maintenance Cost: N/A

This defensive power masks the mind of a psionic character from attacks and contact (*see Contact from Attack, p15*). Mind blank is always on for those who know it unless they specifically choose it not to be or are using a different defense mode.

➤ **Additional power:** The psionic character is able to initiate another non-defense mode psionic power on the same round as mind blank.

Mind Link

Range: Unlimited

Power Score: Wis - 5

Initial Cost: Contact

Maintenance Cost: 8/round

This power allows the psionic character to converse with an intelligent creature without any words spoken. Only thoughts that the parties wish to transmit to the other will be understood. The two parties are able to understand each other regardless of language.



Mind Over Body

Range: Touch

Power Score: Wis - 3

Initial Cost: N/A

Maintenance Cost: 10/day

Allows a number of people to survive without food, water, or sleep at the cost of one hour of meditation and 10 psionic energy per person per day. This can be maintained up to five days or the psionic character's experience level in days if that is more. Characters who have survived in this fashion experience the following at the end of this period:

- **Complete Exhaustion:** Characters must rest for one day for every two days surviving using Mind over Body.
- **Restored from Healing:** Characters can be fully rested from this exhaustion with a full day of healing.

Mind Thrust

Range: 90/180/270'

Power Score: Wis - 2

Initial Cost: 2

Maintenance Cost: N/A

This power is a piercing mental attack that makes contact (*see Contact from Attack, p15*) with another psionic character's mind. It has the following effect:

- **Power Loss:** If the target's mind has already been contacted, they lose the use of one power chosen at random for 2d6 days.

There are three ranges that effect the power score of mind thrust:

- **90 feet:** no effect.
- **180 feet:** -2 to power score.
- **270 feet:** -5 to power score.

Molecular Agitation

Range: 120'

Power Score: Wis

Initial Cost: 7

Maintenance Cost: 6/round

This power increases the speed of an object's molecules, generating heat. Its effect varies depending on the length of time it is maintained:

Molecular Agitation Effect

Rounds	Effect
1	Paper & grass ignite
2	Wood smokes, skin burns (1d4 damage)
3	Wood ignites, severe burns (1d6 damage)
4	Steel softens
5	Steel melts



Molecular Manipulation

Range: 45'

Power Score: Int - 3

Initial Cost: 6

Maintenance Cost: 5/round

The psionic character can weaken a substance by moving its molecules around at the rate two square inches per round.

Molecular Rearrangement

Range: 6'

Power Score: Int - 5

Initial Cost: 20

Maintenance Cost: 10/hour

This power can change the material of an object at the rate of one ounce an hour.

Psionic Blast

Range: 60/120/180'

Power Score: Wis - 5

Initial Cost: 10

Maintenance Cost: N/A

This power is a dreadful mental attack that makes contact (*see Contact from Attack, p15*) with another psionic character's mind. It has the following effect:

➤ **Health Deception:** If the target's mind has already been contacted, they must *save vs death* or for 6 turns the target believes they have lost 80% of their remaining hit points. If they lose their perceived hit points the target will pass out. They will not die unless their actual hit points are depleted.

There are three ranges that effect the power score of psionic blast:

- **60 feet:** no effect.
- **120 feet:** -2 to power score.
- **180 feet:** -5 to power score.

Psychic Crush

Range: 150'

Power Score: Wis - 4

Initial Cost: 7

Maintenance Cost: N/A

This power is an overwhelming mental attack that makes contact (*see Contact from Attack, p15*) with another psionic character's mind.

Synapse squeeze: If the target's mind has already been contacted, they must *save vs paralysis* or suffer 1d8 damage.

Precognition

Range: Self

Power Score: Wis - 5

Initial Cost: 24

Maintenance Cost: N/A

The psionic character is able to look into the future and see the most likely result of a plan or decision.

➤ **Player knowledge:** The referee should make the power check on behalf of the player in secret so that the player does not know if they actually succeeded.

