

The Book of the Mind

An Adaptation of AD&D 2nd Edition Psionics for C&C
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Introduction: Psionics

With psionics, a character can read the minds of others, move objects without physically touching them, or travel across vast distances in an instant.

More than a character of any other class, the psionist is self-contained. Unlike the fighter and rogue, he needs no weapons or tools to practice his art. Unlike the cleric, he needs no deity. Unlike the wizard, he relies on no outside energies. His power comes from within, and he alone gives it shape.

The psionist strives to unite every aspect of his self into a single, powerful whole. He looks inward to the essence of his own being, and gains control of his subconscious. Through extraordinary discipline, contemplation, and self-awareness, he unlocks the full potential of his mind.

Chapter 1: Using Psionic Powers

All psionic powers belong to one of five disciplines: clairsentience, psychokinesis, psychometabolism, psychoportation, and telepathy. Within each discipline, the powers are divided into two categories: Major powers, or sciences; and minor powers, or devotions. The five disciplines are defined as follows:

- Clairsentient powers allow characters to perceive things beyond the natural range of human and demihuman senses.
- Psychokinetic powers move objects across space using only the energy of the mind.
- Psychometabolic powers affect the user's body by altering it in some manner.
- Psychoportive powers allow psionic travel, moving characters from one location to another without crossing space.
- Telepathic powers involve the direct contact of two or more minds.

Two key concepts need to be presented before the rules for using psionics in the C&C game are detailed. These are psionic strength points (PSPs) and mental attack rolls.

Closed and Opened Minds

The minds of all characters and creatures exist in one of two states: either closed or open. A closed mind has either natural or enhanced defenses that protect it from unwanted intrusion. Only those things that enter through the normal senses (such as sight, sound, taste, touch, or of smell) can impact on a closed mind. The minds of all characters and creatures are naturally closed. A character can voluntarily open his or her mind to psionic contact, or a closed mind can be opened by psionic attack.

An open mind is not a natural state. For a mind to be open, psionic defenses must be voluntarily lowered (in the case of a willing subject) or breached by psionic attack (in an unwilling opponent). A psionist's own mind is considered open when using a psionic power with an area of effect of "personal" (such as the heightened senses devotion).

Mental Armor Class (MAC)

All characters and creatures have mental armor classes (MACs). While physical Armor Classes protect a body from physical attacks, MACs provide protection from psionic attacks. The MAC rating ranges from minimal defense (MAC 10) to maximum defense (MAC 30); there are no MACs worse than 10 or better than 30.

As with standard Armor Class, the higher the MAC number, the more protected the character is to psionic attack. Likewise, with all attacks, a roll of 20 always hits and a roll of 1 always misses, regardless of the target's MAC number.

To determine the character's MAC score, add the sum of the character's Mental Attribute (Int, Wis, Cha) modifiers to a base of 10. For example: Malik has an Int 13 (+1), a Wis 16 (+2), and a Cha 14 (+1). His MAC score would be 14 (10+1+2+1).

Psionic Strength Points (PSPs)

Every psionist and wild talent character has psionic strength points, or PSPs. In many ways, PSPs are like mental hit points, though with a different function. Not only do they determine a character's current psionic strength, they also power psionic abilities. This mental strength is used to create psionic attacks, activate psionic powers, and keep psionic defenses in place. As long as any PSPs remain, psionic defenses keep the mind closed to psionic intrusion of any sort. When a psionic character's PSP total falls to zero, his defenses crumble and his mind is left open to psionic contact.

Each time a character uses (or attempts to use) a psionic science, devotion, or attack, he must pay the listed cost from his current PSP total. Damage caused by psionic attacks is also subtracted from PSP totals.

The PSP total for a psionist depends on two factors: the psionist's Mental Attribute modifiers and his experience level. Together, these factors determine the psionist's PSP pool. A 1st-level psionist automatically gets 15 PSPs. This number is modified by the sum of the character's Mental Attribute modifiers. Lastly, the psionist rolls 1d6, which is added to generate a PSP total.

The PSP total for a wild talent is determined with some slight modifications. A wild talent automatically receives enough PSPs to use his power (or powers) once. In addition, he gets 10 PSPs (instead of 15) and the sum of the character's Mental Attribute modifiers. He also rolls 1d4, instead of 1d6.

Gaining PSPs

The PSP total of psionists and wild talents increases with every level advancement. Psionists receive 1d6 PSPs with each level increase up to 10th level, plus any bonuses for Mental Attribute modifiers. Starting at 11th level, psionists gain just 3 PSPs, and they add only their Wisdom modifier. Wild talents, on the other hand, receive only 4 PSPs at each level increase, regardless of their level; further, no die rolls or additional modifiers are applied.

Recovering PSPs

Characters recover expended PSPs by resting for specific lengths of time (minimum of one full hour). The only states of rest that allow for PSP recovery are sleep or meditation. Any other physical activity or the use of psionic powers (which expend PSPs) negates the recovery process for that hour. A character can never recover more PSPs than his maximum total.

During each hour of rest, characters recover one-eighth of their total PSPs (bearing in mind that they never recover more than their maximum total). To do this, divide a character's PSP total by 8 and round up. This is the number of PSPs the character recovers after one full hour of rest. So, if a psionist is reduced to 0 PSPs, it takes eight full hours of rest to recover the expended PSPs—regardless of whether he has 20 or 100 total PSPs.

Psionic Combat

Psionic combat is used to assault closed minds so that they can be opened to further psionic contact. This is accomplished like other attacks in the C&C game system: The attacking psionist selects an attack form and makes a mental attack roll equal to or exceeding the defender's MAC. Regardless of that MAC, a roll of 1 always fails and a roll of 20 always succeeds.

Psionic attacks can be used against psionic and nonpsionic minds. (A nonpsionic mind is defined as any character without a PSP pool.) The procedures are the same, but the results are slightly different.

When attacking a psionic mind, psionic combat continues until one opponent is reduced to 0 PSPs (or until the battle is broken off). That mind is now open and can be subjected to other psionic powers. When attacking a nonpsionic mind, however, only one successful attack is required to open the mind.

Psionic powers can only be used on open minds, whether willingly opened or attacked until that state occurs. A psionic power can be used in the same round that a mind is opened by psionic attack.

Psionic defenses, like armor and shields in physical combat, remain in place until the defender's PSP total is reduced to 0 (in the case of a psionic character) or one successful psionic attack breaches the defenses (of a nonpsionic character).

Psionic attacks require concentration. A psionist who uses one during a combat round can move at only half his walking rate. A character using a psionic attack can also be disrupted the same way as can a wizard casting a spell. In the round when a character using a psionic attack is disrupted, the attack can't be used. A disrupted psionic attack costs 1 PSP for the attempt.

Psionists can make a number of psionic attacks in a round according to their level: 1-6, 1/1 round; 7-12, 3/2 rounds; 13+, 2/1 round. Wild talents can never make more than one psionic attack in a round.

Psionists and wild talents receive Mental to Hit (MtH) bonuses depending on their Intelligence modifier, making it easier to accomplish psionic attacks.

All psionic attacks require line of sight, as do the use of all psionic powers (with a few exceptions, such as those in the clairsentience discipline).

The Five Psionic Attacks

The five psionic attack forms are ego whip, id insinuation, mind thrust, psionic blast, and psychic crush. Psionists have access to all five forms (depending on their levels), whereas wild talents can never have more than three of the five. The psionic attacks are described below.

-Ego Whip (EW): This attack assaults a target's self-esteem and individuality. It strikes like a glowing whip, its crack slicing open the wells of inferiority and worthlessness buried deep behind the target's defenses. For every 4 PSPs put into the attack (declared after a successful attack roll

is made), the attacker rolls 1d6 to determine psionic damage against his foe. If hit, the defender loses that many PSPs or has his mind opened to further psionic contact if no PSPs remain. A failed attack costs 2 PSPs.

Ego whip has three ranges: short (40 yards), medium (80 yards), and long (120 yards). At medium range, the defender receives a +2 bonus to his MAC; at long range, the bonus is +5.

If used against an open mind, ego whip leaves the target dazed for 1d4 rounds, costing the attacker 4 PSPs. Though no psionic defenses remain, the attacker must roll the defender's MAC to successfully hit (this attack receives a +2 bonus). While dazed, all of a character's die rolls (attacks rolls, saving throws, etc.) receive a -5 penalty, and the character can't cast spells above 3rd level.

-Id Insinuation (II): This attack assaults a target's subconscious, like a mental battering ram tearing through the walls that separate primitive needs from social constraints. For every 6 PSPs put into the attack (declared after a successful attack roll is made), the attacker rolls 1d8 to determine psionic damage against his foe. If hit, the defender loses that many PSPs or has his mind opened to further psionic contact if no PSPs remain. A failed attack costs 3 PSPs.

Id insinuation has three ranges: short (60 yards), medium (120 yards), and long (180 yards). At medium range, the defender receives a +2 bonus to his MAC; at long range, the bonus is +5.

If used against an open mind, id insinuation leaves its victim confused and powerless to act for 1d4 rounds. While no psionic defenses remain, the attacker must roll the defender's MAC to successfully hit (the attack roll receives a +2 bonus). This use of the attack costs 6 PSPs.

-Mind Thrust (MT): This attack stabs the mind of the defender, piercing thoughts and memories. For every 2 PSPs put into the attack (declared after a successful attack roll is made), the attacker rolls 1d4 to determine psionic damage against his foe. If hit, the defender loses that many PSPs or has his mind opened to further psionic contact if no PSPs remain. A failed attack costs 1 PSP. Mind thrust has three ranges: short (30 yards), medium (60 yards), and long (90 yards). At medium range, the defender receives a +2 bonus to his MAC; at long range, the bonus is +5.

If used against an open mind, mind thrust causes the target to lose the use of one psionic power (chosen randomly) for 1d6 days. While no psionic defenses remain, the attacker must still roll the defender's MAC to successfully hit (with a +2 bonus to the attack roll). This use of the attack costs 2 PSPs. Beyond opening a closed mind, mind thrust has no effect on nonpsionic minds.

-Psionic Blast (PB): This attack takes the form of a wave of mental force that jolts a defender's mind. For every 10 PSPs put into the attack (declared after a successful attack roll is made), the attacker rolls 1d12 to determine psionic damage against his foe. If hit, the defender loses that many PSPs or has his mind opened to further psionic contact if no PSPs remain. A failed attack costs 5 PSPs.

Psionic blast has three ranges: short (20 yards), medium (40 yards), and long (60 yards). At medium range, the defender receives a +2 bonus to his MAC; at long range, the bonus is +5.

If used against an open mind, psionic blast causes 1d8 points of physical damage (hit point loss) for every 10 PSPs put into the attack. While no psionic defenses remain, the attacker must still roll the defender's MAC to successfully hit (with a +2 bonus to the attack roll).

-Psychic Crush (PsC): Like a terrible mental weight, this attack seeks to crush a defender's mind. For every 8 PSPs put into the attack (declared after a successful attack roll is made), the attacker rolls 1d10 to determine psionic damage against his foe. If hit, the defender loses that many PSPs or has his mind opened to further psionic contact if no PSPs remain. A failed attack costs 4 PSPs.

Psychic crush has a range of 50 yards.

If used against an open mind, psychic crush causes 1d6 points of physical damage (hit point loss) for every 8 PSPs put into the attack. Although no psionic defenses remain, the attacker must roll the defender's MAC to successfully hit (with a +2 bonus to the attack roll).

The Five Psionic Defenses

Both psionicists and wild talents develop psionic defenses naturally when they progress in experience. As with psionic attacks, wild talents may never have more than three of the five psionic defenses.

A character activates a psionic defense at the beginning of a combat round. This defense protects against all psionic attacks launched at the character in that round. The PSP cost is only paid once per round, no matter how many attacks it defends against in that round.

Some psionic attacks are more effective against certain psionic defenses. The reverse is also true. This is represented by modifiers that apply to the defender's MAC score.

Combat cards that list psionic attacks and defenses are strongly recommended. Use 3x5 index cards, one card for each attack or defense that a character has. During a round of psionic

combat, each player puts an attack and a defense in front of him, face down, to lock in his action. After all declarations of actions have been made, cards are turned over and combat commences. There are five psionic defenses. They are intellect fortress, mental barrier, mind blank, thought shield, and tower of iron will. These are described below.

-Intellect Fortress (IF): This defense encases the mind in a powerful keep of mental energy to protect it from psionic attack. Intellect fortress provides the best protection against ego whip, but it's extremely vulnerable to psionic blast. The cost is 4 PSPs per round to use this defense. (EW +2, II +1, MT +0, PB -2, PsC -1)

-Mental Barrier (MB): This defense throws up a wall of thought to protect against psionic attack. A mental barrier is extremely effective against a psionic blast, but vulnerable to a psychic crush attack. It costs 5 PSPs to use this defense in a round. (EW -1, II +0, MT +1, PB +2, PsC -2)

-Mind Blank (MBk): This defense hides the mind from psionic attack, forming a vast, featureless area that makes it harder to target the closed mind. Mind blank protects best against id insinuation, while mind thrust easily slices through the defensive fog. It costs 3 PSPs per round to use this defense. (EW -1, II +2, MT -2, PB +1, PsC +0)

-Thought Shield (TS): This defense forms a glowing shield to turn away a psionic attack. Thought shield defends most effectively against psychic crush but is vulnerable to ego whip. The cost is 2 PSPs per round to use this defense. (EW -2, II +1, MT -1, PB +0, PsC +2)

-Tower of Iron Will (TW): This defense builds an unassailable haven for the mind. Mind thrust has a difficult time penetrating this defense, while id insinuation can breach its protection. The defense costs 6 PSPs per round to use. (EW +1, II -2, MT +2, PB -1, PsC +0)

Adding Substance to Psionic Combat

All psionic combat takes place in the minds of the combatants. This mindscape has its own rules and reality. Each combatant reaches into his or her own nexus of power, the place where the energy of mind, body, and spirit come together. The trained psionist can readily draw upon this nexus of power, as can the wild talent. Nonpsionists can't access this energy, but it springs forth to protect them in the form of natural mental armor class (MAC).

Both the attacker and the defender appear as glowing forms, mental pictures of themselves in the mindscape. Psionists can shape these psionic forms as elaborately as they see fit. Wild talents, however, appear as crude, featureless shapes of humanoid light. Nonpsionists are simply glowing balls surrounded by mental armor, usually in the shape of a luminescent wall.

While the only thing that determines the success of psionic combat is the mental attack roll and the choices of psionic attacks and defenses, players and Castle Keeper are encouraged to add flavor by describing how their characters' psionic forms look and how the powers they use manifest themselves. Being creative and having fun with the mindscape as a psionic battle progresses enhances the role-playing experience for all.

Using Psionic Powers

All psionic powers have a MAC score. To determine if a psionic power works against an open mind, a player must make a mental attack roll against the power's MAC score on 1d20. Any roll equal to or greater than the number means the power has been activated and its effects are applied for that round of play.

All powers have a cost per round of use. The cost listed to the left of the slash is the number of PSPs needed to use the power for a single round. The cost listed to the right of the slash is the number of PSPs expended if the mental attack roll fails (in which case the power's effects aren't applied).

Powers that have been successfully activated can be maintained from round to round without making additional mental attack rolls. The psionist simply expends PSPs to pay for the power's cost. The first round that the character fails to pay the cost (either voluntarily or because his PSPs have been depleted), the power's effects cease to function. If the psionist wishes to reactivate the power in a later round, even against the same target, he must make a new mental attack roll. If a mental attack roll to activate a psionic power fails, and the character has enough PSPs remaining, he can try to activate the power again in the next round by making another mental attack roll.

A roll of 1 is always a failure and a roll of 20 is always a success, no matter what the power's MAC or the psionist's Mth are.

Closing an Opened Mind

A nonpsionic mind is one that has never had any PSPs; its natural state is closed unless willingly opened or opened by psionic means. If such a target's mind has been opened, but the subsequent psionic attack or power used against it wasn't successful, the target can attempt to re-close its mind in the next round. This requires a Strength save at no penalty. If a psionic power was used successfully against the newly opened nonpsionic mind, the target can still attempt to close its

mind, but its saving throw is at a -4 penalty. The target may attempt to close its mind every round thereafter.

For a newly opened psionic mind (one whose PSPs have been reduced to 0), the target can't attempt to reclose its mind until 1d4+1 rounds have passed. After the required rounds have passed, the target can make a Wisdom save at a -3 penalty every round thereafter to attempt closing its mind.

When either a nonpsionic or psionic character succeeds at re-closing his mind, the following occurs: Any psionic power currently in use against the character ceases to function, and contact between the two minds is broken. If the power's effect already took place in the round in which the mind re-closed, the psionist expends the full PSP cost. If the power's effect didn't take place yet in the round, then the lower PSP cost is subtracted from the psionist's PSP total (as if the activation attempt failed). If the psionist wants to reestablish contact, he'll have to once again open the target's mind.

Psionics in a Round

A psionist can do several actions during a single round: 1) He can make as many psionic attacks as his experience level indicates; 2) he can use one psionic defense; 3) he can activate one psionic power against an open mind; and 4) he can maintain as many previously successfully activated powers as he wishes (provided he can afford to continue paying the PSP costs). Further, if a psionic attack succeeds and opens a closed mind, a psionic power can be used against the mind that same round.

Limitations to Psionics

Psionic powers have definite limitations. Some of these have already been discussed, but are repeated here to emphasize them. Other limitations are new.

- **PSPs:** Psionists and wild talents have a finite amount of psionic strength available to them at any given time. This strength, expressed as PSPs, must be expended to use psionic attacks, defenses, and powers. The total also indicates how much damage a hero's psionic defenses can withstand before his mind opens. As such, the psionic character must always balance the use of powers, attacks, and defenses with how strong he wants his own internal walls to remain.
- **Line of Sight:** All psionic attacks and most powers require line of sight to use. If line of sight is blocked, most psionics won't work.
- **Touch:** Some psionic powers have a range of "touch." These can be used in melee combat, but they require a physical attack roll and an mental attack roll to work. Like all psionic powers, they can only be used against open minds.
- **Obstructions:** Anything that hinders a character's normal vision blocks line of sight. Unless the description states otherwise, psionists require a line of sight to use a power. Obvious exceptions to this rule are the clairsentient powers and many of the telepathic powers. However, certain materials can obstruct these psionic powers if they completely block the target. These are lead and iron (at least 1 inch thick), obsidian (at least 2 inches thick), stone (at least 1 foot thick), and the antimagic shell spell (see page 12).

Psychic Contests

Sometimes two or more psionists try to use a psionic power on the same target. For example, two psionists might try to use telekinesis to move a stone in two different directions, or they might attempt to teleport the same character to different locations, or they might use any psionic powers in such a way as to be in direct conflict with each other. Which power use prevails? The struggle results in a psychic contest.

To resolve a psychic contest, compare the competing characters' mental attack rolls made to activate the powers. The character who has the highest successful mental attack roll wins the contest. If none of the competing characters roll successfully, none of the power uses succeed. If one character succeeds and the others fail the rolls, then that character wins the contest. If competing characters have the same MTH score and they roll the same numbers on the dice, then a psychic lock occurs.

In a psychic lock, neither competing character wins the psychic contest that round. Both are applying equal psionic pressure, thus creating a stalemate. To resolve the contest, both characters must pay the power's PSP cost and engage in another round of psychic contest. If either character fails to pay the cost (effectively giving up), that character suffers a psychic backlash and loses 4d4 PSPs immediately.

Psionics and Magic

Psionics and magic use completely different forces. Psionics uses internal energy, while magic taps into extraplanar power. Both arts can produce similar effects, but they do so in very different

ways. For this reason, psionics and magic don't ordinarily mix. Magical spells, for example, can't be used to detect or dispel psionic activity, unless otherwise stated. Likewise, psionic powers can't detect magic that simulates psionic abilities. Lastly, if a psionist uses psychokinetic, psychometabolic, psychoportive, or telepathic power against a magical illusion, he automatically gets an Intelligence save to disbelieve it.

Specific spells, as listed below, intermix with psionics in the following ways:

Antimagic shell : This spell blocks the effects of psionic powers.

Detect charm : This spell detects telepathic control, such as domination.

Detect invisibility: This spell allows the caster to see clearly psionic invisibility, astral travelers, shadowform, and ethereal creatures. It doesn't work against characters in other dimensions.

Detect magic: This spell has no effect on psionics.

Detect scrying: This spell will detect psionic scrying, though psionists get an Intelligence save to avoid detection.

ESP: If this spell is used against psionists, they get an Intelligence save with a +2 bonus to negate the effects.

False vision: This spell works against psionics, though psionists get an Intelligence save to negate effects.

Forbiddance: This spell effectively blocks all teleportation and metabolic powers.

Free action: This spell overcomes all psychokinetic effects against the subject's body, as well as domination.

Globe of invulnerability/minor globe of invulnerability: These spells have no effect on psionics.

Magic jar: Psionists use their combined Wisdom and Constitution scores when determining the differential modifier.

Mind blank: Psionists get an Intelligence save to overcome this spell.

Misdirection: This spell has no effect on psionics.

Mislead: A psionic attack reveals this spell, but the first attack automatically fails.

Nondetection: This spell works normally against psionics.

Otiluke's resilient sphere: Psionics can't penetrate this spell's protection.

Protection from Good/Evil/Law/Chaos: These spells provide +2 bonuses to MACs.

Spell immunity: This spell has no effect on psionics.

Trap the soul: Psionists trapped by this spell can't use any psionic powers.

Chapter 2: Psionists and Wild Talents

Psionic powers can be used by any character class, though one class specializes in the use of psionics: the psionist. Wild talents are a subclassification within other character classes. Their main vocation is that of their class; for instance, a cleric may have a psionic ability or two, but he relies primarily on the skills of his class. A psionist, on the other hand, relies almost entirely on his psionic gifts. The differences between the two types of psionic characters are explained in detail in this chapter.

The Psionist

Prime: Wisdom

Alignment: non-Chaotic

Hit Dice: d6

Weapons: Cleaver, club, dagger, dirk, hatchet, knife, staff, short sword, hand crossbow, dart, sling

Armor: Padded, leather coat, leather armor, ring mail, studded leather, laminar leather, small shields

Abilities: Psionic Strength Points, Psionics, Psionic Attacks, Psionic Defenses, Mental to Hit, Extra Psionic Attacks, Spell Resistance

The psionist character works to mold mind, body, and spirit into a unified, powerful whole. The hero's internal energy, or psionic strength, comes from deep within himself (from a place psionists call the nexus). This energy is given form and purpose by the individual's strength of will. Through extraordinary discipline, long contemplation, and deepening awareness of self, the psionist taps the vast potential of his mind.

More than a character of any other class, the psionist is self-contained. Unlike the fighter and thief, he needs no weapons or tools to practice his art. Unlike the priest, he needs no deity. Unlike the wizard, he relies on no outside energies. His power comes from within, and he alone gives it shape.

Level	HD	BtH	EPP
1	d6	0	2201
2	d6	+1	4401
3	d6	+1	8801
4	d6	+1	16501
5	d6	+2	30001
6	d6	+2	55001
7	d6	+2	100001
8	d6	+3	200001
9	d6	+3	400001
10	d6	+3	600001
11	+ 2 hp	+4	800001
12	+ 2 hp	+4	1000001
13+	200000 per level		

The psionist strives to unite every aspect of his self into a single, powerful whole. He looks inward to the essence of his own being, and gains control of his subconscious. Through extraordinary discipline, contemplation, and self-awareness, he unlocks the full potential of his mind.

Psionic Strength Points: A psionist determines his initial PSP total by adding the bonuses for his Mental (Intelligence, Wisdom, Charisma) Attribute scores to a base of 15 then adding the result of a 1d6 die roll: Int bonus + Wis bonus + Cha bonus + 15 + 1d6 = 1st-level PSP total. With every level increase (up to the 10th level), a psionist gains additional PSPs by adding his Mental Attribute bonuses to a 1d6 die roll: Int bonus + Wis bonus + Cha bonus + 1d6 = PSPs gained per level (2 through 10). Starting at 11th level, a psionist gains just 3 PSPs per level, plus his Wisdom bonus: Wis bonus + 3 = PSPs gained per level (11th level and higher)

Psionics: Every psionic power belongs to one of the five psionic disciplines: clairsentience, psychokinesis, psychometabolism, psychoportation, and telepathy (as discussed in Chapter 1). Powers are either major (and are called sciences) or minor (called devotions). Before a psionist can learn a psionic power, he must have access to the

appropriate discipline.

At 1st level, a psionist selects one discipline. This is his primary discipline. As a psionist advances in level, he gains access to additional disciplines. A psionist starts out at 1st level with four powers within his primary discipline: one science and three devotions. With each advance in level, the psionist gains additional disciplines and powers, as outlined on the table below. Some additional points to consider include the following:

A player can select new powers for his character as soon as the character reaches a new experience level. These new powers can be selected from any discipline the character has access to, including a discipline that was just gained.

Within a single discipline, a character must have twice as many devotions as sciences. For example, a player can't select a third telepathic science until his character has at least six telepathic devotions.

A character can never learn as many sciences and devotions in another discipline as he knows in his primary discipline. This provides a focus for a hero that he can adhere to.

Psionic Attacks: As described in chapter 1, Psionists gain psionic attack forms. The psionist chooses one psionic attack at first level and then another at each odd level of advancement until the psionist knows all five psionic attacks at 9th level. The psionic attacks are Ego Whip, Id Insinuation, Mind Thrust, Psionic Blast, and Psionic Crush.

Extra Psionic Attacks: As a psionist becomes more powerful, he is able to make more psionic attacks in a round. As described in chapter 1, the number of attacks increases as follows: 1 attack per round levels 1-6, 3 attacks per 2 rounds levels 7-12, and 2 attacks per round levels 13 and up.

Psionic Defenses: As described in chapter 1, Psionists gain psionic defenses. The psionist chooses one psionic defense at first level and then another at each odd level of advancement until the psionist knows all five psionic defenses at 9th level. The psionic defenses are Intellect Fortress, Mental Barrier, Mind Blank, Thought Shield, and Tower of Iron Will.

Mental to Hit (MtH): The psionist becomes more adept at using the powers of his mind as he gains experience. A psionist has to succeed at a MtH roll to activate a psionic power or to overcome an opponent's MAC score. The psionist rolls a d20 adds the MtH and his Int modifier to the total to determine if the activation or attack was a success. (ex. Nadeen is a 5th level psionist with an Int of 13. She wants to activate the devotion Cell Adjustment, which has a MAC of 14. Nadeen rolls a 10 on a d20 and adds her MtH of +5 and her Int modifier of +1 for a total of 16. She has succeeded in activating her devotion.)

If a MtH roll is not successful, the psionist must pay a PSP cost as listed in the powers description. As with all to hit rolls, a 1 is an automatic miss and a 20 is an automatic hit.

Spell Resistance: Because the psionist has tapped into the power of his own intellect and has plumbed the depths of his mind, he has become more resistant toward spells that would effect his thinking. The psionist gains a + 2 to enchantment and charm type spells.

Level	Total Disciplines	Total Sciences	Total Devotions	Psionic Att/Def	MtH
1	1	1	3	1/1	+1
2	2	1	5	1/1	+2
3	2	2	7	2/2	+3
4	2	2	9	2/2	+4
5	2	3	10	3/3	+5
6	3	3	11	3/3	+6
7	3	4	12	4/4	+7
8	3	4	13	4/4	+8
9	3	5	14	5/5	+9
10	4	5	15	5/5	+10
11	4	6	16	5/5	+11
12	4	6	17	5/5	+12
13	4	7	18	5/5	+13
14	5	7	19	5/5	+14
15	5	8	20	5/5	+15
16	5	8	21	5/5	+16
17	5	9	22	5/5	+17
18	5	9	23	5/5	+18
19	5	10	24	5/5	+19
20	5	10	25	5/5	+20

The Wild Talent

A wild talent is a hero from any character class other than the psionicist class who has natural psionic potential. This potential can be present in any character, regardless of class, alignment, or race. The alignment restrictions of the psionicist class don't apply to wild talents.

Wild talents have one or two psionic powers, up to three psionic defenses, and up to three psionic attacks at their disposal once they've reached full power. The psionic attacks and psionic defenses come naturally, one at a time every 3 levels. A wild talent can never learn more than 3 psionic attacks or psionic defenses.

The wild talent also becomes more proficient with the use of his powers. His Mental to Hit bonus increases at a rate of +1 for every 3 levels. It is also adjusted by his Int modifier, the same as a psionicist.

