

# WHITE BOX OPTIONS

**Psychic Talents**  
for

Use With Swords & Wizardry White Box

Spahn



Published by  
**Barrel Rider Games**

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## Psychic Talents

### for *Swords & Wizardry WhiteBox*

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## Psychic Talents

Many classic fantasy settings feature characters with extraordinary mental powers. *Wild Minds* introduces new rules usable with *Swords & Wizardry: WhiteBox*, or any other classic fantasy role playing game which allow characters to mimic these types of characters in their own campaigns. These abilities, called *Psychic Talents* are not magical in nature and do not detect as such. Instead they are come from a unique mental focus that the character has either harnessed through training or somehow mastered as an exceptionally rare mental gift.

If the referee is using the rules presented in this supplement a player may choose to determine if their character possesses a psychic talent – though they can automatically decide that their character has no such gift. The presence of a psychic talent can only be determined at character creation – either a character is born with this gift or they are not.

All characters have a 1% chance of possessing a psychic gift. Characters with high Intelligence, Wisdom, and Charisma may have an increased chance of having a psychic gift, as shown below. A character only receives one modifier per attribute when determining the presence of psychic talents. This means that a character with an Intelligence of 17 receives a +2% bonus to their roll, not +1% for an Intelligence between 13 and 15 and another +2% for their Intelligence of 17. Dwarves, elves and halflings actually have a reduced chance of having a psychic talent, though this likelihood can never be reduced below 1%

Once a character's psychic potential has been determined the player rolls 1d100 (d%). If the result is equal to or below their psychic potential, they then roll 1d20 and consult the Psychic Talent Chart to determine what psychic talent they possess. This must always be determined randomly and should not simply be selected on player preference.

Whenever a character with a psychic talent attempts to use their psychic talent they must roll a saving throw. If that saving throw is successful, the character is able to use their psychic talent. Psychic talents grant bonuses or special abilities in specific situations and have a specific duration which are listed in each individual description. Attempting to activate a psychic talent is considered an action, whether successful or not, if done during combat – though it cannot be interrupted. If a character fails in their attempt to use a psychic talent they cannot attempt to use it again for

twenty four hours. A character may also not have more than one psychic talent active at any given time.

**House Rule: Saving Throw Matrix**

For *Swords & Wizardry* games using the saving throw matrix rules, all saving throws made regarding psychic talents are considered to be saving throws vs. spells and staffs. This includes activating and resisting psychic talents, where applicable.

**Chart I: Psychic Potential**

Base	1%
Intelligence 13 - 15	+1%
Intelligence 16 - 17	+2%
Intelligence 18+	+3%
Wisdom 13 - 15	+1%
Wisdom 16 - 17	+2%
Wisdom 18+	+3%
Charisma 13 - 15	+1%
Charisma 16 - 17	+2%
Charisma 18+	+3%
Dwarf	-3%
Elf	-5%
Halfling	-2%

**Chart II: Psychic Talent**

<b>Roll (1d20)</b>	<b>Psychic Talent</b>
1	Accelerate Healing
2	Amplify Hearing
3	Calm Animal
4	Charming Aura
5	Danger Sense
6	Dark Vision
7	Detect Deception
8	Direction Sense
9	Project Thoughts
10	Read Thoughts
11	Regulate Metabolism
12	Regulate Breathing
13	Sense Evil
14	Sense Extraplanar Being
15	Sense Life
16	Sharpen Vision
17	Stasis
18	Strengthen Resolve
19	Unnerve Target
20	Roll twice

## Psychic Talents

### **Accelerate Healing**

**Duration:** 24 hours

The character gains no additional benefit from magical healing, but instead character's natural healing rate is doubled for the next twenty-four hours.

### **Amplify Hearing**

**Duration:** 1 Hour

The character is able to hear even faint noises with particular clarity. Characters who have a "Hear Noise" or similar ability may roll twice when using this ability and take the more favorable of the two rolls. Characters who do not have the "Hear Noise" ability are instead able to hear faint noises on a 1-3 on 1d6.

### **Calm Animal**

**Duration:** Ten Minutes

Whenever the character encounters a natural beast that is hostile they may active this ability in an attempt to calm the creature, though it may only be used to target a single creature. The target must make a saving throw vs. spells or immediately cease being hostile towards the character. While not friendly, it regards them with a benign disinterest for the duration of this psychic talent.

### **Charming Aura**

**Duration:** 1 Hour

The character is able to project an aura of charm and amiability if they successfully activate this ability. Once activated, the character using this ability receives a +2 bonus to all reaction or social rolls made when interacting with NPCs who speak a shared language and are able to communicate with the character. This is not a *Charm Person* or magical effect and if the character is caught acting in an obviously hostile or antagonistic manner the benefits of this talent immediately end.