Reduction

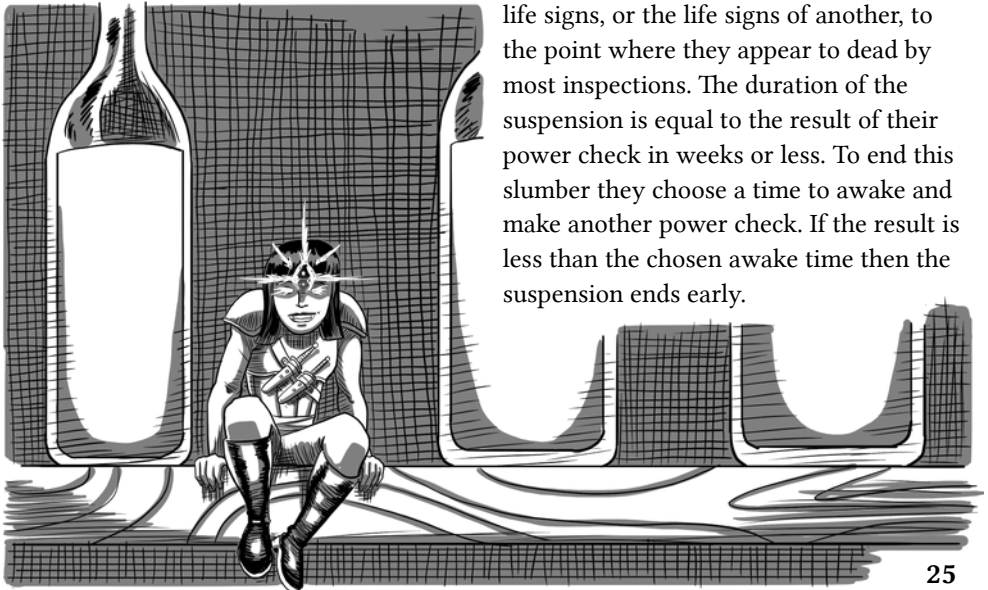
Range: Self

Power Score: Con - 2

Initial Cost: Varies

Maintenance Cost: 1/round

Allows the psionic character to shrink their body at the cost of 1 psionic energy per 1 foot up to 1 foot or less. Below that they can reduce their current size by half per psionic energy spent.



Shape Alteration

Range: Self

Power Score: Con - 6

Initial Cost: 21

Maintenance Cost: 1/round

The psionic character can transform their body into an object or living thing as long as it is of similar mass. This transformation has the following effect:

➤ **Retained stats:** The psionic character's health points and THAC0 remain the same.

➤ **New AC and attacks:** The psionic character assumes the AC of that which they are transformed into, as well as any non magical attacks it may have.

Suspend Animation

Range: Touch

Power Score: Con - 3

Initial Cost: 12

Maintenance Cost: N/A

Allows the psionic character to slow their life signs, or the life signs of another, to the point where they appear to dead by most inspections. The duration of the suspension is equal to the result of their power check in weeks or less. To end this slumber they choose a time to awake and make another power check. If the result is less than the chosen awake time then the suspension ends early.

Telekinesis

Range: 90'

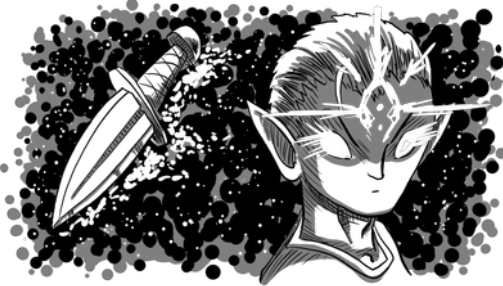
Power Score: Wis - 3

Initial Cost: 3+

Maintenance Cost: 1+/round

By concentrating, the psionic character is able to move objects or creatures by the power of thought.

- **Weight:** For targets above 3 pounds, the initial cost is equal to the object's weight and the maintenance cost is the weight divided by two, rounded down.
- **Movement:** The target may be moved up to 60' per round, in whatever direction the psionic character wishes (including vertically).
- **Weapon:** The target may be used as a weapon using the psionic character's THAC0 with a penalty equal to a third of the target's weight, rounded down.



Telepathic Projection

Range: Unlimited

Power Score: Wis - 2

Initial Cost: Contact

Maintenance Cost: 4/round

The psionic character is able to project emotions onto contacted targets. This cannot result in extreme changes but can only sway emotions.