Testing for a Wild Talent

Any character can test for wild powers. (The character

should be forewarned: such efforts are not without risk, as explained below.) A character can test for wild powers only at specific times: when the character is first created; when the character's Wisdom increases to a higher point than it has ever been; the first time the character goes to a psionicist who can perform psychic surgery on him; when psionics is first introduced to the campaign.

Every character (and NPC and monster, if the DM wishes) has a base chance of 1% to possess wild powers. This is modified as shown below:

Each Wis, Cha, or Int score of 18 + 3

Each Wis, Cha, or Int score of 17 + 2

Each Wis, Cha, or Int score of 16 + 1

Character is 5th-8th level + 1

Character is 9th level or higher + 2

Once a character's chance to be a wild talent is determined, roll percentile dice. Results are as follows:

- If the result is more than the modified chance and less than 97, the character is not a wild talent.
- If the result is less than or equal to the modified chance, the character is a wild talent.

The player rolls percentile dice and consults the table below to determine his wild talent. His character's PSPs are determined as under "Psionic Strength Points (PSPs)," in chapter 1.

- If the result is 97, the character must save vs. death or his Wisdom is permanently reduced by 1d6 points.
- If the result is 98, the character must save vs. death or his Intelligence is permanently reduced by 1d6 points.
- If the result is 99, the character must save vs. death or his Constitution is permanently reduced by 1d6 points.

- If the result is 100, the character must save vs. death at -5 or his Wisdom, Intelligence, and Constitution scores are all permanently reduced to 3 points.

Roll 1d100 Wild

Devotion

Clairsentient Devotions

- 1-2 All-round vision
- 3 Combat mind
- 4-5 Danger sense
- 6-7 Feel light
- 8 Feel sound
- 9 Hear light
- 10 Know direction
- 11-12 Know location
- 13 Poison sense
- 14-15 Radial navigation
- 16-17 See sound
- 18 Spirit sense

Psychokinetic Devotions

- 19-20 Animate shadow
- 21-22 Control light
- 23-24 Control sound
- 25 Molecular agitation

Psychometabolic

Devotions

- 28-29 Absorb disease
- 30-31 Adrenaline control
- 32 Aging
- 33-34 Biofeedback
- 35 Body control
- 36 Body equilibrium
- 37-38 Body weaponry
- 39-40 Catfall
- 41 Cause decay

- 42-43 Cell adjustment
- 44-45 Chameleon power
- 46 Chemical simulation
- 47 Displacement
- 48-49 Double pain
- 50 Ectoplasmic form
- 51-52 Enhanced strength
- 53 Expansion
- 54-55 Flesh armor
- 56 Graft weapon
- 57-58 Heightened senses
- 59 Immovability
- 60-61 Lend health
- 62-63 Mind over body
- 64-65 Reduction
- 66-67 Share strength
- 68-70 Suspend animation

Psychoportive Devotions

- 71-72 Astral projection
- 73-74 Dimensional door
- 75-77 Dimension walk
- 78-79 Dream travel
- 80-81 Phase
- 82-84 Conceal thoughts

Telepathic Devotions

- 85-87 Empathy
- 88-89 ESP
- 90-91 Life detection
- 92-93 Psychic messenger

- 94-96 Send thoughts
- 97-98 Roll two devotions
- 99 Roll one science
- 100 Roll one devotion and one science

Roll 1d100 Wild Science

Clairsentient Sciences

- 1-6 Aura sight
- 7-14 Clairaudience
- 15-22 Clairvoyance
- 23-27 Object reading
- 28-32 Precognition
- 33-36 Sensitivity to psychic impressions

Psychokinetic Science

- 37-44 Telekinesis

Psychometabolic Sciences

- 45-49 Animal affinity
- 50-53 Complete healing
- 54-55 Death field
- 56-61 Energy containment

- 62-63 Life draining

- 64-72 Metamorphosis

- 72-80 Probability travel

Psychoportive Sciences

- 81-83 Probability travel

- 84-86 Teleport

Telepathic Sciences

- 87-92 Mindlink
- 93-95 No science gained
- 96-100 Roll two sciences

Chapter 3: Psionic Powers

Once a psionist has mastered the powers of his mind, the results can be as spectacular as the explosive force of the psychokinetic science called detonate or as subtle as the clairsentient devotion called see sound.

The powers are divided alphabetically into the five disciplines (clairsentience, psychokinesis, psychometabolism, psychoportation, and telepathy). The major powers (sciences) are presented first in each section, followed by the minor powers (devotions).

The following list shows all of the psionic powers available to a character. Included are the power's MAC and PSP cost (the number to the right of the slash indicates the PSP cost for a failed MtH roll).

Clairsentient Sciences

Power	MAC	PSP Cost
Appraise	14	14/6
Aura sight	13	9/3
Clairaudience	12	5/2
Clairvoyance	13	5/2
Cosmic awareness*	13	12/6
Detection	11	8/3
Object reading	13	12/6
Precognition	12	18/10
Psychic clone*	14	16/6
Sensitivity to psychic impressions	12	5/3
Spirit lore*	13	13/5

Subjective reality*	12	14/7
True sight*	12	10/4

Clairsentient Devotions

Power	MAC	PSP Cost
All-round vision	12	5/2
Bone reading*	10	15/5
Combat mind	14	4/2
Danger sense	12	3/1
Environment	13	5/3
Feel light	12	5/3
Feel moisture	11	3/1
Feel sound	12	4/2
Hear light	12	4/2
Know course	13	4/hour/2

Know direction	12	1/1
Know location	12	8/3
Martial trance*	13	7/3
Poison sense	10	1/1
Predestination*	11	9/year/4
Probability		
manipulation*	14	10/5
Psionic sense*	12	2/1
Radial navigation	13	6/hour/3
Retrospection*	12	120/40
Safe path*	12	6/3
See ethereal	13	3/1
See magic	11	6/2
See sound	12	4/2
Sensitivity to		
observation	10	5/2
Spirit sense	12	8/4
Trail of destruction*	11	5/2
Watcher's ward	13	3/hour/1
Weather prediction*	13	10/4

Psychokinetic Sciences

Power	MAC	PSP Cost
Create object*	14	7/3
Detonate*	15	15/5
Disintegrate*	13	30/10
Kinetic control	13	8/3
Megakinesis*	12	20+/10+
Molecular		
rearrangement*	14	12/hour/6
Project force*	14	10/4
Suppress magic*	15	8+/4+
Telekinesis	12	3+/1+
Telekinetic barrier*	14	12/5
Telekinetic flight*	12	7/3

Psychokinetic Devotions

Power	MAC	PSP Cost
Animate object*	13	5/2
Animate shadow	12	4/2
Ballistic attack*	14	5/3
Compact	11	4/1
Concentrate water*	14	10/3
Control body*	14	8/4
Control flames*	12	4/2
Control light	12	6/2
Control sound	15	3/1
Control wind*	15	12/5
Create sound*	13	5/2
Cyrokinesis	10	7/3
Deflect*	12	4/2
Ghost writing*	11	5/2
Inertial barrier*	14	6/2
Levitation*	12	5/2
Magnetize	12	2+/1+
Mass manipulation*	13	9/3
Molecular agitation	10	7/3
Molecular bonding*	12	4/2
Molecular		
manipulation*	13	6/2
Momentum theft*	13	5+/3+
Opposite reaction*	13	5/2
Return flight	13	3/1

Soften	12	3/1
Stasis field*	14	20/10
Static discharge*	13	5/2

Psychometabolic Sciences

Power	MAC	PSP Cost
Animal affinity	15	7/3
Complete healing	13	25/5
Death field	17	5/15
Elemental		
composition*	15	8/3
Energy containment	14	9/3
Life draining	14	6/3
Metamorphosis	16	6/3
Nerve manipulation*	14	14/5
Poison simulation*	14	16/6
Regenerate*	15	8/turn/4
Shadowform	15	5/2
Split personality*	12	15/6

Psychometabolic Devotions

Power	MAC	PSP cost
Absorb disease	14	10/4
Accelerate	14	10/5
Adrenaline control	14	5/2
Aging	15	9/5
Alter features*	13	4/turn/2
Biofeedback	14	4/2
Body control	15	6/2
Body equilibrium	14	2/1
Body weaponry	14	6/3
Cannibalize*	13	0
Carapace	12	2/1
Catfall	13	4/2
Cause decay	14	4/2
Cause sleep	11	4/2
Cell adjustment	14	5+/3+
Chameleon power	13	4/1
Chemical simulation	15	7/3
Cognitive trance	12	4/2
Displacement	14	4/2
Double pain	14	7/2
Ectoplasmic form	15	9/3
Enhanced strength	12	varies
Enhancement*	11	14/6
Expansion	14	3/1
Fighting trance	11	2/1
Flesh armor	14	5/2
Forced symmetry	13	12/5
Gird*	13	2 x cost
Graft weapon	15	5/2
Heightened senses	13	3/1
Immovability	15	7/2
Intensify*	14	6+/3+
Iron will	10	4/2
Lend health	13	4/1
Magnify*	12	varies
Mind over body	12	10/day/4
Pheromone discharge	12	2/1
Photosynthesis	13	3/turn/1
Prolong*	15	3/1
Reduction	14	varies
Rigidity*	14	5/3

Share strength	15	3/1	Superior invisibility*	14	6/rd/target
Spider touch	12	3/1	Switch personality*	15	40/15
Splice*	varies	varies	Ultrablast*	15	75/25
Strength of the land*	14	4/2	Telepathic Devotions		
Suspend animation	14	12/5	Power	MAC	PSP Cost
Psychoportive Sciences			Acceptance	12	4/turn/2
Power	MAC	PSP Cost	Alignment		
Banishment*	12	15/6	stabilization	11	11/day/4
Planar transposition*	14	varies	Amnesia*	11	5/2
Probability travel	12	11/hour/5	Attraction*	13	8/3
Summon planar	14	40/20 or	Aversion*	13	8/3
creature*		80/40	Awe*	14	4+/2+
Summon planar			Beast mastery*	12	6+/day/3+
energy*	12	30/10	Conceal thoughts	10	4/2
Teleport	11	10+/5+	Convergence*	10	8/3
Teleport other*	12	10+/5+	Daydream*	10	4/2
Time travel*	15	20+/hr/10+	Empathy	10	3/1
Wormhole*	13	12+/6+	ESP	14	6+/3+
Psychoportive Devotions			False sensory input*	14	5/2
Power	MAC	PSP Cost	Focus forgiveness	12	4/hour/2
Astral projection	12	3/1	Hivemind	11	2/1
Blink*	11	4/2	Identity penetration	12	6/3
Dimensional door	13	3/1	Impossible task	11	6/day/3
Dimensional screen*	14	7/3	Incarnation awareness	13	12/5
Dimension blade*	13	5/2	Inflict pain*	15	3+/2+
Dimension walk	12	5/2	Insect mind	13	3/1
Dream travel	13	1/25 mi/1	Invincible foes*	12	6/2
Duodimension	14	6/3	Invisibility*	14	3+/2+
Ethereal traveler	12	5/2	Life detection	13	3/1
Phase	10	6/2	Mind bar	13	5/2
Phase object*	11	6+/3+	Mysterious traveler	11	2/1
Pocket dimension	10	6/turn/3	Phobia amplification*	11	5/2
Shadow walk	13	9+/4+	Plant mind	14	4/2
Spatial distortion	14	5+/3+	Post-hypnotic		
Summon object*	14	30+/12+	suggestion*	13	3/HD/3
Teleport lock*	12	4/2	Psionic inflation*	12	7/3
Teleport object*	13	25+/10+	Psionic residue	12	15/5
Teleport trigger*	12	2/hour/1	Psionic vampirism*	12	varies
Time dilation*	12	varies	Psychic blade*	14	5+/2+
Time duplicate*	12	22/11	Psychic drain*	13	14/6
Time shift*	12	16+/6+	Psychic impersonation	10	5/hour/2
Time/space anchor	12	3/1	Psychic messenger	15	4/2
Wrench	12	10/5	Receptacle*	12	0
Telepathic Sciences			Reptile mind	13	2/1
Power	MAC	PSP Cost	Repugnance*	12	8/3
Aura alteration*	12	10/5	Send thoughts	12	3+/2+
Domination*	12	6+/3+	Sensory suppression*	13	4/2
Empower*	16	varies	Sight link*	14	5+/turn/3+
Fate link*	15	6/turn/3	Sound link*	14	5+/turn/2+
Hallucination*	13	6/3	Suppress fear	10	5/2
Mass domination*	14	varies	Synaptic static*	14	11/5
Mindflame*	13	30/15	Taste link*	14	5+/turn/2+
Mindlink	12	7+/3+	Telepathic projection*	11	5/2
Mindwipe*	15	8/3	True worship	10	5/2
Probe*	12	8+/4+	Truthhear*	10	3/1
Psychic surgery*	12	9+/5+			

*Power requires a prerequisite to use.

Clairsentient Powers: Clairsentient powers allow characters to perceive things beyond the natural range of human and demihuman senses.

Psychokinetic Powers: Psychokinetic powers move objects across space using only the energy of a character's mind.

Psychometabolic Powers: Psychometabolic powers affect the user's body by altering it in some way.

Psychoportive Powers: These powers allow psionic travel, moving a character without physical action.

Telepathic Powers: Telepathic powers involve the direct contact of two or more minds.

Power Parameters

There are five parameters integral to each psionic power, and they are described below.

MAC: The number that the user must roll against with a Mental to Hit roll in order to activate the power against an open mind. Bonuses to a power's MAC score make it higher (thus, harder to hit), while penalties make it lower (and thus easier to roll against). See "Using Psionic Powers" in chapter 1 for further details.

PSP Cost: The number of PSPs that must be spent per round to use a psionic power. The number to the right of the slash indicates the PSP cost for a failed MTH roll.

Range: The maximum distance from the user at which the power has an effect. "Touch" requires the user to make physical contact with the target (that is, a to hit roll).

Area of Effect: The physical area or number of beings a power affects. "Personal" only affects the user.

Prerequisite: Other sciences or devotions a character must know before being able to use a particular power. Some prerequisites will list a level; this is the lowest level a psionist using this psionic power can be.

Psionic Powers

Absorb Disease (psychometabolic devotion)

MAC: 14

PSP Cost: 10/4

Range: touch

Area of Effect: individual

Prerequisite: none

This power lets the psionist take the disease from another character's body, and absorb it himself. Presumably, the psionist will then heal himself (using complete healing). This power can absorb magical diseases, but not curses, such as lycanthropy.

Accelerate (psychometabolic devotion)

MAC: 14

PSP Cost: 10/5

Range: 0

Area of Effect: personal

Prerequisites: none

Some psychometabolists are able to drastically alter their own metabolisms, doubling their speed for short periods of time. A character using accelerate is effectively hastened for as long as he maintains this power. The psionist's movement and rate of attack are doubled, and he gains a +2 bonus to initiative rolls while the power is in effect.

Spellcasting and psionics use are not speeded up by this power, although this ability can be used to counter a magical slow effect. After the psionist stops maintaining accelerate, he must rest for a number of rounds equal to the time he was accelerated, doing nothing but catching his breath. He does not suddenly age a year as the recipient of a haste spell would.

Acceptance (telepathic devotion)

MAC: 12

PSP Cost: 4/turn/2

Range: 30 yards

Area of Effect: special

Prerequisite: none

This power lets the psionist make one or more individuals docile and passive in captivity. The psionist gains no special control over the creatures, but their strong emotions associated with captivity are nullified.

The power affects the psionist's level in Hit Dice of creatures, provided they are in range. If more Hit Dice than that are in range, the smaller creatures are affected first (excess Hit Dice are

lost). Creatures under this power do not escape, attack, starve themselves, or disobey basic commands (to move, sleep, work, etc.). They are not charmed and have no love of their captors.

The creatures remain under the power as long as they stay in range and the psionicist continues to pay the maintenance cost. Especially harsh treatment may cancel out the power's effectiveness. Allow mistreated creatures an Int save in such circumstances.

Adrenalin Control (psychometabolic devotion)

MAC: 14

PSP Cost: 5/2

Range: 0

Area of Effect: personal

Prerequisite: none

By controlling the production and release of adrenalin in his system, the psionicist can give himself temporary physical boosts on demand. When he increases his adrenalin, the character gains 6 points, which he can add directly to his Strength, Dexterity, or Constitution scores however he chooses. He enjoys all the normal bonuses for high physical attributes while this power is in effect.

If the psionicist's MtH roll result is a 1, he overtaxes his system with this adrenalin. He still gets the boost, but he loses twice that many hit points, too.

Aging (psychometabolic devotion)

MAC: 15

PSP Cost: 9/5

Range: touch

Area of Effect: individual

Prerequisite: none

With this power, an evil psionicist can cause unnatural aging by touch. (Other psionicists can use this power, too, but their alignment would begin to twist toward evil.) The victim ages 1d4 years instantly and must make a Strength save. Failure means that the change was traumatic and he ages another year automatically.

If the psionicist's MtH result is a 1, there is a backlash and he, too, ages 1d4 years.

Alignment Stabilization (telepathic devotion)

MAC: 11

PSP Cost: 11/day/4

Range: 10 yards

Area of Effect: individual

Prerequisite: none

This power lets the psionicist keep one half-giant on the same alignment. While stabilized, the half-giant does not change his alignment. The psionicist cannot change the half-giant's alignment, only keep it from changing. A half-giant willingly submits to this power if informed about it-at any given instant, a half-giant is convinced that his current alignment is the best possible, and has no argument about keeping it that way. When maintenance ceases, the half-giant most likely won't notice or care.

All-Round Vision (clairsentient devotion)

MAC: 12

PSP cost: 5/2

Range: 0

Area of Effect: Personal

Prerequisite: None

This power lets the user see in all directions simultaneously. This has obvious benefits, including a +2 surprise roll bonus to the user for encounters where being able to see is an advantage. There is a penalty, however.

While this power is in effect, gaze attacks against the user receive a +4 bonus.

Alter Features (psychometabolic devotion)

MAC: 13

PSP Cost: 4/turn/2

Range: 0
Area of Effect: personal
Prerequisites: cell adjustment

This power enables the psionist to alter his appearance by means of a limited control over his facial features. He can change his skin coloration to any normal variation, alter the appearance of his hair, change the color of his eyes, and even adjust the bone structure of his face. The psionist cannot pass for a member of another species.

If the psionist passes his MtH roll by 10 or better, he can mimic the features of a particular individual well enough to fool anyone who relies on appearance only to identify that person. If he is closely examined, the psionist must make MtH roll to see if his disguise works.

Amnesia (telepathic devotion)

MAC: 11
PSP Cost: 5/2
Range: 200 yards
Area of Effect: individual
Prerequisites: mindlink

This devotion allows the psionist to interfere with the memory of a contacted creature. As long as amnesia is maintained, the subject is unable to remember anything that occurred prior to the psionist's contact with his mind. The victim does remember events that occur in his amnesiac state, so he can recall conversations or events that have occurred since the amnesia began.

The exact effects of amnesia are left to the CK, but generally the victims remember how to talk, how to walk, how to eat, and other physical skills. Knowledge-based skills such as spellcasting, psionics use, or lockpicking would be temporarily forgotten, but talents such as proficiency with the bow or tumbling would not be.

Making a monster forget everything does not necessarily make it a nice person. General personality traits remain despite the loss of memory.

Animal Affinity (psychometabolic science)

MAC: 15
PSP Cost: 7/3
Range: 0
Area of Effect: personal
Prerequisite: none

When the psionist first learns this power, he develops an affinity for a particular type of animal. He cannot choose the animal; the affinity is dictated by his aura. To determine the nature of the affinity, the psionist's player rolls 1d20 and consults the table below.

From that point on, when the character invokes this power, he can claim one of the animal's attributes as his own-temporarily. He can gain the animal's armor class, movement rate and mode, attacks and damage, to hit, hit points, or any other special ability. Only one of these can be used at a time, however. The effect lasts as long as the psionist maintains the power. Switching to a different ability means paying the initial cost of the power again, and making a new MtH roll.

The character does undergo a physical change when this power is invoked. The extent of the change depends on the animal and the ability. For example, adopting a hawk's movement obviously requires wings, while attacking like a tiger calls for fangs and claws.

1. Ape
2. Baboon
3. Bear, Grizzly
4. Bird of Prey
5. Boar
6. Crocodile
7. Eagle, giant
8. Elephant
9. Frog, giant
10. Horse, Light War
11. Jackal
12. Lion
13. Lizard, giant

14. Rat, giant
15. Shark
16. Snake, venomous
17. Spider, large
18. Tiger
19. Toad, giant
20. Wolf

Animate Object (psychokinetic devotion)

MAC: 13 (base)

PSP Cost: 5/2

Range: 50 yards

Area of Effect: 1 item, 100 pounds

Prerequisite: Telekinesis

This power allows the user to control the movement of an otherwise inanimate object, giving it the appearance of life. For example, animate object can make chairs walk or stones dance, though objects being animated must weigh 100 pounds or less. The material the item is made of affects the difficulty of the task, as indicated on the following table.

Material	Power's MAC
Cloth, paper	13
Live wood, dead animal	14
Dead wood, bone	15
Water	16
Thin metal	17
Thick metal	18
Stone	19

Once animated, all materials become flexible to some extent, though fluid motion is uncommon. Animated items move like puppets, with jerky, clumsy motion. If the item was rigid initially, it makes loud creaking, groaning, or grating sounds as it moves. An animated item moves up to 60 feet per round. It can be used to attack, acting like a club with a BtH of 0 and a damage score of 1d6 points.

Animate Shadow (psychokinetic devotion)

MAC: 12

PSP Cost: 4/2

Range: 40 yards

Preparation Time: 0

Area of Effect: 100 sq. feet

Prerequisites: none

With this devotion the psionicist can animate the shadow cast by anyone or anything and make it seem to have life of its own. The shadow can even move away from the person or thing that cast it. It must, however, remain flatly cast along a surface. It can never be more than two-dimensional.

An animated shadow can't really do anything other than startle or amuse someone. It cannot attack or disrupt a mage's concentration. In this regard, it is similar to a cantrip's effect. It can serve as a diversion by entertaining someone or attracting a guard's attention.

Animal Telepathy (telepathic devotion)

MAC: 15

PSP Cost: 7/turn/3

Range: Unlimited

Area of Effect: Individual

Prerequisite: None

Animal telepathy enables the psionicist to establish mental two-way communication with an animal. The psionicist and the target animal are able to exchange precise ideas, instructions, and plans in plain language.

Note that nonintelligent animals will not have much to communicate. This power does not make an animal more intelligent, nor does not guarantee obedience. It merely facilitates communication.

Appraise (clairsentient science)

MAC: 14

PSP Cost: 14/6

Range: 0

Area of Effect: personal

Prerequisites: none

With this power, a psionicist can determine the likelihood that a specific course of action will succeed. He focuses on a course of action and examines the possibilities. He assigns probabilities. Then he mentally processes enormous calculations to arrive at an overall probability of success.

In game play, the character must first pass an MtH roll. If he does, the CK must reveal the percentage *chance* for the plan or action's success. Exact odds may be difficult or impossible to determine, but the CK should provide his most accurate, honest appraisal.

No one, not even a psionicist, *can* foresee the future with assured accuracy. Like precognition, the success of this power depends on how closely the characters adhere to their plans. Do they act as they intended? React as they intended? What factors did they fail to foresee? Every deviation steers events away from the predicted path. If this power is used, the CK should give the best answer he *can*, based on information the characters have. Factors they don't know about, and therefore can't take into account while forming a plan, can change things dramatically.

Astral Projection (psychoportive devotion)

MAC: 12

PSP Cost: 3/1

Range: Not applicable

Area of Effect: Personal

Prerequisite: None

This power allows the user to travel without his physical body by creating an astral body that immediately leaps into the Astral Plane. Only creatures or characters who are also on the Astral Plane can see it. A silvery cord connects the astral body to the physical one. This translucent string stretches 10 feet from the astral body before becoming invisible. If the cord is severed, both the astral and physical bodies die—killing the user. The cord is nearly indestructible, however. It can only be severed by a powerful psionic wind or the silver sword of a githyanki.

The Astral Plane is used to get to other destinations—a distant point on the Prime Material or a location on another plane, for example. When the user reaches his destination, a temporary physical body is formed there. It resembles the user's real body, and the two remain connected by the silvery cord. However, a temporary physical body isn't formed if the user travels to another location on the same plane as his real body. He can view that distant location in astral form, but he can't affect the area in any physical, magical, or psionic way.

Attraction (telepathic devotion)

MAC: 13

PSP Cost: 8/3

Range: 200 yards

Area of Effect: individual

Prerequisite: mindlink

The opposite of aversion, this power creates an overwhelming attraction to a particular person or thing—be it an item, creature, action, or event. A victim of this power will do whatever seems reasonable to get close to the object of his attraction.

The key word is "reasonable." The victim is completely fascinated, but he doesn't suffer from blind obsession. He won't leap into a fire or over a cliff, for example, or climb into the arms of a dragon. He can still recognize danger, but he will not flee unless the threat is strong and immediate. And if the danger is not apparent, (such as poison in a goblet of wine), the character could easily destroy himself in pursuit of the attraction.

Aura Alteration (telepathic science)

MAC: 12

PSP Cost: 10/5
Range: touch
Area of Effect: individual
Prerequisites: psychic surgery, 5th level

With aura alteration, a psionist can temporarily disguise a person's alignment, disguise his level, or remove aura afflictions like curses, geases, and quests.

Disguising a character's alignment or level is the easiest to do. The disguise is temporary, lasting only 1-6 hours. It has no effect on the character's real alignment or class, but a psionist with aura sight will be fooled by the fake aura.

Because curses, geases, and quests are imprinted on the character's aura, they *can* be removed with this power. A psionist who tries this suffers a -6 penalty to his MtH roll and must expend 20 PSPs instead of 10. If the die roll is 1, the psionist's patient must make an Int save to avoid losing one experience level. (A slip of the psychic scalpel can close off vital parts of the brain.)

Aura Sight (clairsentient science)

MAC: 13 (base)
PSP cost: 9/3
Range: 50 yards
Area of Effect: Personal
Prerequisite: None

With this power, the user can detect auras (the normally invisible envelope of colored light that surrounds all living things). Each use of the power gives the user one piece of information—either the target's alignment (one portion of it) or relative level of power, but not both simultaneously. This power can be used twice per round (for two PSP costs and with two MtH rolls) to examine two different auras or the same aura twice. The user can be discreet, but he does need to gaze at the target. Using the power from a distance is less noticeable than using it up close.

The level (or Hit Dice) of the target character affects the MtH roll. The higher the level, the tougher it is to interpret the aura. The power's MAC should be improved by 1 for every three levels (or HD) the target has, rounded down. For example, an 8th-level target improves the power's MAC by 2, making it MAC 15 (and therefore harder to roll against).

The CK should relate game-related information in a story sense, rather than in mechanical terms. In the case of alignment, the user sees colored light that represents an element: 1) blue (lawful); 2) gray (neutral); 3) red (chaotic); 4) white (good); or 5) black (evil). Relative level of power can be described as follows: 1) dim aura (a low-level target, 1st to 5th level); 2) bright aura (a midlevel target, 6th to 13th level); 3) dazzling aura (a high-level target, 14th to 20th level); and 4) blinding aura (a target above 20th level).

Aversion (telepathic devotion)

MAC: 13
PSP Cost: 8/3
Range: 200 yards
Area of Effect: individual
Prerequisite: mindlink

The victim of this power gains an aversion to a particular person, place, action, or event. He will do everything he can to avoid the object of his aversion. He will not approach within 20 yards, and if he is already within 20 yards, he will back away at the first opportunity.

The aversion is "planted" in the victim's brain for one turn. It cannot be maintained for another turn unless the psionist maintains contact throughout that turn.

Awe (telepathic devotion)

MAC: 14
PSP cost: 4+/2+
Range: 0
Area of Effect: 20 yards
Prerequisite: Mindlink

This power only works on an open mind. With it, the user can cause another character to hold him in awe. Characters affected by this power are mentally cowed; they sense the user's "awesome might." They have no desire to serve or befriend the user, but they won't attack him

unless forced to do so. If possible, they'll avoid the user completely and take the first opportunity to escape his presence. The PSP cost for this power is based on the target's level, as shown below.

Target's Level	PSP Cost
1-5 levels or HD	4/2
6-10 levels or HD	5/2
11-15 levels or HD	6/3
16-20 levels or HD	8/4
21+ levels or HD	9/5

Ballistic Attack (psychokinetic devotion)

MAC: 14

PSP Cost: 5/3

Range: 30 yards

Area of Effect: 1 item, 1 lbs.