### **Danger Sense**

**Duration:** 1 Hour

The character has a kind of sixth sense making them aware of danger a split second before it strikes. When this ability is active the character can only be surprised on a 1 on 1d6, regardless of any stealth measures taken by an opponent. This ability only applies to danger to the individual character, and not to his allies or those nearby.

### **Dark Vision**

**Duration:** 1 Hour

Once active, the character can see perfectly, even in pitch darkness. They can, however, still be blinded and suffer the normal penalties associated with that condition if they are rendered blind.

### **Detect Deception**

**Duration:** Ten Minutes

This ability allows the character to sense when an individual is knowingly deceiving them. Once active, the character has a 1-4 on 1d6 chance of detecting when anyone within 60' of them is attempting to lie to or deceive them.

### **Direction Sense**

**Duration:** Instant

The character who successfully activates this talent can immediately sense which direction is North as well as sense their distance from the ground, whether above or below it.

### **Project Thoughts**

**Duration:** 1 Round

A character who successfully activates this ability may send a brief mental message to the mind of any intelligent creature within 360 feet. They do not need to see the target to use this ability, though they do need to have a general sense of their location. This message cannot be more than one sentence and comes into the target's mind as the character's voice speaking to them.

### **Read Thoughts**

**Duration:** 1 Round

The character is able to read the surface thoughts of a single target within 60 feet if they successfully use this ability. They must be able to see the target. If the character and the target do not speak the same language then the character only gets a vague sense of the target's mental state and intentions.

### **Regulate Metabolism**

**Duration:** 24 Hours

The character is able to regulate their body to such a degree that while this ability is active they suffer no penalties from lack of food or water. They also receive a +1 to all saving throws made to resist poison while Regulate Metabolism is active. Once this ability wears off, the character

immediately suffers all the effects that would be applicable from a lack of food and water. A character who would die from such things immediately drops dead when they reach that point, even if this talent is active.

### **Regulate Breathing**

**Duration:** 1 Hour

Once activated the character can hold his breath for the duration of this ability. This means they do not risk drowning, nor can they be effected by gas, odors, or poisons which must be inhaled to be effective.

### **Sense Evil**

**Duration:** Instant

When activated the character is able to detect the presence of any evil characters or items which are enchanted through evil sorcery within 120 feet. They do not know the nature of the evil detected, only that it is present and mildly unnerving.

### **Sense Extraplanar Being**

**Duration:** Instant

When activated the character is able to detect the presence of any extraplanar beings within 120 feet. This includes any such beings which are masquerading in other forms or concealed. They do not know the nature of these creatures, nor to what plane they are aligned – only that they are present.

### **Sense Life**

**Duration:** Instant

The character is able to detect the presence of any living creature within 120 feet. This does not include plant life and only detects mundane insects when they are present in vast quantities.

### **Sharpen Vision**

**Duration:** 1 Hour

When active, the character is able to see twice as far as normal. In addition, they receive +1 to all “to hit” rolls with ranged weapons.

### **Stasis**

**Duration:** 1 Week

The character enters a deep meditative state when this talent is activated. To the casual observer they will appear dead in this coma-like condition. However, while in stasis they do not need food or water to survive, though as soon as they exit the condition they immediately need to



consume a day's worth of food and water. A character who suffers damage while in stasis is immediately awakened, though he is not otherwise aware of his surroundings.

### **Strengthen Resolve**

**Duration:** 1 Hour

The character steals his mind against fear and doubt. Once this talent is active, the character receives a +4 bonus to resist all mind-influencing spells, such as *Confusion* or *Feeblemind*.

### **Unnerve Target**

**Duration:** 5 Rounds

By projecting an aura of menace, the character is able to sow fear and doubt in a single target's mind. The target of this ability suffers a -1 penalty to all attacks against the character and a -1 penalty to all saving throws made to resist spells cast by the character as terror gnaws at them from their subconscious mind.

## **Psychically Attuned Items**

Items that effect psychic talents are exceedingly rare, though the referee is encouraged to use the following examples to develop other items to suit their individual campaigns.

### **Amulet of the Focused Mind**

This item only functions for characters who have psychic talents. Such a character may attempt to use their psychic talent twice per day in the event that they fail their saving throw when attempting to activate their psychic talent. Usable by: All classes.

### **Headband of the Iron Mind**

The wearer of the iron circlet is immune to all psychic talents used against him. They simply do not function and the character cannot be targeted. Usable by: All classes.

### **Psychic Stone**

This oddly colored stone radiates no magic, but a character carrying one is considered to possess one additional psychic talent, even if they do not already have one. Usable by: All classes.

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