Teleport

Range: Infinite

Power Score: Int

Initial Cost: 20+

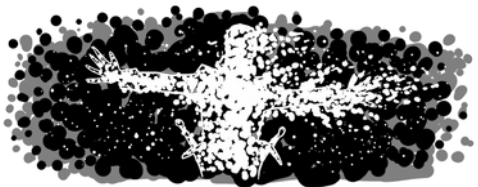
Maintenance Cost: N/A

The psionic character or a chosen creature vanishes and reappears at a location of the psionic character's choosing.

- **Gear:** The subject is teleported with all its gear, up to its maximum load.
- **Teleport other:** The target must be willing or unconscious. The power score for teleport is reduced by 2 when teleporting others.
- **Destination:** May be at any distance, but must be known to the psionic character. The destination must be an open space at ground level. (It is not possible to intentionally teleport the subject into mid-air or into solid matter.) The cost and power score of teleport are affected by the distance as shown on the table below.

Teleportation Cost and Modifier

Range	Initial Cost	Power Score Modifier
30'	20	+1
300'	20	0
3,000'	30	-1
10 miles	40	-2
100 miles	50	-3
1,000 miles	60	-4
10,000 miles	70	-5
Interplanar	100	-6



Thought Shield

Range: Self

Power Score: Wis - 3

Initial Cost: 1

Maintenance Cost: N/A

This defensive power guards the thoughts of the psionic character to protect them from mental attacks and contact (*see Contact from Attack, p15*).

➤ **Additional power:** The psionic character is able to initiate another psionic power on the same round as thought shield.