Prerequisites: telekinesis

This power can make any psionist a "David" when he's facing "Goliath." It's a special variation of the telekinesis science. Instead of moving any object relatively slowly, ballistic attack allows the character to hurl a small object at a target. The object, no more than 1 pound in weight, can achieve deadly speeds. It must be within sight of the psionist and cannot be anchored or attached to anything else. A rock is the most common weapon.

The psionist uses his regular BtH to determine whether he hits the target. If he succeeds, the missile inflicts 1d6 points of damage (assuming, of course, that the character made a successful MtH roll in the first place).

Banishment (psychoportive science)

MAC: 12

PSP cost: 15/6

Range: 5 yards

Area of Effect: Individual

Prerequisite: Teleport

With this power, the user can teleport a creature against its will to a pocket dimension and hold it there for as long as he chooses to continue spending 15 PSPs per round. The creature being banished must be within 5 yards of the user. The pocket dimension is featureless, with a benign environment—hot or cold, light or dark, but not so much as to cause injury.

The banished creature returns to its original location as soon as the user stops paying the PSP cost. This boomerang feature won't harm the creature. If the creature has access to the Astral or Ethereal Planes, or if it can teleport between planes, it can try to return prior to the expiration of the power by rolling an intelligence check at -3.

Beast Mastery (telepathic devotion)

MAC: 12

PSP Cost: 6+/day/3+

Range: 10 yards

Area of Effect: individual

Prerequisite: 21st level

A psionist uses this power to gain control over psionic beasts. This telepathic devotion is only available to psionists of 21st level or greater.

This power controls only psionic creatures of animal, semi-, or low Intelligence (1-7). It does not affect humanoids or undead. Other creatures of the CK's creation can also be controlled, provided they fit this pattern.

On a successful MtH roll, the psionist gains control over the creature for the rest of that day. The maintenance cost for this power equals the creature's Hit Dice in PSPs per day. The maximum number of creatures the psionist can control is equal to his level above 20th. Once the power is ended, the controlled creature wanders away toward its natural habitat.

While controlled, the creature uses all abilities as the psionist wishes. The creature must still eat, and if taken out of its natural environment, it may perish if not properly cared for. Creature and psionist share an empathic link (free of cost). If creature and psionist become separated by more than 300 yards, the power fails.

If a controlled creature is slain, the psionicist suffers its loss severely. He immediately takes hit points of damage equal to the dead creature's original Hit Dice. The psionicist must make a Con save or be knocked unconscious for 1d20 rounds.

Biofeedback (psychometabolic devotion)

MAC: 14

PSP Cost: 4/2

Range: 0

Area of Effect: personal

Prerequisite: none

Biofeedback is the power to control the flow of blood through one's own body. This power has two key effects.

First, the psionicist can easily control bleeding. As a result, he suffers two fewer points of damage from every attack against him which causes physical injury.

Second, by flooding key portions of his body, the psionicist effectively cushions blows against him and reduces their effect. The character's armor class is increased by one.

Blink (psychoportive devotion)

MAC: 11

PSP cost: 4/2

Range: 0

Area of Effect: Personal

Prerequisite: Teleport

This power allows the user to make a series of random, short-range teleportations that make him very hard to hit in combat. Each round, the user automatically blinks once at a randomly determined time in the initiative order. Roll 1d10 and note the initiative number of the blink. In order to strike at the user, his opponents must have a better initiative than his blink time. The user may attempt to strike before he blinks, but he must beat the blink initiative with his own roll or hold his action until the end of the round. Each blink carries the user 3d10 feet in a random direction. (Roll 1d8: 1 = straight ahead; 2 = ahead and to the right; 3 = to the right; and so on.) However, the user's blink won't carry him into a solid object or any kind of danger, such as into a fire or over a cliff.

Body Control (psychometabolic devotion)

MAC: 15

PSP Cost: 6/2

Ranger: 0

Area of Effect: personal

Prerequisite: none

This power allows a psionicist to adapt his body to a hostile environment. The change must be keyed to a specific surrounding: water, acid, extreme heat, extreme cold, an elemental plane, etc. If the power works, the psionicist not only survives, he fits in like a native organism. He can breathe and move normally, and he takes no damage simply from being in that environment.

An attack in any form does not constitute an environment. For example, a character who can survive subarctic temperatures is still vulnerable to a cone of cold.

Body Equilibrium (psychometabolic devotion)

MAC: 14

PSP Cost: 2/1

Range: 0

Area of Effect: personal

Prerequisite: none

Body equilibrium allows the user to adjust the weight of his or her body to correspond with the surface he's standing on. Thus he can walk on water, quicksand, or even a spider's web without sinking or breaking through. If the character is falling when he uses this power, he will fall 120 feet per round-slow enough to escape injury.

Because of his lightness, the character must be wary of wind gusts, which can easily sweep him up and blow him away.

Body Weaponry (psychometabolic devotion)

MAC: 14

PSP Cost: 6/3

Range: 0

Area of Effect: personal

Prerequisite: none

Body weaponry allows the psionist to convert one of his arms into a weapon. Virtually any sort of weapon can be imitated except a short bow, hand crossbow, light crossbow, or any weapon the psionist cannot normally use. The arm actually becomes wood and/or metal, and assumes the weapon's form. It behaves in every respect like a normal weapon of the chosen type, with a bonus: it can never be dropped or stolen

Bone Reading (clairsentient devotion)

MAC: 10

PSP Cost: 15/5

Range: 0

Area of Effect: one item

Prerequisites: object reading

The psionist can use a creature's remains to form an impression of who it was and what it was doing when it perished. Fragments of bone are usually used, but the power works on any corpse or portion of a corpse. The amount of information gained depends on the psionist's Mth roll result:

MAC Information Gained

- 10 Deceased's race
- 11 Deceased's sex
- 12 Deceased's age
- 13 Deceased's identity
- 14 Appearance in life and alignment
- 15 Date of death
- 16 Method of death

The information above is cumulative, so a result of 12 yields the deceased's race, sex, and age. This power is difficult to use on very old remains. The more recently a creature died, the more accurate the reading will be.

Time Since Death MAC Penalty

1 day	+0
1 week	+1
1 month	+2
1 year	+4
10 years	+3
100 years	+6
1,000 years	+12

Cannibalize (psychometabolic devotion)

MAC: 13

PSP Cost: 0

Range: 0

Area of Effect: personal

Prerequisites: 5th level

This power allows the character to cannibalize his own body for extra PSPs. When it is used, the character can take any number of Constitution points and convert them directly to PSPs at a ratio of 1:8. (One Constitution point becomes eight psionic strength points.) The psionist can use these points anytime, as if they were part of his total.

The Constitution reduction is not permanent, but it is debilitating and long-lasting. The character immediately loses bonus hit points. His save chances are reduced.

A psionist can recover one cannibalized point of Constitution per week of rest. Rest means staying quietly at home (safely indoors). Adventuring is not allowed.

Carapace (psychometabolic devotion)

MAC: 12

PSP Cost: 2/1

Range: 0
Area of Effect: personal
Prerequisite: none

The psionist can change his own or another's physical form with this power, creating a chitinous exoskeleton. However, because the skin is heavily damaged in the process, this is generally a last resort to keep a character alive.

The process causes great discomfort. The outer layer of skin turns to very hard, insect-like material, with a huge carapace that gives more protection to the back and head. Any clothing or armor must be removed before the power is used—clothing is torn and ruined, while armor causes the power to fail. Once changed, the character gains a natural AC 18 on his limbs and front and AC 20 on the back and head. Dexterity immediately drops by 10 points, but after ten rounds of getting used to the new joints, the penalty is halved to -5. The character can still be recognized from the front, but his features are contorted and twisted.

Once the PSP cost is stopped, the character painfully transforms. The exoskeleton breaks away over five rounds, taking most of the skin with it. The character emerges bloodied, with hit points equal to level (or 1 if he was already severely wounded) and needing at least a full day's rest.

Catfall (psychometabolic devotion)

MAC: 13
PSP Cost: 4/2
Range: 0
Area of Effect: personal
Prerequisite: none

A character using this power can spring like a cat in the same round, and always land gracefully on his feet. He still suffers damage from falling, but the damage is halved. He can jump down 30 feet without risking any injury at all

Cause Decay (psychometabolic devotion)

MAC: 14
PSP Cost: 4/2
Range: touch
Area of Effect: 60 lbs
Prerequisite: none

This power works only against inanimate objects. The psionist's touch causes instant decay: metal rusts, wood ages and splits, cloth falls to dust. The CK rolls a physical save for the item touched. If this fails, the item—or a maximum of 60 pounds of it—is consumed by decay within one round.

Cause Sleep (psychometabolic devotion)

MAC: 11
PSP Cost: 4/2
Range: 20 yards
Area of Effect: one creature
Prerequisites: none

A psionist with this power can cause other people to fall asleep by manipulating their natural rhythms. The victim receives an Int save to avoid the effect. If the victim fails the saving throw, he or she remains asleep until awakened by injury, water in the face or violent shaking, or until the psionist ceases to pay the maintenance cost.

The psionist suffers a -2 penalty to his MtH roll if his victim has a reason to be exceptionally wakeful. He also suffers a -2 penalty if his victim is a monster of some kind. Thri-kreen and other insects can be placed in a temporary state of torpor with this power, but the psionist suffers a -4 penalty on his MtH roll when trying to affect such creatures.

Cell Adjustment (psychometabolic devotion)

MAC: 14
PSP Cost: 5+/3+
Range: touch
Area of Effect: individual

Prerequisite: none

Cell adjustment allows the psionicist to heal wounds and cure diseases. Any sort of wound can be healed, but only nonmagical diseases are affected (e.g., this power cannot heal mummy rot, nor can it cure a lycanthropic curse).

The psionicist can cure a disease in one round by spending 5 PSPs and making a successful MtH roll. If the die roll equals a 1, he succeeds but it's doubly taxing (10 PSPs). If it equals a 2, he fails because the disease is too widespread; he must spend another 5 PSPs and try again next round.

A "cure" doesn't automatically restore hit points lost due to illness; it merely arrests the disease. However, the psionicist can heal up to 4 points of damage in each subsequent round by spending 5 psionic strength points per hit point recovered. He cannot cure the disease and restore hit points during the same round

Chameleon Power (psychometabolic devotion)

MAC: 13

PSP Cost: 4/1

Range: 0

Area of Effect: personal

Prerequisite: none

The psionicist using this power actually changes the coloration of his skin, clothing, and equipment to match his background. The match is automatic; he does not choose the appearance. The change takes several seconds. As he moves, the coloration changes and shifts to reflect any changes in the surroundings.

In effect, chameleon power makes a psionicist very difficult to spot. If the character remains stationary, he can avoid detection simply by making a successful MtH roll. If the character moves, his MAC is increased by 3 when he makes the roll.

This power is most effective in natural surroundings; where one's coloration would logically conceal him. In an urban setting, or in an area without natural cover during broad daylight, the character's chameleon power MAC is increased by +6.

Chemical Simulation (psychometabolic devotion)

MAC: 15

PSP Cost: 7/3

Range: touch

Area of Effect:

Prerequisite:

With this devotion, a psionicist can make his body simulate the action of acids. The character secretes an "acid" through his hand. Any item he touches and holds briefly must make a physical save or be dissolved. If used as a weapon, this acid inflicts 1d3 points of damage, though it can cause considerable pain.

Clairaudience (clairsentient science)

MAC: 12 (base)

PSP cost: 5/2

Range: Unlimited

Area of Effect: Special

Prerequisite: None

This power allows the user to hear sounds from a distant area. The user picks a location he knows, makes an MtH roll, then gets to hear everything that he would be able to hear normally if he were standing in that spot. If the user has enhanced hearing, that ability also applies to the use of clairaudience. The power doesn't screen out noise around the user's physical body, which may make it difficult to hear sounds elsewhere. The power doesn't provide any abilities to understand languages or interpret sounds.

The distance of the listening spot modifies the power's MAC, as shown below. For example, a user trying to hear something 10,000 miles away would require a roll against a lower MAC. Instead of 12, the mental armor class would now be +2. If the user's MtH is 15, he needs to roll a 17 to successfully employ this power.

Range	Power's MAC
100 yards	12

1,000 yards	14
10 miles	16
100 miles	18
1,000 miles	20
10,000 miles	22
Interplanetary*	24

*Clairaudience only works within a given plane or crystal sphere.

Clairvoyance (clairsentient science)

MAC: 13 (base)

PSP cost: 5/2

Range: Unlimited

Area of Effect: Special

Prerequisite: None

This power allows the user to see images from a distant area. The user picks a spot he knows, makes an MtH roll, then gets to see everything he would be able to see if he were standing in that spot. The user's field of vision is the same as normal, and turning his head allows him to scan the area.

Clairvoyance doesn't replace normal vision. The user still sees what's around his physical location, with the distant scene superimposed. Closing one's eyes blocks the double vision and leaves only the distant scene in sight. This power doesn't enhance vision, so hidden or invisible objects remain so. The distant scene is visual only; there is no sound.

The distance of the viewing spot modifies the power's MAC, as shown below.

Range	Power's MAC
100 yards	13
1,000 yards	15
10 miles	17
100 miles	19
1,000 miles	21
10,000 miles	23
Interplanetary*	25

*Clairvoyance only works within a given plane or crystal sphere.

Cognitive Trance (psychometabolic devotion)

MAC: 12

PSP cost: 4/2

Range: 0

Area of Effect: personal

Prerequisites: none

A psionist with this power can place himself in a trance that clears his mind for calm and contemplative thought. Anything the psionist sees, hears, or reads while under the mind-sharpening influence of the cognitive trance can be committed to his memory verbatim, for precise recall at a later time.

The player running the psionist character can use this ability to remember detailed instructions or conversations to the word, even if he himself does not remember the exact content. This can come in really handy when trying to remember detailed instructions to a certain location or the exact wording of a complicated series of intricate passwords. The psionist can also enter the trance to consider any problem, puzzle, or riddle, gaining a +2 bonus on any Intelligence checks to find a solution.

If used for photographic memory, the trance lasts as long as it takes to completely take in all the information to be remembered. If used to solve a puzzle, the trance lasts as long as it takes the psionist to make a single attempt to arrive at a solution for the situation at hand. An extended trance may last for several hours. Entire books may be memorized in this way.

While in cognitive trance, the psionist suffers a -1 penalty to surprise checks. Combat or even conversation of the slightest sort will break the trance.

Combat Mind (clairsentient devotion)

MAC: 12

PSP cost: 4/2

Range: 0

Area of Effect: Personal

Prerequisite: None

This power gives the user an unusually keen understanding of his enemies and their fighting tactics. As a result, the user's side gains a +1 bonus to all initiative rolls during combat for every round the power is in effect. This bonus is in addition to any other modifiers that may apply.

Compact (psychokinetic devotion)

MAC: 11

PSP Cost: 4/1

Range: 10 yards

Area of Effect: special

Prerequisite: none

With this power a psionist can take any nonliving material and compact it into a smaller size. The material retains its original mass, but its substance is compressed. Each use of this power can compact 10 cubic feet of material into one cubic foot of space (volumes smaller than 10 cubic feet are reduced by nine tenths). The material can be gaseous, liquid, or solid, and reacts to temperature changes normally while compacted. It will remain compact for 24 hours. Then it quickly expands to its original size, exerting tremendous force.

When expanding, the material forces its way around existing things. For instance, an expanding boulder on a surface of sand causes no damage, but compacted water poured into the cracks of stone severely damages the stone when it expands. If carefully applied, each cubic foot of compacted materials can cause as much as 25 structural points of damage on expansion. A creature that ingests compacted materials takes 1d20 points of damage per ounce taken in when the material re-expands. Expansion is quick, but not explosive.

As a side effect of compaction, the material receives a +4 bonus to all item saving throws.

Complete Healing (psychometabolic sciences)

MAC: 13

PSP Cost: 25/5

Range: 0

Area of Effect: personal

Prerequisite: none

The psionist who has mastered this can heal himself completely of all ailments, wounds, and normal diseases. He places himself in a trance for 24 hours to accomplish the healing. The trance is deep, and cannot be broken unless the character loses 5 or more hit points. As he uses this power, the psionist's body is repairing itself at an incredible rate. At the end of the 24-hour period, the character awakes, restored to complete health in every regard except for the 25 PSPs he expended use complete healing.

If the character's power check fails, breaks his trance after only one hour, having realized that the power was not working. Only 5 PSPs have been expended.

Conceal Thoughts (telepathic devotion)

MAC: 10

PSP cost: 4/2

Range: 0

Area of Effect: 3 yards

Prerequisite: None

This defensive power protects the user against psionic or magical ESP, probes, mindlinks, and other powers and spells that read or detect thoughts. It gives the user a +2 MAC bonus and a +2 to saving throws when defending against such effects.

Concentrate Water (psychokinetic devotion)

MAC: 14

PSP Cost: 10/3

Range: 0

Area of Effect: 10-yard sphere

Prerequisite: telekinesis

This power lets the psionist collect all moisture within the area of effect as water in a single container. The amount collected depends on the local terrain type.

- Sandy wastes, dust sink, or salt flats: 1d3 -2 gallons (minimum 0).
- Rocky badlands, stony barrens, or boulder fields: 1d4 -1 gallons.
- Mountains or scrub plains: 1d6 -1 gallons.
- Verdant belts or forest: 1d8 +1 gallons.

The psionist must hold the container while using the power. If the container is too small to hold the water collected, or if it is leaky, the excess spills onto the ground.

The power only collects uncollected vapor and droplets around the caster. Free-standing water in a glass, pool, or other container is not collected. It does not adversely affect plants or animals in the area. The drying effect on any local flora becomes evident in the next few days, but most plants can survive the temporary loss of ground moisture.

Control Body (psychokinetic devotion)

MAC: 14

PSP Cost: 8/4

Range: 80 yards

Area of Effect: individual

Prerequisites: telekinesis

This science allows psychokinetic control of another person's body. In effect, the victim becomes a marionette. He knows that someone else is pulling his strings, though, and he's probably mad as all get-out.

Before this science actually works, the victim makes a Strength save. If the victim passes his save, he breaks free (the psionist still pays the PSP cost). The victim can't do anything else during this round; all his effort is focused on retaining control of his own body.

If the power works, the psionist has rudimentary control over the victim's limbs. He can make the victim stand up, sit down, walk, turn around, etc. The body can be forced to attack physically, but with a -6 penalty on attack rolls (using the victim's own BtH). The victim can't be forced to speak. In fact, he keeps control over his own voice and can say whatever he likes.

The victim must stay within the 80 yard range or the psionist's control is broken automatically. If the body is forced to do something obviously suicidal, like walking off a cliff or poking at a red dragon, the victim can make another Strength save to regain control (the adrenaline rush of imminent danger gives him renewed strength).

Control Flames (psychokinetic devotion)

MAC: 12

PSP Cost: 4/2

Range: 40 yards

Area of Effect: 10 sq. feet

Prerequisites: telekinesis

By controlling flames, a psionist can make a normal fire bigger, smaller, hotter, or colder. He can even make it move around as if it were a living creature.

A fire's size can be increased by 100% or decreased by 50%. If the fire's heat is increased, it causes double damage. If its heat is reduced, the damage is halved. This applies to flaming torches, burning oil, and other normal fires, but not to magical fires such as fireballs or burning hands.

An animated fire can move up to 90 feet per round. It can be shaped like a person or an animal, as long as it covers no more than 10 square feet of ground. If the fire moves away from its fuel, it can survive for only one more round, then dies out.

An animated fire can also attack by engulfing an opponent. The psionist must make an attack roll using his regular BtH. If successful, the attack causes 1d6 points of damage.

Control Light (psychokinetic devotion)

MAC: 12

PSP cost: 6/2

Range: 25 yards

Area of Effect: 400 square feet

Prerequisite: None

This power allows the user to manipulate ambient light. He can't create light from darkness, but he can create darkness from light. Use of control light can accomplish the following:

- Deepen existing shadows. A rogue or assassin hidden in such shadows receives a +4 bonus to his hide rolls.
- Brighten existing shadows. This reduces a rogue's hiding ability by 4.
- Brighten a light source until it becomes blinding. Those exposed to the light receive a -2 penalty to attack rolls.
- Dim a light source. This has no effect on attack rolls.
- Extend shadows into areas that are well lit. Only existing shadows can be lengthened, increasing in size by 200%.
- Extend light into areas that are in shadow. Shadows can be reduced by 50%.

Control Sound (psychokinetic devotion)

MAC: 15

PSP cost: 3/1

Range: 100 yards

Area of Effect: 1 specific sound

Prerequisite: None

This power allows the user to shape and alter existing sounds. A man's words could emerge as a tiger's roar, or the noise of marching soldiers can be made to sound like the wind of a sandstorm. Sounds can also be layered, so that one singer can be made to sound like an entire choir. Control sound can also dampen a noise. The player must specify what sound the character intends to eliminate. For example, the user might quiet the strike of a hammer or eliminate the creak of a door. He couldn't eliminate both at once, however.

Control Wind (psychokinetic devotion)

MAC: 15

PSP cost: 12/5

Range: 500 yards

Area of Effect: 1,000 yards

Prerequisite: Telekinesis

With this power, a user can gain limited control over wind speed and direction. The speed of any existing wind can be increased or decreased by 10 miles per hour or 25%, whichever is greater. The direction of the wind can also be changed by up to 90 degrees. These changes are temporary, lasting only as long as the PSP cost is paid. The changes occur in the round that the power is successfully activated. The wind returns to its original course and speed the round that the PSP cost isn't paid.

Wind above 19 miles per hour prevents anything smaller than a human from flying and imposes a -4 modifier on missile fire. On the water, such wind makes sailing difficult. Wind gusting at more than 32 miles per hour causes minor damage to ships and buildings. This wind also kicks up clouds of dust and prevents all but the largest creatures from flying. Wind more than 55 miles per hour prevents all flight, knocks down trees and wooden buildings, and may swamp ships. Wind more than 73 miles per hour is a hurricane gale.

Convergence (telepathic devotion)

MAC: 10

PSP Cost: 8/3

Range: 10 yards

Area of Effect: 10 yards

Prerequisites: 4th level

When psionicists put their heads together, the results can be impressive. Convergence allows psionicists to link their minds into one synergetic being—an entity more powerful than the sum of the individual parts.

There is no limit to the number of psionicists who join minds. Each participating psionicist must know the convergence power, however, and each must make a successful MtH roll in the same round. Then they are linked. All their PSPs flow into a single pool, from which each draws his strength. If one participant knows a power, now anyone in the group can use it.

Each participant can use psionic powers at the normal rate per turn: one defense and one other power per round. If the group is attacked psionically, the attack must overcome every working defense. If it does, the attack affects every character in the convergence, or as many as possible.

When the convergence is discontinued, PSPs that remain in the pool are evenly divided among all the participants. Fractions are rounded down, and no individual can exceed his usual maximum (extra points are lost).

Cosmic Awareness (clairsentient science)

MAC: 14

PSP Cost: 12/6

Range: 0

Preparation Time:

Area of Effect: varies

Prerequisites: 10th level. clairvoyance, detection, all-round vision

Cosmic awareness is the High Science of Clairsentience and can only be utilized by those powerful few that have dedicated themselves to being able to sense all that they can. It allows a psionicist to perceive all things that are occurring within the area of effect. The character is essentially gifted with X-ray vision that extends into the astral and ethereal planes. She sees all inanimate features within the area of effect; she can see what is on the other side of the hill, detect hidden caves, see secret doors and traps, and even detect lodes of unusual minerals or other geological phenomena.

In addition to inanimate objects, the psionicist also perceives forces- winds, water currents, or spell effects such as glyphs of warding, areas of reversed gravity, and so forth.

All living creatures larger than a microbe are perceived. Cosmic awareness detects invisibility, detects evil/good, and detects magic without fail. Illusions are perceived for what they are. Creatures who are shapechanged or polymorphed are noted and their true forms understood. Ethereal, astral, phased, ectoplasmic, or gaseous creatures are seen as well. Details of the creature's equipment are detected down to the number of gold pieces in their purses.

The character also hears all sounds and detects all smells within the area.

On the first round that this power is used, the psionicist perceives everything within a 10-foot radius around her. For each additional round the power is maintained, she may extend her perception radius by another 10 feet.

Create Object (psychokinetic science)

MAC: 14

PSP cost: 7/3

Range: 20 yards

Area of Effect: Special

Prerequisite: Telekinesis

This power allows a user to assemble matter from air and the surrounding area to create a solid object; only materials within 20 yards of the user can be used in the construction. The object remains in existence for every round that the user continues to pay the PSP cost. During the round that the PSP cost isn't paid, the object breaks apart. An object created with this power can have any shape, color, and texture the user desires, provided it fulfills at least one of these conditions:

- Fits within a sphere no more than 4 feet in diameter.
- Fits within a cylinder no more than 20 feet high and 1 foot in diameter.
- Fits within a cylinder no more than 2 feet high and 6 feet in diameter.
- Weighs no more than 10 pounds.

Create Sound (psychokinetic devotion)

MAC: 13

PSP Cost: 5/2

Range: 100 yards

Area of Effect: na

Prerequisites: telekinesis, control sound

Unlike the control sound devotion, this power allows a psionicist to create sound from silence. That means the psionicist can choose the source or location of the sound. For example, he can make rocks sing, weapons cast insults, and trees sound as if a battle is occurring inside. The sound can be as soft as a whisper or as loud as several people shouting in unison. Once the sound is created, the psionicist can control it without expending additional PSPs (other than normal maintenance).

If the die roll for the character's MtH roll is a 1, the sound is not quite true and may arouse suspicion in listeners.

Created sounds cannot have any magical effect. The psionist might duplicate a banshee's wail, for example, but it cannot harm anyone.

Cryokinesis (psychokinetic devotion)

MAC: 10

PSP cost: 7/3

Range: 20 yards

Area of Effect: one object or creature

Prerequisite: none

Cryokinesis is the opposite of molecular agitation. Instead of increasing the energy of the target's molecules to raise its internal heat, molecular motion is suppressed to lower the object's heat. Objects may freeze, become brittle, crumble, shatter, or explode from extreme drops in temperature. The list below shows some of the possibilities, depending on how long the power is maintained.

One Round: Embers and coals are extinguished, metal becomes cold to the touch, skin becomes clammy, and water condenses on object.

Two Rounds: Small fires are reduced to cold embers, bone and chitin become brittle, skin becomes frostbitten (1d3 points of damage), and liquids freeze.

Three Rounds: Large fires reduced to embers, metal and wood become brittle, flesh freezes (1d8 points of damage). Damage does not increase after this round, but does continue at the rate of 1d8 per round.

Four Rounds: Stone and obsidian become brittle.

Most items are not automatically destroyed by being frozen and then thawing out, but they may become more susceptible to breakage. Armor and weapons that become brittle due to cryokinesis must make saving throws versus crushing blows each time they deliver or receive blows in combat. (Thri-kreen who are struck while their chitin is brittle suffer double damage from any physical blow.)

Danger Sense (clairsentient devotion)

MAC: 12

PSP cost: 3/1

Range: 50 yards

Area of Effect: Personal

Prerequisite: None

This power produces a slight tingling sensation at the back of the user's neck whenever a hazard or threat is near. When a character wants to activate this power, the CK makes the MtH roll for the character in secret. The CK informs the user that the power has been successfully activated or not, but not how high the roll was. For every round that the user keeps the power in effect, he receives advance warning about the general direction of a threat.

No details about the type of danger are learned, or how or when the danger will strike. How much warning depends on the MtH roll. If the roll succeeds by +1 to +6, the user receives warning just moments before danger strikes. This gives him the opportunity to act before the danger strikes in the round, but no time to warn others. If the roll succeeds by +7 or better, the user knows whether danger is lurking within the area of effect a full round before it shows itself.

In addition to the above benefits, the power gives the user a +2 bonus to surprise rolls.

Daydream

MAC: 10

PSP cost: 4/2

Range: unlimited

Area of Effect: individual

Prerequisite: mindlink

By using this power, the telepath causes someone's mind to wander. This is only effective against characters with Intelligence 14 or less who are not concentrating hard on the task before them, but are just going about their business in a casual, relaxed manner.

Once affected, the daydreamer pays little attention to his surroundings, making it much easier for someone to pick his pocket, slip past him unobserved, or otherwise escape his notice. Rogues and Assassins gain a +5 bonus on their pick pockets, move silently, and hide checks. Other

Characters can perform these tasks as a 4th level rogue. The DM can assign chances for success to other types of skulking and skullduggery.

Death Field (psychometabolic sciences)

MAC: 17

PSP Cost: 35/15

Range: 0

Area of Effect: 20 yard radius

Prerequisite: none

A death field is a life-sapping region of negative energy. Only psionicists of evil alignment can learn this power without suffering side effects. If any other psionicist tries to learn the death field, his alignment will gradually be twisted toward evil as he explores this very dark portion of his psyche.

A successful death field takes its toll on everyone inside it, including the psionicist. Before he initiates this power, he must decide how many hit points he will sacrifice. If the power works, the loss is inevitable; he gets no saving throw. Every other living thing within the death field must make a Charisma save. Those who succeed escape damage. Those who fail lose the same number of hit points as the psionicist. For the weak, that can mean death.

Deflect (psychokinetic devotion)

MAC: 12

PSP cost: 4/2

Range: 40 yards

Area of Effect: one weapon

Prerequisite: telekinesis

This defensive power allows a psionicist to deflect a missile in flight or a weapon in mid-swing in order to make it miss its target. He may attempt this on a weapon targeted at himself or someone else. The psionicist must have a better initiative than the attacker and hold his action until the attacker actually fires a missile or swings a weapon. If the psionicist successfully initiates deflect, the weapon misses its target automatically.

Deflect can be used on any thrown, fired, or hand-held weapon, including giant-thrown boulders or ballista bolts. It has no effect on creatures attacking with their own natural weaponry such as teeth or claws.

Detection (clairsentient science)

MAC: 11

Maintenance Cost: 8/3

Range: 0

Area of Effect: special

Prerequisite: none

Detection is the art of finding substances or items by their psychic vibrations. It can be used to dowsing for water, to find lost items, or to prospect for gold. To use this power to locate a substance, the psionicist must have a sample of what he is searching for. To locate an item, he must have seen the item himself or successfully used object reading on its owner.

The initial range is 30 yards, but by maintaining the power the psionicist can expand the radius of the search by 10 yards per round. At first, the character only detects the nearest location of what he is seeking, but by maintaining the power he can detect more sources at the rate of one per round, working from the nearest to the farthest.

Detonate (psychokinetic science)

MAC: 15

PSP cost: 15/5

Range: 60 yards

Area of Effect: 1 item, 8 cubic feet

Prerequisite: Telekinesis, molecular agitation

With this power, the user harnesses, focuses, and explosively releases the latent psionic energy inside nonsentient (0 Intelligence) plants and inanimate objects. The power also works against

animated undead (skeletons and zombies), but doesn't affect incorporeal undead. It can't be used against animals, intelligent creatures, or free-willed undead.

The explosion causes destructive damage to the target, based on the MtH roll. If the roll is equal to the power's MAC, 10% of the target area is destroyed. For every number rolled above the MAC, an additional 10% is destroyed, up to a total of 8 cubic feet of material (by a single power use).

Monsters such as skeletons and golems targeted by the detonate power take damage based on the percentage of their mass that was destroyed, losing an equal percentage of hit points. Magically animated material, like golems, gets a save vs. spell to resist detonation.

Weapons and armor that have been detonated receive penalties of -1 to attack rolls and AC values for each 10% destroyed. Magical items get a save vs. spell to resist detonation. Vulnerable objects or living things within 10 feet of the target take 1d10 points of damage from the resulting explosion. A Dexterity save reduces damage to half.

Dimensional Door (psychoportive devotion)

MAC: 13 (base)

PSP cost: 3/1

Range: 50+ yards

Area of Effect: Not applicable

Prerequisite: None

With this power, the user opens a human-sized portal that leads to the edge of another dimension. The edge acts as a lightning-quick transit system, carrying travelers to a destination chosen by the user. A gleaming portal appears in front of him. At the same time, an identical portal appears wherever the user wants it (within the power's range). The door can have any orientation desired. Stepping into either portal allows a character to immediately step out of the other. Both doors remain in place as long as the PSP cost is met.

A door has only one side and no thickness; it doesn't exist from the "back" and can't be used to screen missile attacks. Up to five characters per round can use a door. If a group lines up, ten can step through per round.

Commuting via this power is disorienting. Indeed, a traveler emerges dazed and can't attack or move for 1 round. Even just poking a head through a door requires a Wisdom check. Failure means the hero loses 50% of his current hit points and passes out for 1d6 rounds. Attacks made through a door suffer a -4 penalty. Distances between doors improve the power's MAC, as below.

Distance Between Doors	Power's MAC
50 yards	13
75 yards	15
100 yards	18
150 yards	20
200 yards	23

Dimensional Screen (psychoportive devotion)

MAC: 14

PSP Cost: 7/3

Range: 0

Preparation Time:

Area of Effect: special

Prerequisites: dimensional door

This power allows the psionicist to wrap a dimensional door around his body to protect him from his enemies' attacks. The screen is a shimmering cylinder as tall as the psionicist that surrounds him at a range of two feet. Any missile or hand-held weapon that strikes the screen is instantly transported to a corresponding point on the other side, so arrows and spears pass through the space occupied by the psionicist without harming him, or even being impeded in their flight.

The protection of the screen also applies to creatures trying to attack with tooth or claw, or other characters trying to grapple the psionicist. They pass through the screen, emerging on the opposite side. Most forms of energy, such as lightning bolts or flames, will also be diverted by the screen.

The dimensional screen has two limitations. First, the psionicist can't pierce his own screen with any weapon or form of energy (although some psionic powers may be used to mount indirect attacks on opponents outside the screen). Secondly, the screen fails if an object larger than the

screen moves into contact with it-so the psionicist can't run through a mountain, or ignore the charge of a raging bulette.

Clever opponents may find ways to attack the psionicist inside his screen. Magical spells like charm person, sleep, or cloudkill project no energy. Psionic powers also may penetrate the screen, as described above.

Dimension Blade (psychoportive devotion)

MAC: 13

PSP Cost: 5/2

Range: 0

Area of Effect: one weapon

Prerequisites: duo-dimension

A psychoporter can use her control of dimensions to make her sword into an infinitely sharp blade by making it two-dimensional. Almost any hand-held weapon can be altered with this power, even bludgeoning weapons such as hammers or maces. Only jointed, chain, or rope weapons (such as whips, flails, or nunchuks) cannot be made into dimensional blades.

While this power is in effect, the psionicist's weapon ignores any armor worn by the victim. Only Dexterity and magical protection apply. For example, a gladiator with an 18 Dexterity in hide armor is AC 13 instead of AC 16. In the case of monsters, the DM must decide if the creature's Armor Class is due to thick, armor-like hide or natural quickness. In addition, the blade gains a +2 to hit and a +2 to damage rolls.

The dimension blade can also be used to cleanly sever inanimate objects, such as an opponent's weapon, a stone pillar, or the axle of a wagon. Any object struck by a dimension blade must make an item saving throw versus disintegration or be sliced in half.

Dimension Walk (psychoportive devotion)

MAC: 12

PSP cost: 5/2

Range: Not applicable

Area of Effect: Personal

Prerequisite: None

With this power, the user opens a vaguely shimmering portal, which lets him travel from place to place in his own dimension by piercing other dimensions at right angles. This has two advantages over a dimensional door, the first being that a dimension walk isn't physically traumatizing, and the second being that the range of travel is greater. (The user can actually travel through this dimension at the speed of 21 miles per turn.) However, this power allows only the user to travel, and the portal closes behind him instantly.

The user finds himself engulfed in a featureless, inky grayness. He can't see where he is or where he's going. He has only his instinct to guide him, and he must make a Wisdom check every turn. If these checks succeed, he'll find himself at his chosen destination when he steps out of the dimensional realm. If any check fails, he strays off course by several miles. The DM can place the character in any location within the maximum distance he traveled from his starting point. It's up to the user to figure out his location, as the power does nothing to help him gain his bearings.

The user can take with him whatever he can carry, though bags of holding and other dimensional devices spill their contents if taken into the gray realm. If anything lives in the gray, it never bothers with dimension walkers.

Disintegrate (psychokinetic science)

MAC: 13

PSP Cost: 30/10

Range: 50 yards

Area of Effect: one item, 8 cu. ft.

Prerequisites: telekinesis, soften

The disintegrate science reduces an item or creature to microscopic pieces and scatters them. Anything is vulnerable unless it is protected by magical shielding such as a minor or regular globe of invulnerability or by an inertial barrier. The psionicist chooses his target, but he can disintegrate no more than 8 cubic feet of material with one use of this power.

If the target is an inanimate object, it must save vs. disintegration; success means it is unaffected. If the target is a living creature, character, or an undead creature with free will, it

must make a Cha save. If it succeeds, the creature feels only a slight tingle, but is otherwise unaffected. If the save fails, the creature is disintegrated (or 8 cubic feet right out of its center, which should be enough to kill most anything).

Displacement (psychometabolic devotion)

MAC: 14

PSP Cost: 4/2

Range: 0

Area of Effect: personal

Prerequisite: none

This power resembles the displacer beast's natural ability to make itself appear to be up to 3 feet from his actual location. The psionist decides where this false image will appear. This is a very effective means of protecting oneself from attack, giving the psionist a +2 bonus on his armor class. True seeing will reveal the character's real location.

Domination (telepathic science)

MAC: 12

PSP cost: 6+/3+

Range: 30 yards

Area of Effect: Individual

Prerequisite: Mindlink

This power can only be used on an open mind. With it, the user projects mental commands into the mind of one other being. The dominated target knows what's happening, but he can't resist the user's will, so he is forced to do nearly anything the user wishes. The target's abilities remain unaffected by this power, and he can be made to use any power he possesses, assuming the user knows about it. Domination doesn't reveal facts or secrets about the target.

When domination is attempted, the target makes an Int save. If successful, the target isn't dominated. If the save fails, the target falls under the user's control for as long as the user pays the PSP cost. (The PSP cost is dependent on the target's level, as shown below.) Later, if the target is forced to do something against his alignment, he can make another save to regain his free will.

Target's Level	PSP Cost
1-5 levels or HD	6/3
6-10 levels or HD	12/6
11-15 levels or HD	22/11
16-20 levels or HD	32/16
21+ levels or HD	50/25

Double Pain (psychometabolic devotion)

MAC: 14

PSP Cost: 7/2

Range: touch

Area of Effect: individual

Prerequisite: none

By touching another person, the psionist greatly lowers that character's pain threshold. (Even a little scrape will feel like a serious injury.) The effect lasts one turn. During that time, all damage scored against that character is doubled. However, only half of this damage is real; the other half represents the amplified pain. When the character's total of real damage and pain damage reduces his hit points to zero or less, he passes out. He will regain consciousness 1d10 rounds later. At that time he also regains "fake" hit points—those lost only to pain.

If the victim does not pass out in one turn (the duration of this power's effects), damage scored against him is no longer doubled. However, the points of "pain damage" which he has already incurred will remain in effect for another 1d6 rounds.

Dream Travel (psychoportive devotion)

MAC: 13

PSP Cost: 1/25 miles/1

Range: 500 miles

Area of Effect: personal

Prerequisites: none

Dream travel is a powerful but unreliable means of getting from here to there. The traveler journeys in his dreams, and awakes wherever his nocturnal wandering carried him. The psionicist can even take other characters with him, although it's more difficult than traveling alone. (See "Passengers" below.)

To use dream travel, the psionicist must be asleep. Once asleep, he begins fashioning a dream that involves traveling from his present location to his intended destination. At the beginning of the journey, the CK secretly makes a MtH roll for the character. If the roll succeeds, the psionicist will reach his destination. If the roll fails, the character will fall short 10% for each point that the MtH roll is below the power's MAC score.

If the CK wants, this MtH roll is all that's required to handle dream travel during a game. However, it's far more satisfying to actually role-play the dream. The player creates the setting and describes his intentions, with the CK interrupting to change things arbitrarily and throw obstacles in the character's path. If the player overcomes the obstacles and solves problems inventively, the CK is justified in giving a bonus to the character's MtH roll. If the dream is dull and lifeless, the CK can also penalize the MtH roll.

The CK should remember that this is a dream; terrain on the journey may not resemble actual terrain, the character may be completely different, and the world may be completely strange. The length of the dream journey should be approximately the same as the real distance, however, and the final destination should be at least similar to the real destination. Such dream adventures should minimize combat and maximize problems, puzzles, and surreal atmosphere. If combat does occur, it has no effect on the character physically, but if he is killed, he wakes up, right where he started. All dream journeys take approximately eight hours to complete, successful or not.

Passengers: The psionicist can bring other characters along with him in the dream. His MtH roll is reduced by one for each passenger he carries. Passengers must also be sleeping. A single MtH roll launches everyone on the dream journey. If the roll fails, they still attempt the dream journey but fall short of their target. The psionicist must pay the PSP cost of the trip individually for each character accompanying him in the dream.

Intelligent animals can also be drawn into the dream, but normal animals (horses, dogs, falcons, whatever) are very difficult to bring along. The psionicist must make a separate MtH roll to draw in each animal and the power's MAC is doubled, when making this roll.

When the dream travelers reach their destination, they awaken. In the place where they lay sleeping, their bodies and any equipment carried or worn fades away. At the same time, they fade into being at their new location, still in sleeping posture, but fully awake.

Duo-Dimension (psychoportive devotion)

MAC: 14

PSP Cost: 6/3

Range: 0

Area of Effect: personal

Prerequisites: none

With this power a psionicist can alter her own dimensions so that she has height and width, but no depth. She becomes a two-dimensional image that has no thickness; her third dimension is transferred to another plane and remains there as long as she maintains this power. The advantage of this lies in the fact that she simply does not exist if seen from the side, and is thus completely invisible and immune to any attacks from that direction. She can fit through the thinnest cracks by edging sideways, as long as there is vertical clearance for her.

The psionicist can move and attack as normal, and she is not invulnerable- she can be attacked normally by any opponent in front of or behind her. While she is two-dimensional, she suffers double damage from any successful attack.

Ectoplasmic Form (psychometabolic devotion)

MAC: 15

PSP Cost: 9/3

Range: 0

Area of Effect: personal

Prerequisite: none

With this power a psionicist converts himself to ectoplasm, (a fine-spun, smoky substance). He becomes insubstantial, ghostlike, and able to walk through solid material as if it didn't exist. The

psionist is still visible as a wispy outline. He moves at his normal movement rate and in the normal fashion (e.g., if he couldn't fly before, he can't now).

The psionist can also convert the following to ectoplasm: his clothing, armor, and up to 15 pounds of equipment that he's carrying.

Enhanced Strength (psychometabolic devotion)

MAC: 12

PSP Cost: Varies

Range: 0

Area of Effect: personal

Prerequisites: none

A psionist can increase his physical Strength score to a maximum of 18 through this devotion. The PSP cost is twice the number of points he adds to his Strength score. (If he fails his MTH roll, he loses half this amount.) The maintenance cost per round equals the number of Strength points he has added.

Physical Strength cannot be raised above 18 psionically.

Elemental Composition (psychometabolic science)

MAC: 15

PSP Cost: 8/3

Range: 0

Area of Effect: personal

Prerequisites: metamorphosis, body weaponry

The High Science of Psychometabolism is elemental composition, the ability to transform oneself into any element. The psionist can change his body into dense materials such as iron or obsidian, sand or earth, water, or even air. While he is in elemental form, the psionist gains any natural immunities or vulnerabilities of that element. For example, a sword cut simply can't harm a watery or gaseous body, while iron bodies need not breathe-but they can be rusted.

The psionist retains his limbs and senses. Very dense bodies (stone or metal) increase his Armor Class to 20 and give him an effective Strength of 21. Amorphous bodies give him the ability to slither under doors and elongate limbs. Gaseous bodies allow the psionist to drift with the winds. Normal weapons may be unable to harm some forms, but magical weapons (and monsters capable of striking creatures hit only by magical weapons) can always harm the psionist, regardless of his form.

The psionist may change his form once per round without being forced to use an action. If he changes his form a second time, he must forego any other actions for that round.

In addition to the combat abilities of the various forms, the psionist can always move in the element his body is composed of. For example, by changing to sand he gains the ability to burrow through sand at his normal movement rate. Some elemental bodies may be excellent camouflage; it's hard to see a character made out of nitrogen gas, for example.

Empathy (telepathic devotion)

MAC: 10

PSP Cost: 3/1

Range: unlimited

Area of Effect: 20 ft. x 20 ft.

Prerequisites: none

By using empathy, a psionist can sense the basic needs, drives, and/or emotions generated by any mind. Thirst, hunger, fear, fatigue, pain, rage, hatred, uncertainty, curiosity, hostility, friendliness, love-all these and more can be sensed.

Empower (telepathic science)

MAC: 16

PSP Cost: varies/varies

Range: Touch

Area of Effect: One item

Prerequisites: 10th level

Characters using this science imbue an item with rudimentary intelligence and psionic ability. The process requires extraordinary time and effort, and is not something to be abandoned for other pursuits.

Item Requirements: An item must meet two requirements before it can be empowered. First, it must be of exceptional quality-worth 250% to 500% of the normal cost for an item. Second, it must be newly constructed. The process of empower must begin within 48 hours after the item is manufactured. If it's delayed longer, the item cannot be empowered-all attempts automatically fail. If the item meets these two requirements, the psionist can begin the empowerment.

Step One: At the start of each day, the psionist must prepare the item to receive psionic power. This costs 30 PSPs and requires a MAC check. If this check fails, the day is wasted; no further progress can be made until the next day. If a second check fails, which takes the process beyond 48 hours, the item cannot be empowered.

Step Two: If the item has been prepared, the psionist can give it access to a discipline. It can have access to only one discipline, never more, and the psionist must have access to it as well. This step cost 70 PSPs and requires a MAC check.

Step Three: The psionist can attempt to empower the item with any single power he knows within the chosen discipline (the item must have been properly prepared on the same day). The psionist must make two successful MAC checks: first, a check for the chosen power (using that power's MAC score), and second, another empower check. If both checks are successful, the item has that psionic power, with a MAC two points below the psionist's. At the conclusion of Step Three, the psionist must spend another 70 PSPs.

Step Four: The psionist can imbue the item with another power by repeating Step Three. The item can acquire one power per day, if properly prepared.

Step Five: Prior to sealing the item (see Step Six), the Mth of the item needs to be determined. The base Mth of any psionic item is equal to half the psionist's level, rounded down, subtracted from 25. For example, a psionic item created by a 12th level psionist would have a base Mth of 19 ($12 \times 2=6$; $25-6=19$). The psionist can improve the Mth of the item by expending additional PSPs. For every 30 PSPs spent the Mth is improved by one (to a total number of days equal to half the psionist level, round down). The psionist can only reduce the Mth once per day, and the item must be successfully prepared each day.

Step Six: When the item has acquired all the power which the psionist intends to give it, the psionist then seals the powers within the item. To do this the item must be prepared (see Step Two), and requires a MAC check. Once sealed, the item can never gain any additional powers-but it can't lose them either. An item that has not been properly sealed loses one power per month until it is just a normal object again.

An empowered object has 6 PSPs per devotion and 9 per science. It has an Intelligence score equal to its maker's Intelligence minus 1d6 points, with a minimum of 12. Its ego is 2 points per devotion and 3 points per science. Additional PSPs can be added to the item by permanently exchanging PSPs of the psionists to the item. This is done before the object is sealed, and requires a MAC check. For example, a psionist with 106 PSPs can give 6 PSPs to an object, permanently reducing his total to 100 PSPs.

The alignment of an object matches its creator. Psionic weapons tend to have their own personality and like all intelligent weapons will try to assert their independence. The empowering process must be unbroken. If a day passes in which the psionist does not at least try to prepare the object, its is finished as is. He cannot even try to seal the powers, and they'll wear off over the course of time.

Energy Containment (psychometabolic science)

MAC: 14

PSP Cost: 9/3

Range: 0

Area of Effect: personal

Prerequisite: none

A psionist with this power has trained himself to safely absorb and assimilate energy from electricity, fire, cold, heat, and sound- energy that would fry, freeze, or otherwise harm a normal character. Any physical assault based on these energy types can be drawn into the psionist's body. The character transforms the energy, and safely releases it as visible radiance (light).

In effect, this protects the psionist against energy attacks. If the psionist makes a successful MAC roll, he can double the result of his die roll when saving against an energy attack.

If the character makes a successful saving throw, he suffers no damage from the attack. If he fails, he suffers only half damage, regardless of what the spell description (if applicable) states.

When the character absorbs energy, he radiates visible light for a number of rounds equal to the points of damage he absorbed. If he suffered half damage, he radiates for that many rounds. If he suffered no damage, roll for damage anyway to see how long he glows. This glow is definitely noticeable, but it is soft, and illuminates no more than an area with a 2 yard radius.

Enhancement (psychometabolic devotion)

MAC: 11

PSP Cost: 14/6

Range: 0

Area of Effect: personal

Prerequisite: 4th level

When a psionicist learns this power, he selects one discipline to enhance. As long as he maintains the enhancement power, all of his MAC scores in his chosen discipline are reduced by 2. However, all other MAC scores are increased by 2.

Environment (clairsentient devotion)

MAC: 13

PSP Cost: 5/3

Range: unlimited

Area of Effect: na

Prerequisite: none

This power lets the psionicist get a sensory image of the present surroundings of a particular nonliving item. The psionicist need not have any idea where the object is when the power is used, but he must concentrate on a specific, familiar item. For instance, my friend's metal dagger is fine, but the nearest metal dagger is not.

The psionicist receives an all-round sensory snapshot from the item's surroundings: visual, olfactory, aural, and temperature signals. The power itself gives no notion of direction or distance to the item in question, though the character can often deduce its location from the sensory signals.

If the item has been destroyed before the power is used, the check automatically fails. A concealed item (for example, in a pocket) gives a black visual image and insignificant olfactory, aural, and temperature signals.

ESP (telepathic devotion)

MAC: 14

PSP cost: 6+/3+

Range: Unlimited

Area of Effect: Individual

Prerequisite: None

This power only works on an open mind. Extrasensory perception (ESP) allows the user to read someone else's mind. The user can only perceive surface or active thoughts. He can't use ESP to explore a target's memories or delve into his subconscious. Most intelligent creatures tend to think in words, so language can be a barrier to understanding. Unintelligent creatures think in pictures. Magical thought, such as when a wizard casts a spell, is unintelligible to this power. However, the user can recognize such thoughts as part of the spellcasting process. The PSP cost is shown below.

Target's Level	PSP Cost
1-5 levels or HD	6/3
6-10 levels or HD	7/4
11-15 levels or HD	8/4
16-20 levels or HD	9/5
21+ levels or HD	11/6

Ethereal Traveler (psychoportive devotion)

MAC: 12

PSP Cost: 5/2

Range: 0

Area of Effect: personal
Prerequisite: none

With this power the psionicist can psionically teleport himself to the ethereal or to any border ethereal region. With this psychoportation the psionicist simply ceases to exist in the prime material plane and begins to exist in the ethereal, but only in an ethereal form-the psionicist's physical form is temporarily lost.

In ethereal form, the psionicist can not be harmed-ethereal objects pass through one another easily. The psionicist cannot, in turn, harm other creatures or objects, or even pick them up or move them about.

The psionicist cannot directly teleport to the inner planes beyond the ethereal, but he can move there in ethereal form by simply crossing the border ethereal. Once he leaves the ethereal he regains his physical form and the power is ended. Otherwise, the power ends when he stops paying maintenance, and his body rematerializes exactly where it was before.

Expansion (psychometabolic devotion)

MAC: 14
PSP Cost: 3/1
Range: 0
Area of Effect: personal
Prerequisite: none

The psionicist can expand his own body proportions in any dimension: height, length, width, or thickness. He can increase any or all of these proportions by 50% of their original size per round. Maximum expansion is four times original size.

This power has no effect on clothing or equipment. Ability scores don't increase either. In other words, the character does not grow stronger simply because he became taller. However, being very big often has other advantages.

False Sensory Input (telepathic devotion)

MAC: 12
PSP Cost: 5/2
Range: unlimited
Area of Effect: individual
Prerequisite: mindlink

This devotion allows the psionicist to falsify someone's sensory input – making the victim think that he sees, hears, smells, tastes, or feels something other than he really does. The falsehoods are somewhat limited. Nothing can be completely hidden or made to disappear, and everything must retain its general size and intensity.

For example, a human could be made to look like a dwarf, but not like a parrot. A slamming door could be made to sound like a thunderclap of a cough, but not like rustling paper. Oil could be made to taste like garlic, but not like water.

Fate Link (telepathic science)

MAC: 15
PSP Cost: 6/turn/3
Range: 2 miles
Preparation Time: 1
Area of Effect: individual
Prerequisite: mindlink

This power enables the telepath to intertwine his own fate with that of another creature. If either being experiences pain, both feel it. When one loses hit points, both lose the same amount. If either dies, the other must immediately make a Charisma save to avoid the same fate.

Feel Light (clairsentient devotion)

MAC: 12
PSP Cost: 5/3
Range: 0
Area of Effect: special
Prerequisites: none

This extrasensory power allows the psionicist to experience light through tactile sensations (by touch). His entire body becomes a receiver for light waves. In effect, his body replaces his eyes; he can see what his eyes would normally reveal. (His field of vision does not change.) This power does not allow him to see in the dark, since there must be light for him to feel. Nor does it counter magical darkness, which actually destroys or blocks light waves. The character gains a +4 bonus when saving against gaze attacks.

Feel Moisture (clairsentient devotion)

MAC: 11

PSP Cost: 3/1

Range: 0

Area of Effect: 90-yard sphere

Prerequisite: none

As its name implies, with this power the psionicist can feel the presence of water within the area of effect. The power indicates all characters, creatures, and plants in the area as having moisture, plus any concentration of one gallon or more. The psionicist can feel the rough nature of the water, plus its direction and distance. The amount and its accessibility depend on the terrain and what the CK knows about the local water supply.

Feel Sound (clairsentient devotion)

MAC: 12

PSP cost: 4/2

Range: 0

Area of Effect: Personal

Prerequisite: None

This power makes the user's body sensitive to sound. It allows the user to continue to hear even if his ears are disabled. He can't detect sound where there is none, and the power doesn't work within areas of magical silence. The user gains a +2 bonus against all sonic attacks or effects, including a siren's song.

Fighting Trance (psychometabolic devotion)

MAC: 11

PSP Cost: 2/1

Range: 0

Area of Effect: personal

Prerequisites: none

With this power, the psionicist learns how to focus his attention into a razor-sharp weapon for maximum awareness and effectiveness in combat. His reflexes and agility are increased to their absolute sharpest level, and he is able to unconsciously track all combatants in the immediate area. While fighting trance is in effect, the psionicist treats any flank attacks as if they were frontal attacks instead. The psionicist in fighting trance gains a +1 bonus to all initiative rolls, his Armor Class, all saving throws, and all attack rolls.

The psionicist's focus on his physical actions makes it difficult for him to concentrate on initiating any psionic powers. He suffers a -1 penalty to all MtH rolls he attempts while fighting trance is being maintained.

Flesh Armor (psychometabolic devotion)

MAC: 14

PSP Cost: 4/round

Range: 0

Area of Effect: personal

Prerequisite: none

The psionicist transforms his own skin into armor. No one can see the change, but it's as if he had actually acquired some type of armor. To determine what type of armor his body mimics roll a d12 and consult the following table:

1	padded (+1 AC)
2	leather (+2 AC)
3-4	hide (+3 AC)
5-6	scale mail (+4 AC)

- 7-8 mail hauberk (+5 AC)
- 9-10 banded mail (+6 AC)
- 11-12 plate mail (+7 AC)

Because this armor is part of his body, the psionicist can enjoy its benefits without suffering any penalty he might have if he were actually wearing that type of armor. The armor created by this power weighs nothing, has no magnetic properties, and in no way encumbers the psionicist.

Focus Forgiveness (telepathic devotion)

MAC: 12

PSP Cost: 4/hour/2

Range: 30 yards

Area of Effect: individual

Prerequisite: none

This power acts on one dwarf, temporarily suppressing his overriding need to pursue a focus. While it is maintained, the dwarf forgets his current focus, and even the need to work toward a focus, very un-dwarflike behavior. The dwarf loses all benefits he had for pursuing his focus while under the influence of this power.

If the target dwarf encounters other, focused dwarves, he considers their behavior bizarre. Other dwarves see him as insane, but the target politely ignores suggestions that he is acting abnormally.

No dwarf willingly submits to this power. If the MtH roll fails or when it is no longer maintained, he most likely reacts with violence toward the psionicist, if he can identify the culprit.