Tower of Iron Will

Range: Self

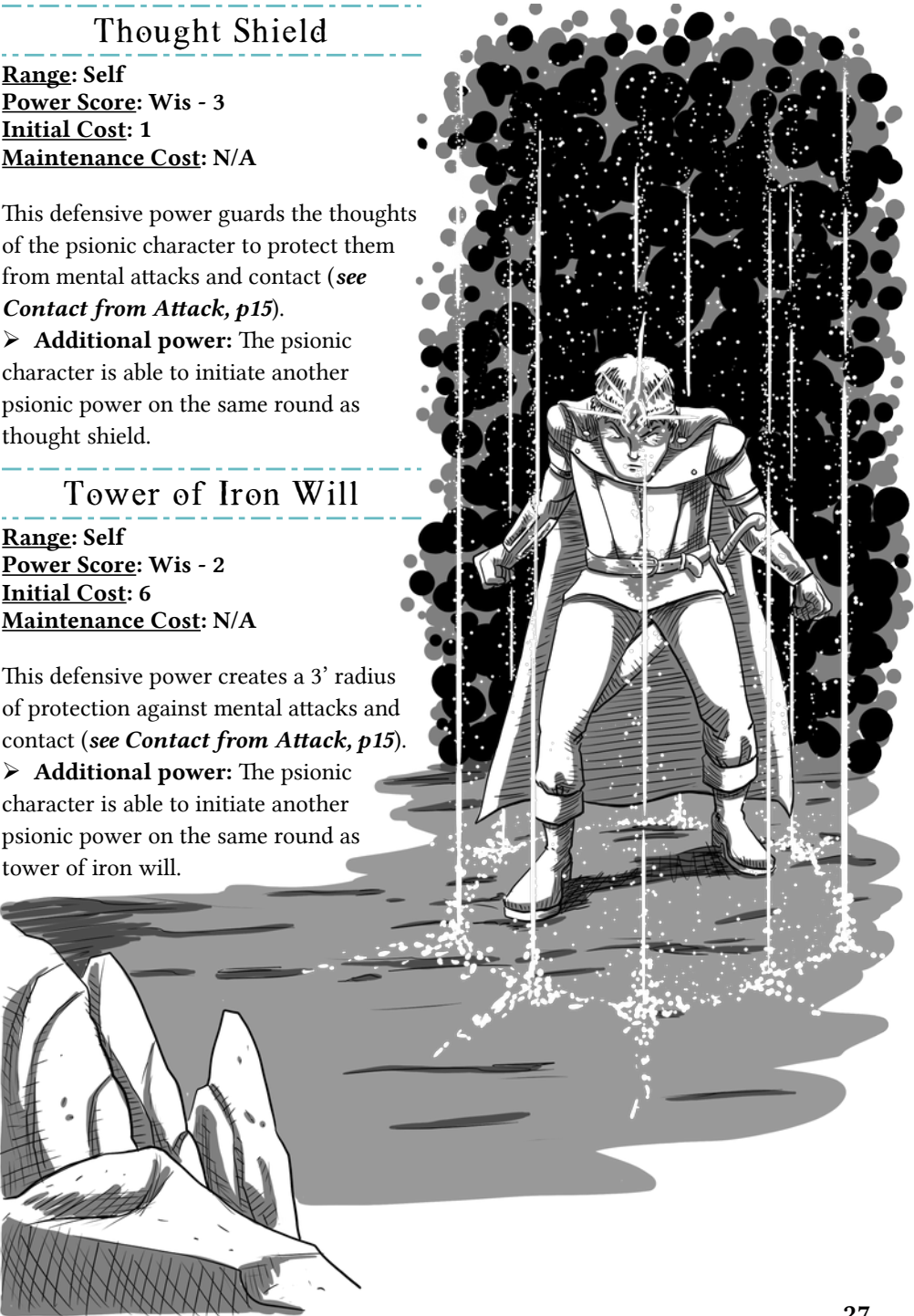
Power Score: Wis - 2

Initial Cost: 6

Maintenance Cost: N/A

This defensive power creates a 3' radius of protection against mental attacks and contact (*see Contact from Attack, p15*).

➤ **Additional power:** The psionic character is able to initiate another psionic power on the same round as tower of iron will.





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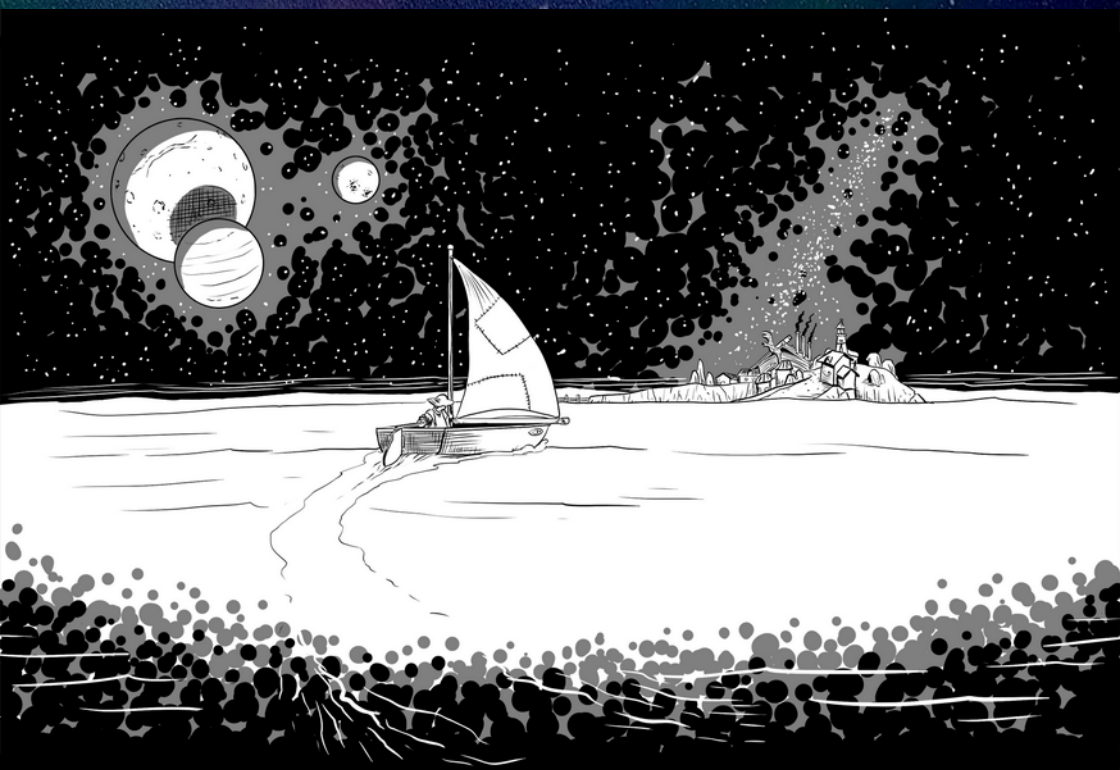
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