Forced Symmetry (psychometabolic devotion)

MAC: 13

PSP Cost: 12/5

Range: 20 yards

Area of Effect: individual

Prerequisite: none

With this power the psionicist can force a creature into perfect symmetry in order to temporarily cause or heal damage. Most creatures, including all the player character races, are laterally symmetrical in arrangement; that is, they have two halves that are roughly identical. This power lets the psionicist choose one of the halves and make it identical to (a mirror image of) the other. For instance, a psionicist can choose to make a one-eyed man completely blind or sighted in both eyes with this power.

In terms of existing combat damage, a creature probably has more damage to one half than the other; the psionicist can take advantage of this and increase the overall damage to the victim, but can no more than double the original damage. In reverse, the psionicist can duplicate the less damaged half, reducing damage possibly to zero. The CK decides how much damage is inflicted or healed. Once employed, the power affects the creature's entire body-selected portions cannot be exempted. After rounds equal to the psionicist's level, the creature resumes its normal form, though all damage inflicted in the meantime remains. Items carried by the creature are unaffected.

This power can have greater effect on creatures that are radially symmetrical (a starfish, for example). The psionicist can pick one portion and make all the others duplicate it, temporarily.

Ghost Writing (psychokinetic devotion)

MAC: 11

PSP Cost: 9/2

Range: unlimited

Area of Effect: single page

Prerequisite: molecular manipulation

With this power a psionicist can write messages on blank paper, parchment, or papyrus at a distance. The sheet can lie by itself, among many others, rolled into a scroll, etc. The psionicist must know of the sheet's existence and its present location. (If the sheet is no longer where the psionicist remembers it, the power automatically fails.) The psionicist mentally darkens the sheet in a thin, continuous line, forming, with time and effort, letters, words, and sentences. After a successful MtH roll, the character can form up to five words per round. The psionicist receives no

clairvoyance during the power's use-he does not get an impression of whether or not the intended people read his message, only that it has been so written. Anyone can read the message once transmitted.

Gird (psychometabolic devotion)

MAC: 13

PSP Cost: 2 x cost

Range: 0

Area of Effect: personal

Prerequisites: 3rd level

Each time a psionicist girds another power, he can maintain that power automatically- i.e., without mental concentration. Thus, a psionicist who is maintaining only girded powers can sleep without disrupting those powers. To use gird, the psionicist must first initiate and maintain the power he intends to affect. The he must make a girding Mth roll. If he succeeds, he automatically pays twice the normal PSP cost for the girded power.

To remove the girding, he must consciously decide to do so. Otherwise, the girding remains in place until the psionicist runs out of PSPs. That means a psionicist who's unconscious or sleeping could awaken to find all his psionic strength girded away.

If the psionicist wishes to reestablish a gird that he discontinued, he must make a new Mth roll.

Graft Weapon (psychometabolic devotion)

MAC: 15

PSP Cost: 5/2

Range: touch

Area of Effect: personal

Prerequisite: none

With this power the psionicist can graft any one-handed melee weapon directly onto his body. He picks up the weapon, activates this power, and the weapon becomes an extension of the character's arm. Assuming the character is proficient with that type of weapon, he gains a +1 bonus to attack rolls and damage. If he is not proficient with the weapon, he suffers the usual penalties, but still gets the +1 bonus.

Hallucination (telepathic science)

MAC: 13

PSP Cost: 6/3

Range: 100 yards

Area of Effect: individual

Prerequisites: mindlink, contact, false sensory input

This science allows the psionicist to project visions or images into the victim's mind. In effect, it is like a psionic phantasmal force. The psionicist can make his victim believe he is seeing, hearing, or feeling almost anything. The psionicist can attack the victim with hallucinatory monsters or spells, deceive the victim by making a company of soldiers resemble a grove of palms, or even make him think that a flagon full of sand actually contains cool, refreshing water.

In general, if the psionicist carefully constructs the hallucination and provides the victim with what he expects to see, the victim may not even receive a saving throw. The physical effects of hallucinations are psychosomatic; the victim may believe he is being mauled by a tiger, but he is not really being harmed physically.

Maintaining a hallucination requires full concentration on the part of the psionicist. If he makes a physical attack or initiates another psionic power while maintaining this power, the victim instantly receives a saving throw versus spells with a +4 bonus to break free of the hallucination.

Hear Light (clairsentient devotion)

MAC: 12

PSP Cost: 4/2

Range: 0

Area of Effect: special

Prerequisites: none

This extrasensory power resembles "feel light," but it relies on the character's hearing rather than his sense of touch. A character who has been blinded, either artificially, naturally, or by an injury, can "see" with his ears. Any light waves which reach him are converted to sound, and he "hears" the image. The image his mind perceives is just like an image offered by normal sight, and the character suffers no penalties for anything requiring vision.

Heightened Senses (psychometabolic devotion)

MAC: 13

PSP Cost: 3/1

Range: 0

Area of Effect: personal

Prerequisite: none

By means of this devotion the psionicist sharpens all five of his senses: sight, hearing, taste, touch, and smell. This has several effects, which are described below. The CK may allow additional applications as he sees fit.

First, the character has a good chance to notice rogues and assassins who are hiding or moving silently. The rogue's or assassin's skill chance is halved when someone with heightened senses is observing him. Even if the rogue or assassin is already hidden, he must roll again when a character with heightened senses enters the picture.

Second, the psionicist can track someone like a bloodhound. He must make an Intelligence check every turn to stay on the trail or recover the trail if it is lost. His movement rate when tracking is halved. The trail can be no more than 24 hours old.

Third, the psionicist's ranges for hearing and seeing are tripled. He can, for example, identify a person (in daylight) at a range of 400 yards.

Fourth, the character can taste poisons or other impurities in quantities which are much too small to cause any harm.

Fifth, the character can identify almost anything by touch. He can, for example, tell two gold pieces from each other after having previously handled just one of them. He can also tell if something has been handled in the last five minutes simply by handling it himself.

Hivemind (telepathic devotion)

MAC: 11

PSP Cost: 2/1

Range: 60 yards

Area of Effect: personal

Prerequisite: none

This power is only available to thri-kreen characters, other insects with psionic powers, and other psionicists who use the insect mind telepathic devotion (see above). With hivemind, the psionicist can draw upon the mental energies of a host of his insect comrades to temporarily increase his PSPs.

Thri-kreen can gain PSPs from other thri-kreen of the same pack within range. Other insects gain PSPs from their own kind within range. Characters using insect mind can choose one variety of insect within range to draw upon. All those within range lend an immediate bonus to the psionicist's PSPs, according to their size.

Size	PSPs
Tiny	0.01
Small	0.1
Man-sized	1
Large	2
Huge	4
Gargantuan	8

Smaller insects contribute fewer PSPs, but their numbers often more than make up for this. The PSPs are gained instantaneously; even if the insects move away before they are all used, the psionicist keeps them. The psionicist is taking advantage of the species-mind common among insects; the insects within range do not lose any psionic PSPs when the psionicist uses this power.

Identity Penetration (telepathic devotion)

MAC: 12

PSP Cost: 6/3

Range: unlimited
Area of Effect: individual
Prerequisite: none

Identity penetration allows the user to determine the target's true identity in spite of polymorphs, illusions, disguises, etc.

Immovability (psychometabolic devotion)

MAC: 15
PSP Cost: 7/2
Range: 0
Area of Effect: personal
Prerequisite: none

When a psionicist makes himself immovable, he is exactly that. A tremendous amount of force is required to uproot him from his spot.

Moving the psionicist requires a combined Strength total that is at least 10 times greater than his immovability score (Con -5). If a character is pushing the psionicist, and makes a successful Strength check, that character can double the Strength he's contributing to the total. Even if a group manages to move the psionicist once, they may not be able to move him any easier the next time. The psionicist remains immovable until he stops maintaining the power.

This power has nothing to do with weight. A character will not crash through the floor because he made himself immovable. He has instead attached himself to the fabric of the universe, which is considerably more powerful than the strongest castle. He does, however, need a horizontal surface as an anchor.

If the psionicist's MtH results in a 1, he attaches himself so well that even he can't break free simply by shutting off the power. He must pay the initial cost again (7 PSPs) to free himself.

Impossible Task (telepathic devotion)

MAC: 11
PSP Cost: 6/day/3
Range: 10 yards
Area of Effect: individual
Prerequisite: none

This power forces the victim to think that a given goal is unachievable, regardless of the reality of the situation. The psionicist must be familiar with the victim and what he is trying to accomplish. The power must be directed at one particular task, something easily described. The task can be simple, like "travel from Tyr to Altaruk is impossible," or more complicated, such as "further study in magic will be fruitless." The victim acts accordingly—other characters cannot convince him that his task is possible. If the psionicist cannot narrow down the task effectively, describing it in just a few words, the CK can nullify the effects.

This power can have no effect on a dwarf's focus. However, other tasks the dwarf is undertaking can be affected

Incarnation Awareness (telepathic devotion)

MAC: 13
PSP Cost: 12/5
Range: unlimited
Area of Effect: individual
Prerequisite: none

By applying this power to another character, the psionicist can gain knowledge about past lives. One past life can be explored per round, starting with the most powerful personalities (usually these are also the most famous, but not always).

The psionicist also knows immediately how many times this particular personality has been killed and raised from the dead. It is up to the players to put this information to use.

Inertial Barrier (psychokinetic devotion)

MAC: 14
PSP cost: 6/2
Range: 0
Area of Effect: 3-yard diameter

Prerequisite: Telekinesis

This power is used as a defense, creating a barrier of psionic energy around the user and anyone within 3 yards of him. This barrier softens missile blows, shielding the user from damage by slowing and absorbing some or all of the potential damage caused by incoming attacks. However, the barrier also slows outgoing missile attacks—a drawback the user should consider.

The power protects against damage from these forms of attack: any nonmagical missile weapon; any physical missile created by magic; any missile with magical bonuses; flames; some breath weapon attacks (depending on the nature of the breath); acid; gas; all forms of disintegration; and falling (damage is halved). Inertial barrier can't stop missiles conjured from pure magic or protect against raw heat or cold, pure energy or light, or gaze weapons. An inertial barrier can't keep enemies out, but it does slow them. Anyone trying to cross a barrier must stop moving when contact is made. In the next round, the barrier can be crossed (either entering or exiting).

Missile weapons, whether passing into or out of the barrier, inflict damage in a modified fashion because the power saps energy from the missile. If a missile strikes its target after passing through the barrier (in either direction), the attacker rolls for damage as normal. However, the defender then rolls the same die to see how much damage the barrier absorbed. (Note: The defender doesn't include any magical bonuses the weapon may have.) The defender subtracts his die roll from the attacker's damage total. If anything remains, the defender loses that many hit points. If the defender's roll equals or exceeds the total damage, the weapon falls harmlessly to the ground. If the missile is explosive, the barrier prevents weapon damage but not explosive damage.

Inflict Pain (telepathic devotion)

MAC: 15

PSP cost: 3+/2+

Range: Touch

Area of Effect: Individual

Prerequisite: Mindlink

This power can only be used on an open mind. It is a particularly nasty form of torture, although no actual harm is inflicted on the target and the power leaves no physical scars or marks. Only evil characters can learn this power freely; others find their alignments twisting toward evil if they learn and use inflict pain.

If the target is an NPC who is being questioned, he receives an Con save to withstand the agony. If he fails the save, he begs for mercy and answers questions as the CK sees fit. If the user finds a way to employ this power in combat, the target still gets the saving throw. Success means he grits his teeth and keeps on fighting. Failure means the pain imposes a -4 penalty to his attack rolls that round or disrupts and ruins spellcasting. PSP costs depend on the target's level.

Target's Level	PSP Cost
1-5 levels or HD	3/2
6-10 levels or HD	4/2
11-15 levels or HD	5/3
16-20 levels or HD	6/3
21+ levels or HD	8/4

Insect Mind (telepathic devotion)

MAC: 13

PSP Cost: 3/1

Range: 0

Area of Effect: personal

Prerequisite: none

With this power the psionist attunes his mind to be like that of an insect. This makes dealing with insects easier both psionically and personally.

The psionist does not suffer the -6 penalty for contact with an insect or arachnid mind while this power is maintained. He instead receives a -6 penalty for contact with non-insect minds, and they suffer that same penalty when contacting him.

Also, with a greater understanding of insect thinking, the psionist gains a +2 bonus to his Charisma score when dealing with insects. Conversely, he suffers a -2 penalty to his Charisma score when dealing with non-insect minds.

This power is commonly used when dealing with thri-kreen. Ambassadors to thri-kreen nations usually bring along a psionist with this power. The power does not confer the ability to communicate- other powers must be employed. This power can be maintained while other powers are being used.

Intensify (psychometabolic devotion)

MAC: 14

PSP cost: 6+/3+

Range: 0

Area of Effect: personal

Prerequisite: 3rd level

Intensify allows the psionist to improve his Intelligence, his Wisdom, or his Charisma for psionic applications. To improve one-for psionic purposes only-he must weaken the other two-for all purposes. Each point of increase in the targeted attribute decreases the other two attributes by the same amount. In addition, each point of increase costs 6 PSPs. For example, Zenita is a psionist with Int 16, Wis 17, and Cha 15. She wants to intensify her Intelligence by 4 points. To do so, she must spend 24 PSPs. Her Intelligence is raised 4 points to 20. Meanwhile, her Wisdom and Charisma scores drop 4 points (to 13 and 11, respectively).

The increase in Intelligence affects psionic powers only. The drop in Wisdom and Charisma affects everything applicable except PSPs: saves, spell bonuses, etc. A psionist can raise an attribute score to a maximum of 25, provided he has enough PSPs and no other score is reduced below zero.

Invincible Foes (telepathic devotion)

MAC: 12

PSP Cost: 6/2

Range: unlimited

Area of Effect: individual

Prerequisite: mindlink

The victim of this devotion believes that any blow struck against him will cripple or kill him. Even if the blow actually causes just one point of damage, the victim thinks he's dying, and that he can no longer fight. He falls to the ground in horrible pain.

A character who is struck while under the effect of this power won't recover until a turn later, even if the psionist stops concentrating on him and turns his attention elsewhere. As long as the character was under this effect when the blow was struck, he's out for 10 rounds.

Even if the victim of this power is never actually struck, his behavior is likely to change. Fully expecting the next blow to kill him, he may stop attacking and simply parry, or try to flee, or even surrender and beg for quarter. If the character has not been struck, however, the psionist must keep renewing the power every round; otherwise future blows will affect him normally.

"Invincible foes" *can* also work in reverse. In other words, an attacker can be made to believe that every blow he strikes is fatal. The belief is strong enough to create an illusion: even if the attacker barely scratches his foe, he sees the "victim" lying down, mortally wounded. He will continue to imagine that opponent lying on the ground until the opponent attacks again (it doesn't matter whom he attacks; any attack breaks the illusion).

This reversal has several consequences. Characters who have been "killed" -i.e. struck-can simply walk away from the fight, leaving their "corpses" behind. Or they can move into position and attack again, gaining a +2 bonus to hit. After this happens three times, the affected character must make an Intelligence save. If it fails, he becomes convinced that his foes are unkillable and reacts accordingly. (PCs, of course, are free to react as they see fit.)

Invisibility (telepathic devotion)

MAC: 14

PSP cost: 3+/2+

Range: 100 yards

Area of Effect: Individual

Prerequisite: Mindlink

This power can only be used on open minds. It differs significantly from the spell invisibility. This is a delusion that affects specific minds, not an illusion that affects everyone; the only real change occurs in those whose minds were opened. Thus, the user must open each mind he wants to

deceive, for only to these minds will he appear invisible. He can see himself, and so can anyone whose mind wasn't opened. Only beings within 100 yards can be affected by this power.

The user must make a separate MTH roll for each delusion and pay a separate PSP cost for each. A delusion is defined as one invisible character as perceived by one other being. The user can make anyone who is human size or smaller invisible with this power, not just himself. Note that this power affects vision only; observers may still be able to hear or smell "invisible" characters. PSP costs are as follows.

Target's Level	PSP Cost
1-5 levels or HD	3/2
6-10 levels or HD	4/2
11-15 levels or HD	5/3
16-20 levels or HD	6/3
21+ levels or HD	8/4

Iron Will (psychometabolic devotion)

MAC: 10

PSP Cost: 4/2

Range: 0

Area of Effect: personal

Prerequisites: none

A psionist with this power has the ability to focus his willpower to extraordinary levels, persevering through conditions that would overcome lesser characters. While maintaining this power, the psionist can temporarily ignore accumulated wounds that would reduce him to 0 hit points or less. Due solely to his mental strength, he can force himself to remain conscious and fully active until reduced to -10 hit points, at which point he dies, just as anyone else would. Up until that point, though, he can fight and use his powers normally with absolutely no interruption at all except for initiating and maintaining the iron will devotion.

While iron will is in effect, the psionist does not lose a hit point every round, as per the normal "- 10" rule (see PHB page 120), but he will begin to lose hit points once he ceases to maintain iron will. Smart psionists will bind their wounds before losing consciousness, or they may never wake up afterward.

The psionist can also use his iron will to resist losing consciousness or control of himself through other means. If the effect the psionist is struggling against normally allows a saving throw (a vampire's charm person ability or a psionic domination, for example) the psionist gains a +4 on his saving throw while iron will is in effect. If the effect does not usually allow the victim a saving throw (a command or sleep spell, for instance), the psionist gains the chance to attempt a saving throw versus spells with a -4 penalty.

Iron will acts as a reflexive power. It does not have to be maintained at all times in order to be effective. If a situation arises in which the psionist needs the iron will power, he can drop what he is doing to initiate it. If he has not yet acted in the round, he has the choice of initiating iron will and aborting his intended action or of forgoing iron will to carry out whatever he had originally planned to do. Otherwise, he is forced to wait until the following round to initiate it.

Kinetic Control (psychokinetic science)

MAC: 13

PSP Cost: 8/3

Range: 0

Area of Effect: personal

Prerequisite: none

This is the power of absorbing, storing, and redirecting kinetic energy. Kinetic energy is the energy of motion, the energy contained in the swing of a sword, the fall of a rock, moving water or air, an animal running, or any number of other forms. The psionist can remove kinetic energy from one object by touch, stopping it instantly, and bestow it on another object immediately or at some point in the future.

While a psionist maintains this power, he is immune to all physical impacts. A sword slash stops instantly when it touches his skin. Arrows drop harmlessly at his feet and monsters' talons and fangs can't harm him. The psionist absorbs the damage of the blow and saves it for later use. Note that the psionist can still be harmed by attacks that inflict their damage by contact, such as the energy-draining touch of an undead creature or the slow crushing attack of a giant python constricting its coils.

Using the stored energy requires the psionist to make a physical attack. He can deliver any damage he has absorbed previously by touch, punches, or even through a hand-held weapon such as a sword. If he hits his opponent, the absorbed damage is added to any other damage the psionist causes.

If the psionist ceases to maintain kinetic control while he still has energy to dissipate, he immediately suffers 2 hit points of damage for every point of absorbed damage he did not expend. (The psionist can make attacks on rocks, cacti, dead foes, or whatever to dissipate this energy. Item saving throws versus normal or crushing blows may apply.)

This power can't be used to absorb damage from a fall. To do so, the psionist would have to absorb his own kinetic energy (in this case, he is the moving object) which is something that the power is not capable of doing. This might be a valid subject for psionic meditation and research, however.

Know Course (clairsentient devotion)

MAC: 13

PSP Cost: 4/hour/2

Range: 0

Area of Effect: personal

Prerequisite: none

This power allows the psionist to hold an accurate course without deviation. To use this devotion, the psionist must know where he is going. This can be any place he has been before or can be in reference to a place he has been. For example, if he knows that the village of Kled is 35 miles northeast of Tyr, he can use this power to get to Kled even though he had only been to Tyr before.

The character must also know his current location. Once initiated, the character gets a strong feeling of which way to go. ("Tyr is that way.") The character's direction bump continually updates as long as he maintains this power so he is certain to arrive at his destination eventually.

Know Direction (clairsentient devotion)

MAC: 12

PSP Cost: 1/1

Range: 0

Area of Effect: personal

Prerequisites: none

The psionist becomes his own compass. By paying 1 PSP and making a successful MtH roll, he knows which way is north.

Know Location (clairsentient devotion)

MAC: 12

PSP cost: 8/3

Range: 0

Area of Effect: Personal

Prerequisite: None

This power aids characters who travel via teleportation, gates, or other planes of existence. When used successfully, it reveals general information about the user's location. The information is no more detailed than the responses of a simple farmer to the question "Where am I?" Some typical responses are "A few miles southwest of Tyr"; "In the house of Kesik the Templar"; and "On an island in the Silt Sea."

The higher a successful MtH roll, the more precise the location. A roll of +1 to +4 higher than the MAC specifies a location within 10 miles. A roll of +7 or +8 higher than the MAC targets an area within a mile. A roll of +9 or higher than the MAC gives the location in a planar context ("the Astral Plane").

Lend Health (psychometabolic devotion)

MAC: 13

PSP Cost: 4/1

Range: touch

Area of Effect: individual

Prerequisites: none

Lend health is a power of healing. The psionicist who makes a successful Mth roll can transfer his own hit points to someone else he is touching. Each hit point transferred heals one point of damage. The character can transfer as many points as he wants to in a single round.

If the psionicist tries to transfer hit points when he has fewer than five remaining, he must make another Mth roll. If this fails, he cannot transfer the points. In any case, he cannot transfer hit points if he has only one remaining.

The beneficiary of this power can never exceed his normal, healthy total of hit points.

Levitation (psychokinetic devotion)

MAC: 12 (base)

PSP cost: 5/2

Range: 0

Area of Effect: Personal

Prerequisite: Telekinesis

This power allows the user to float by using telekinesis on himself. The user can lift himself at the rate of 1 foot per round. He can descend as quickly as he wants by simply letting himself fall, then slowing down as he nears the ground. The user can always levitate his own weight. Additional weight, such as equipment or passengers, is a hindrance. Every 25 pounds of added weight improves the power's MAC by 1.

Levitation isn't flying. The power provides no horizontal movement. The user can hover motionlessly and drift with the wind if he wants, or he can push off a wall or other fixed object and drift up to 60 feet per round in a straight line. He can't stop, however, until he meets another solid object, lowers himself to the ground, or stops paying the PSP cost. Two powers—control wind and project force—can help the levitating user propel himself forward and change direction. The use of these additional powers requires the extra expenditure of PSPs and Mth rolls.

Life Detection (telepathic devotion)

MAC: 13

PSP cost: 3/1

Range: 100 yards

Area of Effect: Varies

Prerequisite: None

This power allows the user to scan for the presence of living, thinking creatures within a limited area. If he is scanning at short range, he can cover a large angle. At long range, the angle is significantly reduced. He can scan 180 degrees to a range of 40 yards, 90 degrees to 60 yards, or 30 degrees to 100 yards. One round of scanning detects humans, demihumans, humanoids, mammals, and monsters with 8 or more Hit Dice. A second round detects all creatures with less than 8 Hit Dice. In either case, the user receives an accurate count.

The CK should make the Mth roll and keep it secret from the player. If the user doesn't detect anything, he won't know whether nothing's there or the power failed.

Life Draining (psychometabolic science)

MAC: 14

PSP Cost: 6/3

Range: touch

Area of Effect: individual

Prerequisite: none

With this science, a psionicist can drain hit points from another character and use them to recover his own. The transfer occurs at a rate of 1d6 points per round.

The character can absorb up to 10 more hit points than his healthy total, but these bonus points last only one hour. After that, if the psionicist still has more hit points than he should, the excess vanish.

Mass Manipulation (psychokinetic devotion)

MAC: 13

PSP Cost: 9/3

Range: 20 yards

Area of Effect: one object

Prerequisites: telekinesis

A psionist with this devotion can affect the way in which gravity affects an item. The weight of the item can be increased to 200% normal or reduced to 25% normal. The effect remains as long as the psionist maintains the power.

Creatures that are burdened by extra-heavy armor suffer a -2 penalty to attack rolls and Armor Class and are reduced to ½ of their normal movement. Weapons that are made heavier or lightened suffer a -2 attack penalty and inflict -2 damage.

Light objects can be thrown or fired twice as far as normal. Very heavy objects can be lightened to make them easier to move. Some objects may be drastically affected by this power—a roof doubled in weight may collapse its supports, while a lightened anchor may not hold any longer. The CK should use his best judgment in deciding the exact effects of any particular mass manipulation.

The more massive the object the power is used upon, the more difficult it is to affect. Apply the following MtH roll modifiers for heavy objects.

Weight of Object	MtH Penalty
20 lbs or less	- 0
21 to 50 pounds	- 2
51 to 100 pounds	- 4
101 to 500 pounds	- 6
501 pounds or more	- 8

Magnetize (psychokinetic devotion)

MAC: 12

PSP Cost: 2+/1+

Range: 60 yards

Area of Effect: one object or creature

Prerequisites: 10th level, telekinesis

A psionist using magnetize can change the magnetic orientation of a metal object, strongly magnetizing it. The initial cost is 2 PSPs per pound of metal so affected, so a four-pound long sword requires 8 PSPs to magnetize. The item remains magnetized for a number of rounds equal to the psionist's level before reverting to normal.

The effects of this power are simple: the psionist can make the item attracted to other metal objects or repelled by other metal objects. Any metal objects within 20 feet of the magnetized object are within its magnetic influence. Metallic creatures gain a saving throw versus spells to avoid being magnetized.

In deciding how magnetism affects an object, remember that a heavier object remains stationary, while a lighter object moves toward or away from it. If a character's short sword is magnetized and his friend standing beside him is wearing plate mail, the short sword will go flying over to stick to the armored fellow, not the other way around. A creature holding or wearing an object under magnetic influence may attempt a Strength check to retain control of the item.

A character wearing metal armor can be immobilized if he fails his Strength check. Other effects are left to the CK's imagination, but small objects such as daggers can reach impressive speeds when attracted or repelled by magnetism.

Magnify (psychometabolic devotion)

MAC: 12

PSP Cost: varies

Range: 0

Area of Effect: personal

Prerequisites: 6th level

Magnify allows the psionist to magnify the effects of another power in all conceivable ways--double damage, double range, double modifiers, and so on. However, the affected power's PSP cost is proportionately magnified.

The psionist initiates the magnify power first. At the same time, he must designate which power he intends to improve. Unless he maintains the magnification, he must immediately use the power he wishes to improve (in the same round). Otherwise he can maintain the magnification until he uses the affected power (a costly endeavor). Once the power has been performed, magnify must be reinitiated to perform again.

The amount of magnification depends upon the psionist's level, as follows:

Levels 6-10	x2
Levels 11-15	x3

Levels 16-20 x4

Mass Domination (telepathic science)

MAC: 14

PSP cost: varies

Range: 40 yards

Area of Effect: Up to 5 creatures

Prerequisite: domination, mindlink

This power is identical to domination except the psionicist can control up to 5 creatures simultaneously. Each one must be contacted and dominated individually. The PSP cost, twice the victim's level or HD, must be paid for each dominated figure.

Martial Trance (clairsentient devotion)

MAC: 13

PSP cost: 7/3

Range: 50 yards

Area of Effect: Personal

Prerequisite: 3rd level

This power helps the user in psionic combat. By entering a trance before combat begins, the user focuses his complete attention on the psionic activity, tuning out other distractions. While in the trance, the user gains a +1 bonus to all mental attack rolls, in addition to any other modifiers that may apply.

The trance ends when the user chooses to end it, by any moderate physical contact (a blow, shake, or slap), or when his PSPs are reduced to 0. As his attention is completely focused on the psionic battlefield, any melee attacks against him hit automatically and cause maximum damage.

Megakinesis (psychokinetic science)

MAC: 12

PSP Cost: 20+/10+

Range: 30 yards

Area of Effect: one object

Prerequisites: none

Megakinesis is simply telekinesis on a truly grand scale. The psionicist can perform incredible feats of psychokinesis, moving objects that weigh thousands of pounds with the power of his mind.

The psionicist may move an object weighing up to 500 pounds for the initial cost of 20 PSPs.

Objects levitated by the psionicist can be moved at the rate of 60 feet per round-too slow to be used as weapons in combat, although heavy objects can be dropped on top of enemies who aren't paying attention to the psionicist. Living creatures picked up by megakinesis get an Intelligence save to avoid the effect if they do not wish to be moved around by the psionicist.

The psychokineticist may also use these enormous forces to open doors, pin an enemy in place, or bend or break things. For these purposes, he has an effective Strength score that varies with the amount of weight he wants to be able to move.

PSP Cost	Weight (lbs)	Effective Strength
20	500	18
30	650	19
40	800	20
50	950	21
60	1100	22
70	1250	23
80	1400	24
90	1550	25

As noted above, megakinesis is a High Science. A character must engage in months of meditation before he can select this power as one of his psychokinetic sciences.

Metamorphosis (psychometabolic science)

MAC: 16

PSP Cost: 6/3

Range: 0
Area of Effect: personal
Prerequisite: none

This science resembles polymorphing, but it has a much wider application. The psionist can change himself into anything with approximately the same mass as his body: a wolf, a condor, a chair, a rock, a tree. While in this form, he retains his own hit points and to hit, if possible, but gains the armor class of the new form. The psionist also gains all physical attacks that form allows, but no magical or special abilities. (This all depends on the new form; a tree cannot attack, so to hits and attacks are meaningless.)

Like any massive change of shape, however, this causes great physical stress. The psionist must make a Constitution save to survive the change. If the roll fails, he does not die, but the PSPs are expended and he passes out for 2d6 turns.

Mind Bar (telepathic devotion)

MAC: 13
PSP Cost: 5/2
Range: 0
Area of Effect: personal
Prerequisite: none

Mind bar is a magician's bane and the telepaths boon. It gives the psionist spell resistance 15 against charm, confusion, ESP, fear, feeblemind, magic jar, sleep, and suggestion spells. It also offers complete protection against possession of any sort.

In addition, mind bar protects a psionist against all telepathic powers, except the five attacks. No telepathic power can affect a barred mind unless the telepathic attack prevails in a psychic contest. (The defender uses mind bar.)

Mind Over Body (psychometabolic devotion)

MAC: 12
PSP Cost: 10/day/4
Range: touch
Area of Effect: individual
Prerequisite: none

Mind over body allows the user to suppress his body's need for food, water, and sleep. In exchange for one hour of meditation per-day, all of the psionist's physical needs are overcome. He does not feel hunger, exhaustion, or thirst, nor does he suffer any ability reductions for privation.

The psionist can also suppress the basic needs of others while suppressing his own. To do so, he must pay an additional 10 PSPs per person and spend an additional hour of meditation per person. Each person being aided must be in physical contact with the psionist throughout the entire period of meditation. Usually, all the characters hold hands, forming a continuous line or circle.

The psionist can survive in this fashion for a number of days equal to his experience level or five days, whichever is more. At the end of that time, he collapses from exhaustion. He must then rest one day for every two days spent sublimating his body's needs. Or he can be restored through 24 hours of complete healing. These rules also apply to any character the psionist has aided

Mindflame (telepathic science)

MAC: 13
PSP Cost: 30/15
Range: 0
Area of Effect: 5' by 20' cone (up to 6 creatures)
Prerequisites: 8th level, psychic crush, synaptic static

Some psionists can project a wave of deadly mental force that can destroy lesser intellects. The science of mindflame allows a psionist to attack all creatures in the area of effect with a mental barrage that can incapacitate or even kill its victims. The area affected by the power is a cone 20 feet long and 5 feet wide, with its apex at the psionist. Up to six victims in this area can be affected.

Victims who are psionicists can protect themselves against the effects of mindflame by throwing up a simple mind blank or other defense, but any creature that does not know a psionic defense mode can be affected. The effects vary with the victim's level or Hit Dice:

Level or HD Effect

Less than 1	Comatose for 1d6 days, lose 1d3 points of Intelligence
1 to 2	Unconscious for 2d4 turns, lose 1 point of Intelligence
2+1 to 4	Paralyzed for 1d4 turns
4+1 to 8	Stunned for 2d6 rounds
8 + 1 or more	Dazed for 1d3 rounds

Regardless of the effect, the victim is entitled to a Cha save to avoid the effects of the mindflame. Creatures rendered comatose by the mindflame must make a second Cha save or die at the end of their unconsciousness. Creatures rendered unconscious must make a second saving throw or lapse into a coma (without the risk of death).

Stunned creatures may not move, attack, initiate psionic powers, or cast spells, and suffer a -2 penalty to Armor Class. Dazed creatures may move at half normal speed, attack with a -2 penalty, and defend normally. They must make a successful Int save to initiate a psionic power or cast a spell.

The effects of the mindflame can be corrected by psychic surgery. A limited wish, or a cure serious wounds or more powerful healing spell.

Mindflame is exhausting to the psionicist; if invoked more than once in a day, the psionicist suffers a -4 penalty on his MTH roll. It is also a very dark use of one's inner strength, and psionicists who maim lesser intelligences will find their alignments moving toward evil.

Mindlink (telepathic science)

MAC: 12

PSP cost: 7+/3+

Range: Unlimited

Area of Effect: Individual

Prerequisite: None

This power can only be used on an open mind, allowing the user to communicate wordlessly with any intelligent creature. This is a two-way communication. It isn't the same as mind reading, because the user receives only those thoughts the target wants to send. Language isn't a barrier to mindlink. The PSP cost is determined by the target's level, as shown below.

Target's level	PSP Cost
1-5 levels or HD	7/3
6-10 levels or HD	8/4
11-15 levels or HD	9/5
16-20 levels or HD	11/6
21+ levels or HD	12/6

Mindwipe (telepathic science)

MAC: 15

PSP Cost: 8/3

Range: touch

Area of Effect: Individual

Prerequisite: mindlink

Mindwiping is a crude form of psychic surgery which affects the subject's IQ. (It's like a temporary lobotomy.) The telepath systematically seals off portions of the subject's mind, making whatever knowledge was contained there inaccessible.

When a mindwipe is attempted, the victim makes an Intelligence save. If he succeeds, the mindwipe thwarts for one round, but next round the psionicist can try again.

Each round of mindwiping has two important, immediate effects. First, it reduces the victim's Intelligence and Wisdom scores by 1 point. Second, it reduces his experience level or hit dice by 1 point.

These reductions have considerable impact. Experience level and hit dice losses affect everything except hit points. The victim keeps all of his hit points regardless of what is wiped from his mind.

Intelligence and Wisdom losses affect wizards and clerics as if those losses were permanent. Spellcasters lose bonus spells and eventually they cannot cast spells. Spellcasters suffer reductions in their maximum spell level and their maximum spells per level.

When the number of available spells at a spell-level drops, a character must make an ability check before casting a spell of that level. Wizards and Illusionists roll an Intelligence check. Clerics and druids roll a Wisdom check. Both use current scores. If the check succeeds, the character can cast the spell. If it fails, he has forgotten the spell and can't cast any spell that round.

Mindwipe only seals off information; it doesn't erase it. All of a character's lost Wisdom, Intelligence, and experience levels can be restored through psychic surgery (*q.v.*).

Mindwreck (telepathic science)

MAC: 16

PSP Cost: 25/10

Range: 50 yards

Area of Effect: Individual

Prerequisite: None

Mindwreck is a nasty mental attack that is analogous to a vandal wrecking a building. This is a brutal assault aimed at destroying the part of the brain devoted to sanity.

When an opponent is attacked with mindwreck, the attacker must first defeat the victim's psionic defenses. Then the victim must make a saving throw versus paralyzation. Failure means the victim has gone mad, and is unable to cast spells, or think clearly. All spells are wiped out of the victim's mind. Memory and reasoning abilities work erratically.

A mindwreck victim attempting to use psionics operates at half his level. Thus, a victim with a 12th level psionicist effectively becomes a 6th level psionicist. Anyone attempting to read a victim's mind finds only a confused jumble of images which make no sense at all. Recovery from mindwreck requires two week bed rest, followed by psychic surgery.

Molecular Agitation (psychokinetic devotion)

MAC: 10

PSP cost: 7/3

Range: 40 yards

Area of Effect: 1 item, 20 pounds

Prerequisite: None

This power enables the user to excite the molecules of a substance, causing paper to ignite, wood to smolder, or skin to blister, for example. The degree of destruction is as follows, depending on the number of rounds the item is agitated:

One round. Readily flammable materials, such as paper and dry grass, ignite; skin becomes red and tender (1 point of damage); wood becomes dark.

Two rounds. Wood smolders and smokes; metal becomes hot to the touch; skin blisters (1d4 points of damage); hair melts; paint shrivels.

Three rounds. Wood ignites; metal scorches (1d4 points of damage); skin burns away (1d6 points of damage); water boils, lead melts. Damage doesn't intensify beyond this round, but it does continue.

Four rounds. Steel grows soft.

Five rounds. Steel melts.

Magical items receive saving throws against magical fire, but a +10 penalty is applied to the number needed. (The heat produced by this power is highly destructive as it comes from inside the item instead of outside.)

Molecular Bonding (psychokinetic devotion)

MAC: 12

PSP cost: 4/2

Range: 10 yards

Area of Effect: 6 square inches

Prerequisite: Telekinesis

Molecular bonding allows the psionicist to join two surfaces together at the molecular level. An enemy's boots can be joined to the floor. His sword to its sheath, or the joints of his armor fused together into a useless plug of metal. Molecular bonding can also be used to repair damaged items, joining two shards of a sword together or repairing a broken bowstring. The power does not affect living creatures.

The rate of joining is approximately 6 square inches per round. If used on someone's armor, this will suffice to freeze one joint or fix one boot to the ground. A character immobilized in this fashion can usually wriggle out or tear free in one round, but a character wearing bonded plate mail is probably stuck for quite some time.

Molecular Manipulation (psychokinetic devotion)

MAC: 13

PSP cost: 6/2

Range: 15 yards

Area of Effect: 2 square inches

Prerequisite: Telekinesis

This power allows the user to weaken the molecular bonds within an object. When stress is applied to the object or a blow is struck, it snaps. The user can create one "weak point" of approximately 2 square inches per round. Deterioration occurs across a plane (in two dimensions, not three). One round's application is enough to fatally weaken most small objects (knives, ropes, saddle straps, bows, etc.). Larger objects require more time and are subject to the CK's discretion.

The CK must decide how vulnerable molecular manipulation makes larger, oddly shaped items (such as doors and shields). An object need not be in two pieces to be useless. A small boat, for example, is unsafe if it has a crack in its hull.

Molecular Rearrangement (psychokinetic science)

MAC: 14

PSP Cost: 12/hour/6

Range: 2 yards

Area of Effect: one item

Prerequisite: telekinesis, molecular manipulation

Molecular rearrangement is the psionic equivalent of alchemy. By toying with an object's molecular structure, the psionist can change its fundamental nature or properties. This power cannot create matter or mass from nothing, however. Nor can it change a material's state from liquid to solid, gas to liquid, and so on. It is best suited to converting one sort of element into another, but it can also be used for more complex operations-neutralizing a poison, for example.

Converting one element to another is usually a simple operation, in which one ounce of material can be changed each hour. Typical conversions of this type include steel to lead, or any metal to gold. More complex rearrangements like changing a metal to glass or changing a wooden goblet to a ruby goblet, take four times longer.

The creation of gold coins from other metals is possible, but it's no way to get rich quick. At the rate of one ounce per hour, it would take 16 hours-about two work days-to change 10 copper pieces into 10 gold pieces, for a net profit of 9 gold pieces.

Molecular rearrangement is often used to create superior weapons. A psionically tempered weapon may receive a +1 on damage rolls. The process is time-consuming, however. For example, a typical short sword takes at least 40 hours to temper psionically. (The average short sword weighs 3 pounds, or 48 ounces, most of which is the blade.) A psionically tempered weapon does not automatically offer a +1 attack-roll bonus. In order to receive that bonus, the psionist must make a successful Int check when he fashions the weapon.

The psionist makes his Mth roll when the process is complete. If it fails, he did not waste all his effort. The difference between the character's Mth roll and power's MAC, multiplied by 10, equals the percentage of work which must be redone.

If the roll is 1, the item seems perfect but contains a hidden flaw which will cause it to break, or fail, or simply look wrong when it is put to use (the ruby goblet might leak, for example, or the sword might contain a soft portion which causes it to bend).

This power has no effect against living creatures weighing more than one ounce. Creatures weighing one ounce or less are killed if their molecules are rearranged.

Momentum Theft (psychokinetic devotion)

MAC: 13

PSP Cost: 5+/3+

Range: 30 yards

Area of Effect: one creature or object

Prerequisites: kinetic control

This power allows a psionist to drain a target of its momentum, causing it to stop moving. The stolen momentum is dissipated harmlessly in the ground at the psionist's feet. Arrows, catapult missiles, and even flying creatures can be halted in mid-air and begin to fall. (Winged creatures can usually break their fall after a drop of 10 to 20 feet, however.)

Creatures walking or fighting are temporarily thrown off-balance and must make a Dexterity check to avoid stumbling and losing their action for the round. A running or charging creature must make a Dexterity check with a -4 penalty or take a running tumble for 1d4 points of damage. The victim is stunned for 1-2 rounds.

If this power is used on a falling character, it stops him instantly and he begins to fall again. However, since his speed was reduced to 0, falling damage is only counted for the distance he fell after his momentum was neutralized.

It is hard to remove the momentum of heavy and fast-moving objects. The larger and faster an item, the more PSPs it costs to arrest its movement. It requires PSPs to stop a man-sized creature (200 pounds) with a movement rate of 30 feet, which is equal to walking at about four miles per hour. Each doubling of speed or weight costs an additional 5 PSPs, so it costs 25 PSPs to stop a charging half-giant in his tracks.

Mysterious Traveler (telepathic devotion)

MAC: 11

PSP Cost: 2/1

Range: 60 yards

Preparation Time: 0

Area of Effect: personal

Prerequisite: none

This power begins a contagious rumor about the psionist's whereabouts and direction of travel. The subjects take extraordinary notice of the psionist's dress, appearance, mannerisms, and spend an entire day remarking about the traveler they have seen. Their memory is entirely accurate except when it comes to his direction and mode of travel. A subject may say he was an "extraordinary elf, who made his way south out of town on the M'ke caravan" to one acquaintance, then insist an hour later that he "ran from town to the northwest." All characters within the power's area of effect continue these rumors all day, except that characters who personally know the psionist are unaffected. Unaffected people who hear the rumor may pass it along normally.

The power can throw pursuers off the right track. Used in a city's market, the collective rumors quickly place the psionist all over town. Used among nomadic elves, the psionist might be rumored to be anywhere among the Seven Cities in a matter of days.

Nerve Manipulation (psychometabolic science)

MAC: 14

PSP Cost: 14/5

Range: touch

Area of Effect: one creature

Prerequisites: double pain

This power allows the psionist to do terrible things to the nervous system of another creature. With a touch, he can inflict wracking pain, unconsciousness, or even death. This power works best on creatures of the psionist's own species; there is a -2 penalty to the MTH roll if the psionist uses the power on a creature of a different species, and a -4 penalty if the psionist uses the power on a creature of a different order such as an insect or a mollusk.

The psionist must touch the skin of the victim, which can be a difficult proposition in combat—a normal attack roll to hit the victim is required. If he attacks successfully, the effect on the victim is determined by the psionist's MTH roll.

MAC Result

- | | |
|----|--|
| 14 | Spasms: -2 to victim's attacks and AC for 1d3 rounds |
| 15 | Pain: -4 penalty to victim's attacks and AC for 1d3 rounds |
| 16 | Stunning: the victim is stunned and unable to act for 1d4+1 rounds |
| 17 | Unconsciousness: the victim is out cold for 2d6 full turns |
| 18 | Death: the victim collapses and dies in 1d3 rounds |

The victim may attempt a Con save to avoid the effects of the psionist's touch. Any of the effects can be neutralized by the application of a neutralize poison spell or the successful use of the antidote function of the science poison simulation. If the psionist wishes, he can "pull his punch," using a lesser effect on the victim than that indicated by the power check result.

Object Reading (clairsentient science)

MAC: 13
PSP cost: 12/6
Range: 0
Area of Effect: Touch
Prerequisite: None

This power allows the user to detect psionic impressions left on an object by a previous owner. These impressions include the owner's race, sex, age, and alignment. The power can also reveal how the owner came to possess the item and how he lost it. An object can be read successfully only once per experience level. Additional readings at the same level reveal no new information. The amount of information gained depends on the MtH roll. Success rolls start with the number the user needs to get MAC 13 and then improve from there, as noted below. The user learns the information listed, plus all results above it, as noted below.

Success Roll Information Gained

0 to +2	Last owner's race
+3 to +4	Last owner's sex
+5 to +6	Last owner's age
+7	Last owner's alignment
+8 and up	How last owner gained and lost object

Opposite Reaction (psychokinetic devotion)

MAC: 13
PSP Cost: 5/2
Range: 90 yards
Area of Effect: single missile
Prerequisite: project force, ballistic attack

Acting upon a single missile attack, this power blasts energy of equal power from the missile in the opposite direction, presumably striking the attacker. The missile must be physical, not magical. The psionist must see the missile and use the power as it is being fired. For bow and crossbow weapons, an arrow of force automatically strikes the archer, causing damage as if it were the missile itself. For spears and other thrown weapons, the missile of force must make a successful attack roll, using the thrower's BtH, to hit. If it misses, it may strike others standing behind the original thrower, such as ranks in military formation. This power has no effect on the physical missile fired-the missile functions normally. If the physical missile is flaming or magically enhanced, the blast of energy does not gain those attributes.

Phase (psychoportive devotion)

MAC: 10
PSP cost: 6/2
Range: 0
Area of Effect: Personal
Prerequisite: None

This power allows the user to shift his body into a different frequency of motion, making him transparent to the unphased world around him. While this power is in effect, the user can walk through solid matter. No physical force or energy can harm him, though other phased objects or creatures can do so.

A phased character can move vertically at 10 feet per round; over solid ground at his normal movement rate; over water or silt at half normal; and through solid matter at one-fourth the normal rate. If a character fails to pay the cost while moving through solid matter, he takes 3d10 points of damage, falls into a coma for 1d6 hours, and phases immediately into the Ethereal Plane. Note that a phased character isn't affected by gravity. If a hero is falling off a cliff and activates this power, he retains any momentum he had and phases into the ground 2½ feet for every 10 feet he falls. He must then have enough PSPs to reverse his fall and phase out of the ground or suffer the consequences noted above.

A phased character receives a +2 bonus to his MAC during psionic combat and gets a +2 bonus to all saving throws vs. mind-affecting magic or effects. Conversely, his MtH receives a -2 penalty.

Phase Object (psychoportive devotion)

MAC: 11

PSP Cost: 6+/3+

Range: 20 yards

Area of Effect: one object

Prerequisites: phase

With this devotion, the psionicist can extend her phasing powers to an object. A boulder blocking a tunnel can be phased in order to allow passage, an enemy's sword can be rendered harmless, or a building can be forced to collapse by reducing its supports to an insubstantial form.

The larger an object, the more difficult it is to phase. The rule of thumb is 1 PSP per 10 pounds, with a minimum cost of 6 PSPs. Phasing an object does not harm it. An object being phased cannot be affected by any physical force, but can be affected by other phased objects. A psionicist can use this power on his own sword to make it capable of harming another phased character.

Phased objects retain any momentum they had when they were affected, so a catapult missile will continue in its trajectory, it just won't do any damage when it strikes its target. Phased objects that were not moving stay where they were.

If the object is being worn or carried by an unwilling subject, the victim may attempt an Int save to avoid the effect.

Pheromone Discharge (psychometabolic devotion)

MAC: 12

PSP Cost: 2/1

Range: 0

Area of Effect: personal

Prerequisite: none

This power lets the psionicist's skin give off beneficial odors that affect lower insects. Only insects of animal intelligence are so affected, but their impressions of the psionicist can be controlled to a great degree. The psionicist can masquerade as any type of insect, or any class of insect within a society. In a hive, the psionicist can impersonate a worker, soldier, even a queen, changing whenever he likes. Changing his odor to that of another insect species usually draws an attack, which may be useful to the psionicist as a diversion. Any insect of greater than animal intelligence immediately sees the psionicist for what he really is.

The psionicist can also perform rudimentary communication with controlled pheromone releases. He can send rudimentary information but has no means to interpret the answers received.

Thri-kreen regard this power as most distasteful, a savage abuse of psionics against the near perfect order of common insect life.

Phobia Amplification (telepathic devotion)

MAC: 11

PSP Cost: 5/2

Range: unlimited

Area of Effect: individual

Prerequisite: mindlink

This power allows the psionicist to reach into someone's mind and discover his greatest fear, then amplify it to the point of irrationality. A victim who fails a Intelligence save believes he is imminently threatened by the object of this fear, even if it is completely absurd. A character with a fear of falling, for example, is convinced he could pitch over a *cliff* at any moment—even while on an endless prairie unless he stands absolutely still.

The reaction of the frightened character depends on the fear. He will defend himself if attacked (unless defending himself is somehow tied in to his phobia). A wizard may teleport away or use other spells to guarantee his safety. Other characters might freeze in place or flee for their lives. But all of their actions will be geared toward protecting against the fearsome object or situation.

This fear lasts as long as the psionist maintains the effect. Once he stops, the fear fades back to its normal proportions, probably leaving the character slightly shaken and more than slightly chagrined

Photosynthesis (psychometabolic devotion)

MAC: 13

PSP Cost: 3/turn/1

Range: 0

Area of Effect: personal

Prerequisites: none

A psionist can gain energy and rejuvenation from the energy of the sun by using this power. For each turn that he rests in a sunny area while using photosynthesis, he heals one hit point from any damage he may have sustained. If the psionist maintains photosynthesis for an hour or more, he satisfies his need for one meal that day and only requires half of the water he would normally have to drink.

The psionist must remain still while using the power or he gains no benefit from it.

Planar Transportation (psychoportive science)

MAC: 14

PSP Cost: varies

Range: 150 yards

Area of Effect: 30 foot cube

Prerequisites: summon planar energies, summon planar creature

Planar transposition is the High Science of Psychoportation. This powerful ability allows the psionist to switch a portion of the Prime Material Plane for a portion of another plane. If the psionist transposes his surroundings with one of the Inner (Elemental) Planes or the Ethereal or Astral Planes, the initial cost is 65 PSPs. If he actually summons a portion of an Outer Plane, the initial cost is 130 PSPs.

The psionist may attempt to switch a larger area than the normal 30-foot by 30-foot cube. For each additional 30-foot cube he attempts to transfer, he suffers a -1 penalty to his MtH roll. The psionist may instead transpose a donut-shaped ring 10 feet in diameter on the inside and 10 feet wide. The transposed planes remain switched for as long as the psionist pays the maintenance cost

The exact effects of this power are left to the CK, but some guidelines apply. Inanimate objects can be partially transposed, so a castle may be half in the Prime Material Plane with the psionist and half in the Elemental Plane of Fire. However, living creatures are either all in or all out. If a creature wanders away from its transposed area into the new surroundings, it doesn't return when the psionist drops the power. Note that the psionist may accidentally transpose an extraplanar creature when he grabs a chunk of its home plane and brings it to the Prime Material Plane.

The planes are not interrupted by their transposition; a piece of the Elemental Plane of Fire remains a roaring source of heat, transposing the base of a tower will not cause its top to fall, and so on. However, the new surroundings may affect the transposed areas eventually. A portion of the Prime Material Plane sent to the Plane of Magma would return a scorched wasteland.

Some possibilities with planar transposition include: creating a temporary oasis by transposing bare desert for a piece of the Elemental Plane of Water; opening a passage through a mountain by transposing a portion of the Ethereal Plane; sending a tower filled with enemy soldiers to the Abyss for a time (no telling what'll be in it when the tower comes back...); or hiding by surrounding oneself with a donut-shaped area of the Demiplane of Shadow or the Quasielemental Plane of Steam.

Plant Mind (telepathic devotion)

MAC: 14

PSP Cost: 4/2

Range: 0

Area of Effect: personal

Prerequisites: none

With this power the psionist attunes her mind to plant life. She gains a better understanding of the plant's existence and can better deal with any intelligent or psionic plants she encounters. Normally, there is a -8 penalty to her MtH roll with a plant, but while plant mind is in effect, the psionist does not suffer this penalty. Instead, she has a -8 penalty to her MtH roll with nonplant minds.

Plant mind does not allow the psionist to communicate with plants, but it does give her a +2 bonus to her Charisma score when dealing with plants.

Pocket Dimension (psychoportive devotion)

MAC: 10

PSP Cost: 6/turn/3

Range: 10 yards

Preparation Time: 0

Area of Effect: special

Prerequisites: none

This devotion allows a psionist to create a small storage area in extradimensional space. This storage area is a 5-foot cube, and can contain any amount of weight that will fit in the space provided. The storage area is accessed by a glowing doorway or hatch about 2 feet square. The access always stays in the same place relative to the psionist, much like a Tensor's floating disk follows a wizard around. The access can be changed in size from fully closed to 5 feet square at will by the psionist.

Any objects placed in the pocket dimension have no weight or bulk; the psionist could carry 1,000 pounds of rock in his belt pouch, if he desired. However, when the psionist ceases to maintain the power, the contents of the pocket dimension appear at the location of the access and drop to the ground. It is possible to damage things by placing a large object in a pocket dimension, putting the access in a tight space, and then ceasing to maintain the power.

Living creatures in the pocket dimension exhaust the air supply in about 15 minutes; however, the psionist can leave the access partially open to allow air to circulate. The psionist cannot enter his own pocket dimension, but can reach in and retrieve anything inside.

Poison Sense (clairsentient devotion)

MAC: 10

PSP cost: 1/1

Range: 1-yard radius

Area of Effect: Personal

Prerequisite: None

This power enables a user to detect the presence of poison and identify its location within 1 yard of his body (or presence, if he uses clairvoyance or astral projection). The type of poison and how it can be negated aren't revealed, only its presence.

Poison Simulation (psychometabolic science)

MAC: 14

PSP Cost: 16/6

Range: touch

Area of Effect: personal

Prerequisites: chemical simulation

The psychometabolist can use this power to produce natural toxins from her own body. The psionist can only simulate poisons that she has experienced or tasted herself; if she had survived the sting of a giant scorpion at some point in the past, then she can reproduce the scorpion's venom. (If the psionist purposely tastes or injects a small amount of poison in order to learn how to simulate it, she suffers half the normal effect and gains a +2 on her saving throws against that dose.)

The psionist can create the poison in her bloodstream or saliva. If she creates the toxin in her bloodstream, she can nick herself with a blade to get to it. Poisons the psionist simulates can be used in their normal fashion; contact poisons can be used to poison victims with a touch, injective poisons can be smeared on weapons, and so forth. If the psionist has an ingestive poison in her bloodstream and is bitten by a monster, that creature is affected normally by the venom.

An attack roll is required to hit an opponent with poisoned spittle or an envenomed blade, and the victim gets a Con save. A dose of the psionicist's poison remains potent for a number of rounds equal to her level or until it has been applied once.

This ability also has two secondary uses. First, the psionicist also learns how to construct antidotes for poisons she has been exposed to. She gains a +4 on any saving throw against poison, and a +8 bonus on poisons she can manufacture herself. Secondly, the psionicist can produce an antidote to treat someone else if that person has been poisoned with a toxin that the psionicist knows how to create.

Post-Hypnotic Suggestion (telepathic devotion)

MAC: 13

PSP Cost: 3/HD/3

Range: unlimited

Area of Effect: 1 creature

Prerequisites: mindlink

Any creature with an Intelligence between 7 and 17 *can* receive a post-hypnotic suggestion. (Very dim or very brilliant creatures are not susceptible.) The psionicist plants a suggestion of some reasonable course of action in the creature's subconscious, along with the situation that will trigger this action. When that situation arises, the CK makes a Wisdom save against the psionicist's post-hypnotic suggestion, with a +1 bonus for each day that has passed since the suggestion was planted.

A "reasonable course of action" is one that does not violate the creature's alignment or class restrictions. It can be something that he would not normally do, but if it is too strange, he just won't do it.

The maintenance cost for this power is a one-time-only payment, made when the suggestion is implanted.

Precognition (clairsentient science)

MAC: 12

PSP Cost: 18/10

Range: 0

Area of Effect: na

Prerequisites: none

Precognition enables the psionicist to foresee the probable outcome of a course of action. This foresight is limited to the near future—no more than several hours from the time he uses the power. Furthermore, the character must describe the intended course of action in some detail in order to establish the course of events.

The CK makes the MtH roll secretly. If the check fails, the character gains no information. If the roll is a natural 1, the character sees himself meeting his own death in a particularly nasty and grisly way and must make a Wis save. If the character fails the save, he is so completely shaken up by the vision that all his psionic power scores are reduced by three for 1d6 hours.

If the MtH roll succeeds, the character sees the most likely outcome of the actions described. The CK has some liberty in describing the scene and should use the d20 roll as a guide to how much detail to include. High rolls get more detail.

Even when it's successful, precognition offers no guarantees. The psionicist sees only one possible (albeit likely) outcome to a specific course of action. If the characters involved deviate from the actions the psionicist describes, then they are changing the conditions and the lines of time, thereby making other outcomes more likely. Die rolls (particularly for surprise, initiative, and normal combat) also play a large part in a precognition's inaccuracy. The CK cannot be expected to engineer die rolls to the players' advantage, and even events with 95% certainty fail to occur 5% of the time. Anyone who relies on precognition to the exclusion of caution and common sense is asking for trouble.

Precognition is tiring. Regardless of the outcome, a psionicist who has used this power must rest for at least one turn before he can use any other clairsentient powers (the use of other disciplines is not affected).

Predestination (clairsentient devotion)

MAC: 11

PSP Cost: 9/ year/4

Range: Touch

Area of Effect: 1 creature
Prerequisite: precognition

This power lets the psionist predict the general destiny of a single creature. That destiny is based on the current situation only—future actions may change the target's predicted destiny.

Before making the power check, the psionist must spend a full hour alone with the subject (or isolated if he is using the power on himself). The two converse about the past and present, and the subject makes known his plans for at least the immediate future. If the subject is not completely honest with the psionist, the MTH automatically fails.

The CK makes the power check secretly. If successful, the psionist gains a broad understanding of the target creature's prospects for one year in the future. The CK evaluates the target and gives a general statement of one or two words "Favorable" or "great riches" are appropriate responses, as are "little change" or even "possible death." The power gives no greater detail.

Spending additional power points gives a greater time span, though accuracy is still vague. Each five additional PSPs extend the prediction range by one year.

When the CK does not clearly understand the target's future, broader statements must be applied. The subject creature and the psionist are both aware that these predictions are subject to change. The psionist's impressions are based solely on "plot inertia" generated by past and present events.

Probability Manipulation (clairsentient devotion)

MAC: 14
PSP Cost: 10/5
Range: special
Area of Effect: personal
Prerequisites: 4th level

By initiating this power, the psionist attempts to tamper with the laws of chance to affect a specific action. If the psionist succeeds, he gains a bonus of +4 to his roll. This can be applied to saving throws, attack rolls, ability checks, or spell resistance checks. It cannot be used to affect the initiation of a psionic power. If the psionist makes no rolls within one turn of initiating the power, he loses his chance.

Luck can be fickle. If a psionist manipulates probabilities more than once in a day, there is a 50% chance that he suffers a penalty equal to the bonus he was trying to achieve.

Probability Travel (psychoportive science)

MAC: 12
PSP Cost: 11/hour/5
Range: unlimited
Area of Effect: individual
Prerequisite: none

With probability travel, a psionist can transverse the astral plane physically as if he's in astral form. This power has a distinct advantage over magical astral travel. When a wizard uses the astral spell, he forms an astral body, which remains connected to his material body by a silvery cord. In contrast, a psionist using probability travel never leaves his physical form; he brings it along. He has no cord, so, unlike the wizard, he can never die because his cord has been severed. (On the other hand, he can still be blown to bits.)

The astral plane boasts nothing that would attract tourists, but its two-dimensional color pools serve as highways to the outer planes. These pools, scattered randomly throughout the astral plane, provide connections to all surface layers of the outer planes.

Travel through the astral plane is speedy: 10 yards per minute per Intelligence point. However, distance on the astral plane does not equate to distance on other planes. After 1d6 +6 hours of travel, the traveler reaches the color pool he sought. There is a flat 75% chance that this pool leads to the exact destination the character wants. Otherwise, it is at least 10 miles off target—maybe more.

The psionist can take other persons (as defined by the charm person spell) along on his probability trip. Each passenger costs 11 extra PSPs per hour, and adds one-half hour to the time needed to find the correct color pool. Passengers must travel voluntarily; this power cannot drag a character into the astral plane against his will.

Combat on the astral plane is unusual. The traveler's physical body cannot affect astral bodies in any way. However, psionic powers do work against the minds of astral travelers. Most magical items do not work in the astral plane. Magical items which are keyed to a particular plane do function there, often with enhanced effect.

If the psionist simply turns off this power while in the astral plane, he doesn't leave. Instead, he's stranded, unable to move except by physically pushing off of solid objects (which are extremely rare in the astral plane). He's also stranded if he runs out of PSPs or is knocked unconscious on the astral plane. The only exit from this plane is a color pool.

Probe (telepathic science)

MAC: 12

PSP cost: 8+/4+

Range: 2 yards

Area of Effect: Individual

Prerequisite: ESP

This power can only be used against an open mind. With it, the user can dig deeply into a target's subconscious. If the target fails an Int save, then all of his memories and knowledge are accessible to the user—from memories deep below the surface to those still fresh in the target's mind. The information is true (or at least the target believes it to be true).

A probe can be tried during melee if the user is close enough and the target's mind is opened. The user knows when a probed spellcaster is casting a spell and what the general effects of that spell are. The user can learn the answer to one question per round, though CKs may alter this rate. Complex questions and answers may take longer than 1 round to resolve. The PSP cost is per the target's level, as shown below.

Target's Level	PSP Cost
1-5 levels or HD	8/4
6-10 levels or HD	9/5
11-15 levels or HD	10/5
16-20 levels or HD	11/6
21+ levels or HD	13/7

Project Force (psychokinetic science)

MAC: 14

PSP Cost: 10/4

Range: 200 yards

Area of Effect: na

Prerequisite: telekinesis

Some psionists can push, shove, and otherwise bully an opponent from afar. Project force allows the psionist to focus a psychokinetic "punch" against a target up to 200 yards away.

If used offensively, this punch causes damage equal to 1d6 points per level of the psionist. A successful Dexterity save reduces the damage by half.

This rather unsubtle blow can also be used to trigger traps, throw levers, open doors (if they aren't locked or latched), break windows, and the like.

Prolong (psychometabolic devotion)

MAC: 15

PSP Cost: 3/1

Range: 0

Area of Effect: personal

Prerequisite: 4th level

When this power is in effect, the range of all powers is increased by 50%, as is the radius of their areas of effect. This has no effect on powers with a range of zero or individual, nor does it alter personal, or single item areas of effect. It does alter powers that affect a quantity of stuff; prolonged disintegration, for example, destroys up to 12 cubic feet of material instead of 8.

Psionic Inflation (telepathic devotion)

MAC: 15

PSP Cost: 3/1

Range: 0

Area of Effect: 100 feet radius
Prerequisite: 3rd level

When a psionicist invokes this power, he sends out a powerful ring of psionic noise (extending to 100 feet). All psionic activity within this area requires twice the normal PSP cost. The initiating psionicist is not affected; the noise actually begins about an inch beyond his aura, creating a bubble of relative quiet around him.

Other psionicists in the area of effect will not realize anything is wrong until they have actually used a power. If they are maintaining a power, they discover the inflated rate after paying twice the normal PSP cost.

If two psionicists initiate psionic inflation in the same area, the psionicists must conduct a psychic contest. The loser's psionic inflation ceases. If both characters fail, then both cease their power maintenance. Reroll ties.

Psionic Residue (telepathic devotion)

MAC: 12
PSP Cost: 15/5
Range: 0
Area of Effect: 30 yards
Prerequisite: none

This power lets a psionicist collect PSPs after expenditure of PSPs from other characters or creatures. Whenever PSPs are spent, a residue of psionic energy remains in the area, permeating the prime, astral, and ethereal planes in the vicinity. The residue fades after five rounds. When the power is used, the psionicist immediately adds PSPs to his total equal to 1/10 of all PSPs expended by other characters within the area of effect within the preceding five rounds. (Round fractions down.) PSPs expended by the psionicist himself aren't counted

Psionic Sense (clairsentient devotion)

MAC: 12
PSP cost: 2/1
Range: 200-yard radius
Area of Effect: Personal
Prerequisite: Mindlink

This power allows the user to detect psionic activity anywhere within 200 yards of his location. Any expenditure of PSPs constitutes psionic activity. The first successful use of this power reveals whether someone or something is psionically active within range. A second successful use of the power in the following round reveals how powerful the activity is and where the psionic activity is taking place (direction and distance). If psionic activity is occurring in more than one location within the range, the user detects all of it.

Power levels are as follows: 1) low psionic activity (1 to 5 PSPs per round); 2) moderate psionic activity (6 to 12 PSPs per round); and 3) high psionic activity (13+ PSPs per round).

Psionic Vampirism (telepathic devotion)

MAC: 12
PSP Cost: varies
Range: 10 yards
Area of Effect: individual
Prerequisite: 6th level, psychic drain

Psionic vampirism is the much-feared ability to steal another's psionic strength in order to replenish the psionicist's own. Although it resembles psychic drain, psionic vampirism is different in three important ways: first, PSPs are directly drained; secondly, the victim need not be asleep; and third, the victim need not be humanoid- it only has to have a PSP score. Psionic vampirism is a very painful process, but is not debilitating as psychic drain can be.

To begin draining PSP from the victim, the psionicist must open the victim's mind. Once she has access to the victim's mind, she can begin draining PSPs. The PSP cost for psionic vampirism determines the rate of drain.

PSP Cost	Rate of Drain
1	3 PSPs/round
3	5 PSPs/round
5	7 PSPs/round

10	9 PSPs/round
13	11 PSPs/round
15	15 PSPs/round

Although no permanent damage is caused by this power, it is unpleasant in the extreme and the victim will almost certainly want to fight back. Since the power only works against creatures with a PSP score (psionicists, wild talents, or psionic monsters), the victim is probably not helpless and may know a psionic defense to prevent the necessary contact.

Psionic strength drained by this power returns normally, just as if the victim had expended those points himself. If a victim is drained to 0 PSPs by psionic vampirism, he must make a Con save or fall unconscious for 2d6 turns.

Draining a victim of mental energy is usually an evil act, and psionicists who make extensive use of this power will find their alignments gradually twisting toward evil.

Psychic Blade (telepathic devotion)

MAC: 14

PSP Cost: 5+/2+

Range: 0

Area of Effect: personal

Prerequisites: 6th level, body weaponry, mind thrust

With this power, the psionicist creates a semi-tangible manifestation of his psychic attack that is shaped like a sword and can be wielded as a weapon in physical combat. Any living creature struck by the psychic blade suffers 1d6 points of damage, plus 1 additional point per extra 2 PSPs the psionicist wishes to spend. The victim must also make a Con save or be stunned and unable to act for 1d6 rounds. Psychic blade damage is treated as punching damage: 25% is real, and 75% is temporary damage that is recovered within one turn of the end of the encounter.

The psychic blade is an extension of the psionicist's own life energy, and it is treated as a +2 weapon for purposes of striking monsters immune to normal weapons. Because the blade is the psionicist's very life, it conveys special touch attacks back to his own body. Creatures that drain energy levels automatically drain a level from the psionicist each time he strikes them with a psychic blade. Monsters without minds (oozes, slimes, jellies, elementals, and golems) cannot be harmed by the psychic blade.

If the victim has a psionic defense mode operating when struck by the psychic blade, the psionicist must win a psychic contest against the victim for this power to cause any harm.

Psychic Clone (clairsentient science)

MAC: 14

PSP Cost: 16/6

Range: 60 feet

Area of Effect: special

Prerequisites: clairaudience, clairvoyance, psychic messenger, 5th level

When this power is initiated, a clone of the psionicist steps out of his body. It is in every way identical to the original form, except that it has no substance. The psionicist can see and hear what the clone sees and hears. The clone will do anything the psionicist wants it to (as if it were actually him). Furthermore, the psionicist's psyche goes with the clone, thus enabling it to perform all of his psionic powers.

This power has a serious drawback. As long as the clone exists, the psionicist himself is practically a turnip. He retains only three senses: smell, taste, and touch. He cannot move, see, or hear. All his psionic powers are transferred to the clone. In effect, the immobile character is no longer a psionicist; not even psionic sense will reveal his true nature. He can be slain without any combat rolls if an opponent wishes to do so.

The clone can travel up to 60 feet from the psionicist. It can go anywhere the psionicist himself could go. For example, it can walk down a corridor, walk across acid (the clone has no substance and cannot be hurt), and swim (provided the psionicist can). Because the psionicist could walk through an unlocked door, so can the clone—although the clone passes through like a ghost. However, a clone cannot travel through walls or walk on water, because the psionicist could not either.

The clone is impervious to all forms of attack and damage except psionic or mental attack (which will affect the psionicist).

Psychic Drain (telepathic devotion)

MAC: 13
PSP Cost: 14/6
Range: 30 yards
Area of Effect: up to 6 minds
Prerequisites: telepathy, 6th level

Psychic drain enables the psionist to tap into the personal, psychic energy of other people to augment his own psionic strength. Up to six people can be tapped at one time.

Each subject, who is often called a *host*, must first be asleep. Next, the psionist must make contact with the person's mind. Then he expends another 10 PSPs and makes a psychic drain Mth. If he succeeds, the host falls into a trance which lasts 4-9 (1d6+3) hours. The character can be awakened with some difficulty before then, but he'll be groggy and disoriented for another hour.

While the host is in the trance, the psionist can siphon psychic energy. Just as a vampire draws blood to grow strong, the psionist drains Wisdom, Intelligence, and Charisma points. He can drain as much as he desires. For every ability point the psionist drains, he gains 10 PSPs.

Any PSPs gained cannot be banked (added to the psionist's total). They cannot be siphoned any faster than they are used. In other words, when the psionist expends PSPs, he automatically draws these points from his host(s)-unless he specifies otherwise. The psionist must remain within range of the entranced characters in order to draw strength points from them.

If he exercises moderation, the psionist does not harm his hosts. A host only begins to suffer ill effects when he loses more than 50% of his psionic potential. (Potential equals Wisdom, Intelligence, and Charisma combined, minus 30 points.) The table below shows the effects of excessive depletion. Psychic surgery can correct these problems.

Potential

Lost	Effect on host
51-60%	Temporary amnesia (2-12 weeks)
61-70%	Permanent amnesia
71-80%	Intelligence reduced to 4
81-90%	Intelligence reduced to 4; put in coma for 1-12 days, must make system shock roll every day or die
91-100%	Save vs. death or die; if subject lives, Intelligence, Wisdom, and Constitution each reduced to 3, permanently

Psychic Impersonation (telepathic devotion)

MAC: 10
PSP Cost: 5/hour/2
Range: 0
Area of Effect: personal
Prerequisite: probe

This power enables a psionist to mask his own aura and thought patterns, and make them match someone else's perfectly. To accomplish this, the psionist must first probe the subject he wishes to impersonate.

Psychic impersonation does not alter any of the psionist's other features. It only changes his identity to other creatures with psionic powers. Even then, a psychic contest with identity penetration or probe can penetrate the disguise.

While psychic impersonation is in effect, all of the user's psionic power scores are reduced by one.

Psychic Messenger (telepathic devotion)

MAC: 15
PSP Cost: 4/2
Range: 200 miles
Area of Effect: 1 sq. yd.
Prerequisite: none

This power allows a character to create an insubstantial, 3-D image of himself, which can appear anywhere within 200 miles and deliver a message. Everyone present can see and hear the messenger. Communication is one way. The telepath has no idea what is happening around his messenger unless he's using some other power.

Psychic Surgery (telepathic science)

MAC: 12

PSP cost: 9+/5+

Range: Touch

Area of Effect: Individual

Prerequisite: Mindlink, 7th level

This power allows the user to repair psionic damage. He can operate on himself if need be, but the power's MAC improves to 15. Phobias, aversions, idiocy, comas, seizures—all these mental ailments and more can be treated and cured. (Curses or magical conditions such as charms can't be cured by this power. Nor can it cure possession, though it can identify such a condition and force psionic combat.) Most such ailments can be cured in 1 turn. If the MtH roll fails, the problem is too great for the user; he can try again when he gains a new experience level. This power has two special uses. First, it can help characters unleash their wild talents. If the user performs this kind of operation successfully, the patient gains a +2% bonus to his wild talent roll.

Second, the user can make the effect of any telepathic power permanent without any PSP costs. The power isn't bestowed upon the recipient, only the effect. This has the following restrictions: 1) The power must have a range greater than 0; 2) the surgeon must know the power and successfully use it on the patient; 3) the user can't do this type of operation to himself or another psionicist; 4) only one power can be made permanent per turn, and 5) if the MtH roll equals the MAC number, the procedure takes 2 turns. Likewise, this power can also remove a permanently implanted power. The PSP cost is determined by the target's level, as below.

Target's Level	PSP cost
1-5 levels or HD	9/5
6-10 levels or HD	10/5
11-15 levels or HD	11/6
16-20 levels or HD	12/6
21+ levels or HD	14/7

Radial Navigation (clairsentient devotion)

MAC: 13

PSP Cost: 6/hour/3

Range: 0

Area of Effect: personal

Prerequisites: none

As long as this power is in use, the psionicist knows where he is in relation to a fixed starting point. In other words, no matter how or where he moves, he still knows the exact direction and distance to his starting point.

He cannot necessarily tell someone how to get back to that starting point, however. If he is in a maze or dungeon, for example, he may know the starting point is 500 yards north, but he cannot retrace his steps through the maze automatically. Radial navigation does enhance his ability to do so, however. Every time the character comes to a decision point-e.g., "should I turn right or left?"-the CK makes a MtH roll for him. If the roll succeeds, the character knows which way he came. If the roll fails, he isn't sure. (He can still maintain the power normally, however.)

Radial navigation can be helpful in several ways that are not obvious. For example, teleportation and other extraordinary means of travel become simpler. Let's say a character cannot see a particular location because he's blindfolded. He leaves that location, but uses radial navigation to get a fix on it. That means he can still teleport back there. Furthermore, if the character has a fix on a place, he can reach it through the astral plane in just seven hours, the minimum possible (assuming of course that he can travel through the astral plane). And he can reach the same location by dimension walking (see the psychoportation discipline) with no chance of getting lost. Radial navigation can aid in telepathy, too. If the psionicist wants to make telepathic contact, and he has a fix on the target's location, he doesn't suffer the usual penalties for range.

If the character stops maintaining this power, he loses his fix on the location. He can get it back by resuming this power and making a successful MtH roll within six hours. After six hours, the location is lost. Only one location can be fixed at a time unless the character pays the PSP cost individually for each.

Receptacle (telepathic devotion)

MAC: 12

PSP Cost: 0

Range: touch

Area of Effect: one item

Prerequisites: empower or valuable gem

This power allows a psionist to store psionic energy in a special receptacle. The psionist can draw upon the energy later to fuel his other psionic powers. He cannot use these points when his total pool of psionic strength is at its maximum. However, he can keep the stored PSPs on hand until he's running low on psionic energy, and then use them immediately. (It's like storing a pint of your own blood at a hospital. With a little time, your body replaces the pint. Later, if you should lose blood in an accident or operation, you can use the stored blood to recover the loss quickly.)

Before powers can be stored, a receptacle must be prepared. Two types of containers are appropriate: a vessel prepared with empower (a telepathic science), or a valuable gem that has been specially prepared using the receptacle power.

Empowered Vessel: Any vessel can serve as a receptacle for psionic energy if it is empowered first. The psionist must perform the initial preparation and final sealing described earlier under "empower." He does not do anything further; the vessel needs no additional powers. It can hold PSPs equal to his psionic potential, multiplied by his experience level.

Valuable Gem: A gem can hold 1 PSP for every 100 gold pieces of its worth, rounded down. For example, a gem worth 650 gold pieces can hold 6 PSPs, and a gem worth 1,000 gold pieces can hold 10 PSPs. The gem still requires preparation, however. To do this, the psionist must slowly fill the gem with PSPs-1 per turn-until the gem reaches maximum capacity (1/100 of its value). The psionist can do nothing else while filling the gem. When the task is complete, the psionist must make a MtH roll. If he fails, only one-half of the gem's capacity is useable.

Storing Points: Using his receptacle power, he can automatically place 1 PSP into a properly prepared container per round. When he is finished, the psionist must make a receptacle MtH roll. If it succeeds, all is well; if it fails, only half the points he expended are stored in the receptacle, while the rest are merely spent.

Using Stored Points: The psionist can retrieve stored points automatically. The receptacle must be in contact with his flesh. He can never retrieve more points than the receptacle currently holds, nor can he retrieve so many that it raises his current psionic point total above his maximum. No matter how many receptacles he has, a psionist can never store more PSPs than his maximum total. (For example, if his usual maximum is 100 PSPs, he can store no more than 100.) Only the psionist who placed the points in the item can use them.

The danger of this power is receptacle loss. If the receptacle is damaged or destroyed, its contents (PSPs) are instantly subtracted from the psionist's total possible points. This loss is temporary, but until the psionist is once again back up to his full PSP score he recovers PSPs only half as fast as normal.

Reduction (psychometabolic devotion)

MAC: 14

PSP Cost: varies

Range: 0

Area of Effect: personal

Prerequisite: none

This power is the reverse of expansion. The psionist can reduce his body's dimensions along any or all axes: height, length, width, or thickness. The change amounts to 1 foot per PSP spent, until the dimension being affected is 1 foot or less. After that, the psionist can halve his dimensions each time he spends a PSP.

For example, let's assume Magnilda (a dual class psionist and warrior maiden) stands 6 feet tall. Five PSPs reduce her height to 1 foot. Three more PSPs halve her size three times: to 6 inches, then 3 inches, and finally to 1.5 inches.

Now let's assume Magnilda only wants to make her arm thin enough to slide through a keyhole. At its thickest point, her arm measures 4 inches across. Three PSPs will reduce the thickness of her arm to 1/2 inch (from 4 to 2, then to 1, then to 1/2) without altering its length at all. She can now slide her arm through the keyhole and unlock the door from the inside.

Regenerate (psychometabolic science)

MAC: 15
PSP Cost: 8/turn/4
Range: touch
Area of Effect: one creature
Prerequisite: cell adjustment

With this power the psionist can repair permanent injuries that natural healing could not restore. Severed limbs can be re-grown, blindness or deafness repaired, and even paralyzing injuries to the brain or spinal cord can be healed. The psionist is capable of healing such injuries in himself as well as in others if the need arises.

Regeneration is a slow and tedious process. It requires one full turn to repair minor damage such as the loss of a finger, a broken bone, or nondestructive loss of eyesight or hearing. Three full turns are required to heal a badly broken bone or regenerate a mangled hand or foot, and as many as six turns to regenerate an arm severed at the elbow or eyes that were physically destroyed. The CK should use his best judgment in deciding how long it will take to repair any given injury.

Regeneration can be used to repair the damage caused by a disease, but cannot cure a disease. It can also restore lost ability points (Constitution, Dexterity, etc.) that may have been lost to the ravages of disease or injury. Regenerate can't improve a person beyond his original condition, so growing extra arms, for example, is not possible.

Reptile Mind (telepathic devotion)

MAC: 13
PSP Cost: 2/1
Range: 0
Area of Effect: personal
Prerequisite: none

This power lets the psionist suppress his higher thinking processes, allowing his primitive, reptilian brain to take over.

While this power is maintained, the psionist does not suffer the -4 penalty for contacting a reptile mind. He does suffer a -4 penalty when trying to contact non-reptilian minds, as they do trying to contact him.

The psionist's outward intelligence is severely reduced while the power is maintained. He cannot converse normally, and only responds to stimuli such as hunger, danger, territoriality, and reproduction. Among his reptilian peers, however, he is a genius. The power does not let the psionist communicate with reptiles; this requires other powers. This power can be maintained while other powers are being used.

Repugnance (telepathic devotion)

MAC: 12
PSP Cost: 8/3
Range 200 yards
Area of Effect: individual
Prerequisite: mindlink

With this power, a psionist makes something—a particular person, place, or object—completely repugnant to another character. That character is overwhelmed with loathing for the "thing," and he will seek to destroy it as completely and quickly as possible.

If this destruction is strongly against the character's alignment (such as making a temple repugnant to its cleric), the character gets to make a Wisdom save to shake off the effect.

Retrospection (clairsentient devotion)

MAC: 12
PSP Cost: 120/40
Range: 0
Area of Effect: person
Prerequisites: convergence, 7th level

Retrospection is a kind of psionic science. It allows psionists to delve into the past and locate memories that have been loosed from other minds. A psionist must join at least two other psionists in a convergence before he can use this power. He-or one of the other participants in

the convergence-then poses a question regarding a specific event in the past. To find the answer, the psionicist must make a successful power check.

When retrospection succeeds, the characters tap into a universal, pervasive memory. They have access to any information that ever existed in anyone's memory regarding the incident they are investigating. The amount of detail that comes to mind depends on the MtH roll results:

MAC Memories

- 12 extremely vague and fragmentary
- 13 vague or incomplete
- 14 complete but not very specific
- 17 reasonably complete and specific

Memories bear the mark of the personalities who created them. The CK should role-play the memories accordingly, not just recite information. If the psionists' alignments differ significantly from the memories' alignments, reaction rolls are in order. Memories can be polite and helpful, or they can be cantankerous and downright rude. Memories which have lain undisturbed for centuries may be angered by the intrusion, or they may be delighted for the chance to air themselves out and bring the truth to light.

Return Flight (psychokinetic devotion)

MAC: 13

PSP Cost: 3/1

Range: 0

Area of Effect: single missile

Prerequisite: none

This power lets the psionicist make a single missile automatically return if it misses its target. Any common missile weapon may be affected, from an arrow or crossbow bolt to a spear, sling stone, or even ballista bolt. The maximum weight of the missile is 10 pounds, so most catapult missiles are ineligible. The power relies on the aerodynamics of the missile, so unbalanced objects (chairs, mugs, small characters) don't work.

The psionicist must touch the missile and then fire it within two rounds-otherwise the power is lost. The psionicist must fire the missile, using his BtH for the attack roll.

If the missile is usually thrown, it returns to the psionicist's hand if it misses its intended target. If the missile is fired from a weapon, such as a bow or ballista, the missile returns and gently land at the psionicist's feet. This power removes the chance for an accidental hit on other enemies near the intended target-once the missile fails to hit the intended victim, it veers off for its return flight.

Rigidity (psychometabolic devotion)

MAC: 14

PSP Cost: 5/3

Range: 30 yards

Area of Effect: individual

Prerequisite: immovability

This power stiffens the joints and musculature of the affected creature, slowing it gradually until it can barely function. Only man-sized creatures or smaller can be affected. Most undead, such as skeletons and zombies, are affected, but non-corporeal creatures are not.

The power's effectiveness is measured in stages. The first stage is attained after the initial cost and successful MtH. The second stage is reached on the first round that the power is maintained, and the third stage on any rounds maintained after that. After maintenance stops, the creature gradually recovers its agility, one stage per round until normal.

Stage	To Hit	Initiative	AC
1	-1	- 2	- 1
2	-3	- 4	- 4
3	-6	- 7	- 7

Affected creatures have difficulty communicating physically, and their powers of observation are severely impaired. Spellcasters cannot perform somatic and verbal components if beyond stage one.

Safe Path (clairsentient devotion)

MAC: 12

PSP Cost: 6/3

Range: special
Area of Effect: personal
Prerequisite: danger sense

This power enables a psionist to use her danger sense abilities to help guide her steps. By listening for the warning tingle of her danger sense at work, she knows when to duck, when to dodge, and when to move forward. This ability is more tactical than danger sense, provided the character trusts her instincts and moves when she is supposed to.

A character using this ability to attempt a dangerous feat of climbing, balance, or coordination gains a +4 to whatever rolls are required. The character could use this ability to walk blindly across a room she knows to be full of traps and still receive the bonus on her chances to avoid the traps by Dexterity checks or saving throws. In combat, the psionist gains a +2 bonus to her Armor Class and a +4 bonus to saving throws each round she maintains the power.

See Ethereal (clairsentient devotion)

MAC: 13
PSP Cost: 3/1
Range: special
Area of Effect: personal
Prerequisite: none

By using this power, the character extends his vision to the Border Ethereal with a range of 120 feet. He is able to detect any ethereal characters, objects, or monsters. When the power is in use, the character sees both the Ethereal Plane and the Prime Material Plane simultaneously.

In addition to ethereal creatures, the psionist can see phased or displaced creatures. Dimension walkers are revealed and dimensional doors show as bright threads linking two portals. This power is useful when fighting ethereal or phased monsters such as ghosts and phase spiders.

See Magic (clairsentient devotion)

MAC: 11
PSP Cost: 6/2
Range: 20 feet
Area of Effect: personal
Prerequisite: none

The psionist can use this power to perceive wizardly magic, including magical items, effects, and potential. Any enchanted items, scrolls, spellbooks, or potions glow faintly in the psionist's vision. He can see continuing spell effects such as a fire trap, wall of stone, or even a character under the influence of a charm person spell. See magic does not give the user the ability to determine what kind of magic is being used; all he would know is that the item or person radiates magical energy.

If the psionist passes MAC score by 10 or better, he also can see the spell potential of a magic-using character. A high-level wizard who has used up all of his spells would not have much potential, but one who had not expended any memorized spells would glow very brightly. This ability cannot detect priestly magic of any kind.

See Sound (clairsentient devotion)

MAC: 12
PSP cost: 4/2
Range: Special
Area of Effect: Personal
Prerequisite: None

This power enables a user to perceive sound waves visually by converting the sound waves into light impulses. Only a character who can see with normal vision can use this power. He can see sound even in darkness, as sound waves don't require light. The user can be "blinded" by silence, however.

Send Thoughts (telepathic devotion)

MAC: 12
PSP cost: 3+/2+
Range: Unlimited

Area of Effect: Individual
Prerequisite: None

This power only works on an open mind, allowing the user to send his thoughts to another mind via one-way communication. He can send information or simply use the power to distract the target. If the target is a wizard casting a spell, he gets an Int save. If the wizard fails his save, his concentration is broken and the spell fails. If the target is distracted while in melee combat, he receives a -2 penalty to all attack rolls.

Target's Level	PSP Cost
1-5 levels or HD	3/2
6-10 levels or HD	4/2
11-15 levels or HD	5/3
16-20 levels or HD	6/3
21+ levels or HD	8/4

Sensitivity to Observation (clairsentient devotion)

MAC: 10

PSP Cost: 5/2

Range: 0

Area of Effect: special

Prerequisite: none

Some characters have the uncanny ability to know when they are being watched. Sensitivity to observation is a devotion that is triggered by the intense attention of another person or creature. Any time the psionicist is under such scrutiny, he may attempt a MtH roll to see if he notices the attention. This power is always active unless consciously suppressed.

A successful MtH roll does not reveal the location of the watcher; it merely confirms the character's suspicion that he is being observed. If the observer is using clairvoyance or clairaudience to monitor the psionicist, the psionicist may attempt to obscure the watcher's scrying by winning a psychic contest against his watcher. If successful, the watcher cannot scry against the psionicist for 1d4 hours.

Since the player will know his character is under observation when called upon to make this check, the CK should occasionally provide false alarms or make the character's MtH roll for him in secret.

Sensitivity to Psychic Impressions (clairsentient science)

MAC: 12

PSP Cost: 5/3

Range: 0

Area of Effect: 20 yard radius

Prerequisites: none

With this power, a psionicist gains a sense of history. He perceives the residue of powerful emotions which were experienced in a given area. These impressions offer him a picture of the location's past.

Battles and betrayals, marriages and murders, childbirth and great pain-only events which elicited strong emotional or psychic energy leave their impression on an area. Everyday occurrences leave no residue for the psionicist to detect.

To determine how far into the past a psionicist can delve, divide the result of his MtH roll by two and round up. This is the number of strong events which he can sense. Only one event can be noted per round, beginning with the most recent and proceeding backward through time.

The character's understanding of these events is vague and shadowy, as if he were viewing a dream. The dominant emotion involved-anger, hate, fear, love, etc.-comes through very clearly.

Sensory Suppression (telepathic devotion)

MAC: 13

PSP Cost: 4/2

Range: 100 yards

Area of Effect: individual

Prerequisites: mindlink, invisibility

This devotion allows the psionicist to temporarily blind or deafen an opponent by interfering with the brain's reception of sensory information. The victim's eyes or ears still work fine, but the mind cannot process the information. The psionicist must individually contact each creature he wants to affect and make a separate MtH roll for each subject.

The victims remain blinded or deafened for as long as the psionicist pays the PSP cost to keep the power going. Blinded characters suffer a penalty of -4 to all attacks, saves, and Armor Class. Deafened characters suffer a -1 penalty, but the penalty could be increased depending on the circumstances.

Shadow-form (psychometabolic science)

MAC: 15

PSP Cost: 5/2

Range: 0

Area of Effect: personal

Prerequisites: none

A psionicist forms himself into living shadow, along with his clothing, armor, and up to 20 pounds of equipment. He can blend perfectly into any other shadow and travel with a movement rate of 15 feet. He can only travel through darkness and shadow, however. Areas of open light are impassable.

While in shadow-form, the psionicist can be detected only by life detection, other types of psychic detection, or by a true seeing spell. He cannot harm anyone physically, or manipulate any corporeal object, but he can still use psionic powers.

If the psionicist rolls a 1 on his MAC roll, he becomes shadow but none of his clothing or equipment makes the switch.

Shadow Walk (psychoportive devotion)

MAC: 13

PSP Cost: 9+/4+

Range: 1.000 yards

Area of Effect: personal

Prerequisites: none

Shadow walk is a devotion that allows the psionicist to use the Demiplane of Shadow to instantly cross a space between two shadows. The psionicist can step into any shadow larger than his own body and teleport to any other shadow in range. If he can see the shadow he is teleporting to, the cost is 9 PSPs; if he is teleporting blindly to a shadow that he cannot see from his current location, the cost is doubled. All of the psionicist's equipment and anything he is carrying is transported as well.

This power is usually ineffective in bright daylight or, very dark nights. It works best in twilight conditions. The psionicist may use his own shadow to shadow walk.

Share Strength (psychometabolic devotion)

MAC: 15

PSP Cost: 3/1

Range: touch

Area of Effect: individual

Prerequisite: none

The psionicist can effectively lend his physical Strength to another character. The psionicist sacrifices two of his own Strength points (ability points, not PSPs) for every single point the recipient gains. This transfer remains in effect until the psionicist stops paying the devotion's maintenance cost; then all points return in one round. If the recipient is killed before the psionicist gets his Strength points back, the psionicist's Strength score is permanently reduced.

If the psionicist's MtH roll is a 1, he must expend three points for each point his pal gains, instead of two for one.

Sight Link (telepathic devotion)

MAC: 14

PSP cost: 5+ per turn/3+

Range: Unlimited

Area of Effect: Individual

Prerequisite: Mindlink

Only usable against open minds, this power lets the user tap into another's visual senses, allowing him to see whatever that being sees. (The user's own vision is unaffected.) If the linked character is subjected to a gaze attack, the user must make an appropriate saving throw or also be affected by the gaze.

Target's Level	PSP Cost
1-5 levels or HD	5/3
6-10 levels or HD	6/3
11-15 levels or HD	7/4
16-20 levels or HD	8/4
21+ levels or HD	10/5

Soften (psychokinetic devotion)

MAC: 12

PSP Cost: 3/1

Range: 30 yards

Area of Effect: 1 object, 10 lbs

Prerequisite: none

This power resembles molecular manipulation, except that it weakens the entire object instead of small area across a single plane. The object softens overall, losing its rigidity and strength. Specific effects vary, depending on the material.

Metal: For each round of softening, weapons incur a -1 penalty to attack rolls and cause one less point of damage, cumulatively. The armor class of metal armor decreases one point per round of softening. After 10 rounds, any metal becomes soft and rubbery, but retains its shape.

Wood: Like metal, weapons with wooden shafts or handles suffer a -1 penalty to attack rolls and damage per round of softening. After six rounds, wood becomes stringy and rubbery but retains its shape. After 10 rounds, the grain can be split easily and a punch can break through even the hardest and thickest doors or chests.

Stone: After two rounds, stone becomes noticeably soft to the touch. After five rounds, it can be worked like stiff clay, but this is as soft as it gets.

Magical Items: Save vs. crushing blow escape the effect entirely.

Living Tissue: No effect.

CKs can use their own judgment and the examples above to handle other materials.

Sound Link (telepathic devotion)

MAC: 14

PSP Cost: 5+/turn/2+

Range: unlimited

Area of Effect: individual

Prerequisite: mindlink

By means of a sound link, the telepath taps into the auditory system of another person or creature. He hears whatever his link hears. If the linked creature is subjected to an auditory attack (by sirens, shriekers, etc.), the telepath must make the appropriate save or also be affected.

Spatial Distortion (psychoportive devotion)

MAC: 14

PSP Cost: 5+/3+

Range: 100 yards

Area of Effect: special

Prerequisite: none

A psionist with this power can affect the dimensions of an area, making it larger or smaller than it appears. The base area of effect is a 20 foot cube, but the psionist can affect a larger area by paying the PSP cost plus 4 PSPs per extra 20 foot cube he wishes to affect. The area of effect can be tailored to the surroundings; for example, the base area of effect applied to a 10 foot wide underground passage would affect an 80 foot length of passage.

Within the area of effect, the psionist can choose to make the distance twice or one-half what it should be. In the passage above, he can make it appear to be 40 to 160 feet in length. A chasm

could be made smaller, so as to be easily crossable, or greater to act as a defense. A friend's fall could be shortened to cause less damage.

Objects must be either wholly in or wholly out of the area of effect. The transition into the area of effect is unnoticeable.

Splice (psychometabolic devotion)

MAC: varies

PSP Cost: varies

Range: 0

Area of Effect: personal

Prerequisite: 2 + level (see below)

Splicing psionic powers is tremendously useful. In effect, the psionicist is splicing together two or more powers into one psionic release. This is very difficult, however, and it requires great precision. The more powers the psionicist attempts to splice, the more likely he is to fail.

First, the character must make a successful splice MtH roll. His MAC score is increased 2 points for each power being spliced. For example, if he is splicing two powers, his MAC score equals 14. The initial cost of this endeavor is 5 PSPs for every power being spliced.

If the character passes this first MtH roll, he must then initiate each spliced power in succession-without interruption. He does not have to make a separate splicing check for each of these powers, but he still pays their initial costs. Furthermore, each spliced power has absolutely no effect at this time.

Once all the powers have been initiated, the psionicist must make a second splice check. (His MAC score is still increased two points for each power being spliced.) If he fails this check, all his efforts are lost; the PSPs he spent are gone, and none of the powers works. If the MtH roll succeeds, the psionicist can maintain the splice by expending 1 PSP per spliced power per round.

At any later time (during which the splice has been maintained), the psionicist can unleash the spliced series of powers. In effect, he performs all of the spliced powers simultaneously- or with split second separations if desired. Success is not automatic. The psionicist must perform the individual MtH roll for these spliced powers when he releases them. He does not have to pay their initial costs again, however.

The maximum number of powers that a psionicist can splice equals his experience level. For example, a 2nd level psionicist can splice up to two powers, and a 3rd level psionicist can splice up to three. A complex splice is a long shot at best, however. As noted above, a psionicist's MAC score increases two points for every power he attempts to splice. That means a character who attempts a five-power splice has a MAC score of 20.

Spider Touch (psychometabolic devotion)

MAC: 12

PSP Cost: 3/1

Range: 0

Area of Effect: personal

Prerequisite: none

This power allows the psionicist to form strong, sticky pads on her fingers and toes. She can use these pads to adhere to almost any natural surface. While she maintains spider touch, the psionicist can climb or move across vertical walls and cliffs at her normal movement rate with no fear of falling.

As a secondary effect, the psionicist's gripping Strength increases to 20 for purposes of keeping hold of items.

Spirit Lore (clairsentient science)

MAC: 13 (base)

PSP Cost: 13/5

Range: 0

Area of Effect: personal

Prerequisite: spirit sense

Some psionicists are close to the spirits and can gain information from them. Spirit lore is a risky method of learning deeply-hidden secrets or unraveling mysteries. The psionicist must ask very specific questions when using this power; the spirits will never volunteer information and often seek to distort or confuse the truth.

When this power is initiated, the CK should roll the MtH in secret. The number of the result of the psionist's MtH determines the quality of the information he receives. However, no matter what the result is, the CK should try to be mysterious and vague in his answers. The spirits possess a lot of knowledge about a lot of different things and matters. But they are not omniscient.

MAC Result

- 13 The spirit doesn't know the answer and lies.
- 15 The spirit knows only part of the answer and embellishes the truth hoping to deceive the psionist.
- 17 The spirit doesn't know, but admits its ignorance.
- 19 The spirit knows the answer, but tries to disguise the truth in deceptive riddles.
- 21 The spirit knows the answer to the question and answers truthfully.

If the result is a failure, the psionist finds no spirits to contact. The psionist may ask one question per round of the spirit world. A clever character will cross-examine a spirit to determine its truthfulness.

Spirit Sense (clairsentient devotion)

MAC: 12

PSP Cost: 8/4

Range: 0

Area of Effect: 15 yard radius

Prerequisite: none

Using this power allows the psionist to sense the presence of "spirits" within 15 yards-meaning ghosts, banshees, wraiths, haunts, heucivas, and revenants. If a spirit frequently haunts the location at hand, the psionist will know it. He will also know when a spirit is within 15 yards, but he won't be able to pinpoint its location.

Split Personality (psychometabolic science)

MAC: 12

PSP Cost: 15/6

Range: 0

Area of Effect: personal

Prerequisites: psychic surgery, 10th level

This is not a psychosis; it's the power to divide one's mind into two independent parts. Each part functions in complete autonomy, like two characters in one body. Both parts communicate fully. Both can use psionic powers, even at the same time. That means a split personality can use twice as many psionic powers per round. (The character's total number of PSPs remains the same, however, with both personalities drawing from it.) Alternately, one personality can use psionic powers while the other does something else-e.g., converse, ponder a puzzle, or control the body in melee. Thus, split personality allows a character to fight physically and psionically at the same time.

Mental attacks directed against the psionist affect only half of the mind. Contact must be established separately with each half. If one half is destroyed, controlled, or subdued somehow, the other half can continue fighting independently and retains control of the body.

Before he attempts to make his personality whole again, the psionist must make a Strength save if any of the following is true 1) he does not control both portions of his mind, 2) he has unrepaired psychic damage, or 3) is suffering unwanted contact. A successful save means that his mind returns to complete health and throws off all undesired influences. Failure means that the afflicted portion of his mind becomes dominant and he passes out for 1d6 turns, but regains consciousness free of undesired influences.

Stasis Field (psychokinetic devotion)

MAC: 14

PSP Cost: 20/10

Range: 0

Area of Effect: max. 1 yard/level

Prerequisite: 8th level

A stasis field is a region in which time slows to a crawl and energy is reduced to a meaningless fizzle. When created, the stasis field surrounds the psionist like a bubble. It can have any

radius he desires, up to a maximum of 1 yard per each level of his experience. For example, a 10th level psionist can create a field with up to a 10-yard radius.

From the outside, the stasis field looks like a slightly shimmering, completely smooth silver globe. When something presses against the edge, it gives slight resistance, but the object passes through.

Inside the field, all is murky and dim. Light filters through from the outside, but it turns gray. A light source inside is only about one-fourth as bright as usual.

Time is 60 times slower in a stasis field. That is, for every round (or minute) that passes inside, an hour elapses outside. (This dilation is not apparent to those inside the field, however.) Each round the psionist spends inside, he must pay 20 points to maintain the stasis field.

Energy and motion also change inside a stasis field. Energy magicks-e.g., fireball, magic missile, cone of cold, and flamestrike-have no effect; the spells appear and then fizzle in midair. Movement is slowed down visibly, and swift objects are affected more than slow objects. Character and creature movement rates are halved. A dagger can easily be pushed through someone, but a lightning-like slash with a sword is slowed to a graceful arc, almost like slow motion. A missile weapon is useless; the missile drifts lazily through the air, only to bounce off an unwary target or be dodged by a target who's looking.

If the psionist keeps the stasis field centered on himself, it moves with him. He can transfer the focal point of the field to anything he touches, however. Then he can move freely within the field, or even leave it. If he does leave the field, the cost to maintain it is reduced to 1 point per round. (From one perspective, this is actually an increase in cost, since it equals 60 points for every round which passes inside. Remember, one hour outside equals one round inside.) While outside the field, the psionist can roam up to 100 yards from it and still maintain the field. However, he cannot move the field from the outside. To move it again, he must re-enter it.

Static Discharge (psychokinetic devotion)

MAC: 13

PSP Cost: 5/2

Range: 15 yards

Area of Effect: one creature

Prerequisite: magnetism

A psionist with this ability can use his control of magnetism to accumulate a charge of static electricity and then discharge it in the form of violent electrical shocks. The longer the psionist accumulates the charge, the more damaging the discharge will be; the attack inflicts 1d4+1 points of damage per round of accumulation.

Maintaining this power doesn't count as an attack, but the discharge does. The psionist must make an attack roll to hit his target, but only magical protections apply- armor and Dexterity do not.

Strength of the Land (psychometabolic devotion)

MAC: 14

PSP Cost: 4/2

Range: 10 yards

Area of Effect: individual

Prerequisite: lend health, share strength

This power lets the psionist tap into the strength of the local spirit of the land, lending that strength temporarily to one other creature. The affected creature gains 25 "phantom" hit points (the next 25 points of damage taken come off these rather than its own hit points); a +3 bonus to attack and damage rolls, regardless of the weapon used; and an automatic magic resistance of 5. These benefits remain in effect until the psionist ceases maintenance.

There is always the danger of arousing the spirit itself, especially if its strength is being used for destruction of its domain. The base chance of having to explain oneself to the local spirit of the land is 5%. The CK may modify this chance according to the situation. The encounter itself should be roleplayed.

Subjective Reality (clairsentient science)

MAC: 12

PSP Cost: 14/7

Range: 0

Area of Effect: personal

Prerequisite: 8th level

Belief is a powerful thing. With this power, the psionicist can ignore the reality of an object or category of objects and make them have no existence for him. He could convince himself that an enemy's sword could not harm him, and the sword would simply pass through his body without effect.

The psionicist can only disbelieve inanimate objects or effects with this power, since he finds it impossible to ignore living creatures. Some possible uses of the power include:

- Disbelieving a type of weapon, such as hand-held weapons, bows and crossbows, or hurled weapons. No weapon of that type can harm the psionicist while he maintains the power.
- Disbelieving an entire type of magic, such as priestly or wizardly magic.
- Disbelieving a manifestation of an element, such as a bonfire or a rockslide.
- Disbelieving any one object, regardless of size (large or small), such as a boulder, an enemy's armor, or a magical item in an enemy's possession.

The CK will have to decide what the exact effects of subjective reality are, but in general the disbelieved objects simply do not exist for the psionicist. He cannot be harmed by them, nor can he have any effect on them himself. The psionicist's enemies may be quite baffled by their inability to cut him to pieces or blast him to cinders.

Summon Object (psychoportive devotion)

MAC: 14

PSP Cost: 30+/12+

Range: special

Area of Effect: one object

Prerequisite: teleport object

This devotion allows a psionicist to bring a distant object to him. The item must be a single piece and weigh no more than 100 pounds. Metal is harder to teleport and costs twice as much as normal, while obsidian is very hard to teleport and triples the PSP cost. The actual cost of summon object varies with the distance of the item from the psionicist.

Distance	PSP Cost
10 yards	30
100 yards	35
1,000 yards	40
10 miles	50
100 miles	60
1,000 miles	70
10,000 miles	100

The psionicist must be able to either see the object he is teleporting, or he must know exactly where it is. If the psionicist left a steel sword hanging above the fireplace in his home, he can summon the sword, but if someone had moved the sword across the room, he could not summon it unless he used clairvoyance to see where it was.

If the psionicist tries to use this power to remove an object from someone else's person, the victim receives an Int save to avoid the effect. Note that any summoned object will appear in the psionicist's hand or on the ground beside him, so it is not possible to use this power to drop boulders on the heads of one's opponents.

Summon Planar Creature (psychoportive science)

MAC: 14

PSP cost: 40/20 or 80/40

Range: 200 yards

Area of Effect: 1 creature

Prerequisite: Teleport

With this power, the user can reach into another plane, grab whatever creature he happens to find there, and teleport it to his own plane. The creature is disoriented for 1 round after arriving, suffering a -2 penalty on all die rolls for initiative, attacks, and saving throws. The user can make the summoned creature appear anywhere within 200 yards of his position. If the user rolls the MAC number exactly, the creature appears within 10 yards. The PSP cost is 40 for a creature from the Astral or Ethereal Planes, 80 for one from the Inner or Outer Planes. Failure costs half the indicated PSPs.

The user chooses the plane from which the creature will come. He doesn't choose the creature, however; that's determined at random. A creature from the Elemental Planes is usually an elemental of the appropriate type. A creature from the Outer Planes could be a native or a visitor.

This power offers no control over the summoned creature and doesn't return it to its home plane after a set amount of time-it merely teleports something from there to here. To be rid of the creature, the user must banish it, teleport it again, kill it, or somehow control it.

Summon Planar Energies (psichoportive science)

MAC: 12

PSP Cost: 30/10

Range: 60 yards

Area of Effect: special

Prerequisite: summon planar creature

Some psionicists can use their minds to unlock the alien energies of other planes. A character with this ability can summon energy from the planes and use it to attack her enemies. Some planes are more useful than others for this purpose, the Para-elemental Planes and Quasi-elemental Planes are most useful for summoning harmful energy.

Plane	Attack Type	Damage	Modifier
Fire	Flame	2d8	0
Sun	Heat Ray	1d12/1d12	- 2
Magma	Lava	3d8	- 2
Radiance	Incandescent	1d20/1d20	- 4
Lightning	Lightning	3d8	- 4
Salt	Dehydrating	4d4	- 4
Ash	Cold	5d4	- 4
Positive	Energy	3d12	- 6
Negative	Energy	3d12	- 6

Flame attacks fill a 10-foot cube and cause 1d8 additional points of damage in the following round.

Heat rays strike two times, inflicting 1d12 points of damage per hit. They can affect two targets.

Magma affects one target, but inflicts 2d8 points of damage in the following round and 1d8 in the third round.

Incandescent attacks strike twice in a round and can affect one or two targets.

Lightning hits all creatures in a path 5 feet wide between the psionicist and the target.

Dehydrating attacks affect all creatures in a 10 foot cube and affect victims as a ray of enfeeblement.

Cold attacks all creatures in a cone 20 feet wide, with its point at the psionicist's location.

Energy attacks affect one target. Undead creatures must make an Int save or be destroyed by positive energy attacks, and negative energy attacks cause living creatures to make an Int save or lose a level.

Regardless of the form of energy used, the victim may attempt an Int save for half damage.

This power is very taxing, and if a psionicist attempts to summon planar energies more than twice in a single day, she must make an Int save or fall unconscious for 1d6 turns.

Superior Invisibility (telepathic science)

MAC: 14

PSP Cost: 6/round/target

Range: 100 yards

Area of Effect: personal

Prerequisite: mindlink, invisibility

Superior invisibility is like invisibility, but it masks the character completely. The psionicist makes no sound and has no smell, though he can still be felt if touched. If he attacks someone physically, he automatically breaks contact with that character.

Suppress Fear (telepathic devotion)

MAC: 10

PSP Cost: 5/2

Range: 10 yards

Area of Effect: individual

Prerequisite: none

A psionist can use this power to bolster a character's courage. The psionist can remove any fear effect that is currently affecting a character, automatically dispelling it. This use of suppress fear ends the terror created by the spells cause fear, emotion, eyebite, fear, scare, spook, and symbol, as well as the psionic powers of invincible foes and phobia amplification.

If the psionist uses this power on a character who has not been frightened yet, the subject gains a temporary bonus of +4 to any saving throws against magical or psionic fear effects. If the spell or power would not normally allow a saving throw, the psionist may attempt a second power check to see if his fear suppression defeats the effect anyway. This protection lasts one turn, plus a number of rounds equal to the psionist's level.

Suppress Magic (psychokinetic science)

MAC: 15

PSP Cost: 8+/4+

Range: 0

Area of Effect: 20 yard radius

Prerequisite: 8th level

Very powerful psionists can draw upon their command of psychic energy to create a field that dampens magic of all types. Within the field, no spells function, weapons lose their enchantments, creatures with magical attacks or powers (such as a basilisk's gaze) cannot use them, magically animated monsters (animated dead, golems, etc.) stop in their tracks, and magical items do not function.

The field persists only as long as the psionist maintains it. The base PSP cost is 8 PSP per round, but each spell level or magical power usage within, the field adds 1 PSP to the cost. For example, a wizard who throws a fireball at a psionist who is suppressing magic forces the psionist to pay an extra 3 PSPs for that round's cost. Effects without a spell level should be equated to a similar spell. If there is no similar spell, the psionist pays PSPs equal to 1 per Hit Die or level of the initiating creature.

This effect will temporarily disrupt enchantments in effect, so a charmed person is temporarily freed, polymorphed creatures return to their original form, and so on. Things that were changed by magic but are no longer magical, such as a stone bench that was created by a stone shape, do not change in form. A person stoned by a medusa's gaze remains that way. Once the psionist ceases to maintain the power, all enchantments resume uninterrupted.

Suspend Animation (psychometabolic devotion)

MAC: 14

PSP Cost: 12/5

Range: 0/touch

Area of Effect: individual

Prerequisite: none

With this power a psionist can "play dead"-bringing all life functions to a virtual halt. Only the most careful examination will show that the character is still alive. Even psionic powers such as life detection and ESP will not turn up any evidence of life unless those powers are maintained for at least three minutes. Use of the probe power will detect life immediately.

The psionist can remain in suspended animation for a number of weeks equal to Constitution score or less. When he wishes to put himself to sleep, he first decides when he wants to wake. Then he makes his MTH roll.

Another willing character can also be suspended for the same PSP cost (not at the same time as the psionist, however). This has a preparation time of one hour and a range of touch.

Switch Personality (telepathic science)

MAC: 15

PSP Cost: 40/15

Range: touch

Area of Effect: individual

Prerequisite: mindlink

Some psionists can literally put themselves in another man's (or woman's) shoes. This science allows the psionist to switch his own mind with someone else's. In effect, they exchange bodies. The other person's mind inhabits the psionist's body, while the psionist's mind inhabits his

subject's body. The switch is permanent, and lasts until the psionicist uses this power to reverse it.

Each character gains the other's physical attributes. However, both minds retain all their own knowledge and knowledge-based abilities. For example, a telepath who switches minds with a 10th level fighter gains a body with that fighter's hit points and physical attributes (Strength, Constitution, and Dexterity). However, he retains his own BtH, Mental based skills, and so forth.

The switch takes a turn to complete, and the process is quite traumatic. At the end of the turn, both characters must make a Constitution saving using their new Constitution scores. A character who fails this roll lapses into a coma for 1-100 hours.

Bodies that have undergone a personality switch tend to degenerate. Both characters must make a Constitution ability check every day. If a check fails, the character loses one point of Constitution. If his Constitution drops to zero, he dies.

This Constitution loss is temporary, but it does not reverse itself until the personalities are restored to their proper bodies. At that point, both bodies recover one point of Constitution per day.

Synaptic Static (telepathic devotion)

MAC: 14

PSP Cost: 11/5

Range: 20/50/90 yards

Area of Effect: 20 feet radius

Prerequisite: mindlink

Synaptic static interferes with all psionic activity within a given area. Even the psionicist is affected; when he creates static, he cannot use any other power simultaneously. However, he may also prevent others from using their powers. Anyone who tries to use a psionic power within the area of effect must fight the static's creator in a psychic contest. If an opponent succeeds, his power functions normally. If not, his power fails.

Exposure to synaptic static for more than five rounds will give anyone a splitting headache. This has no game effect, but it will make NPCs and animals irritable.

This power has three ranges: short, medium, and long. At medium range, the character's MAC is increased by two. At long range, it is increased by five.

Taste Link (telepathic devotion)

MAC: 14

PSP Cost: 5+/turn/2+

Range: unlimited

Area of Effect: individual

Prerequisite: mindlink

Could this be a dieter's dream? Taste link allows the telepath to tap into the flavor senses of another person or creature. The psionicist tastes whatever his link tastes.

If the linked creature takes poison orally, the telepath must make a Constitution save to avoid passing out and severing the link. The psionicist can't actually be poisoned this way, however.

Telekinesis (psychokinetic science)

MAC: 12

PSP cost: 3+/1

Range: 30 yards

Area of Effect: 1 item

Prerequisite: None

This power allows the user to move objects without touching them. Telekinesis tends to be physically taxing, as it takes a lot of internal energy to move objects. Small objects are easy, but larger, more massive objects are significantly more difficult.

The cost listed above assumes the object being moved weighs 3 pounds or less. For heavier objects, use the following: PSP cost equals the item's weight in pounds.

The power's MAC improves by a bonus equal to one-third of the item's weight, rounded down (for example, moving a 10-pound rock requires rolling against a MAC of 15).

Telekinesis moves the targeted item up to 60 feet per round. Items moving at such a slow rate of speed don't make effective weapons, but items weighing more than 3 pounds can be used to disrupt spellcasting or psionic use. (The user rolls his BtH score to hit, with a penalty equal to

one-third of the item's weight, rounded down. For example, if a hero whose BtH is +5 wants to attack a wizardess whose AC is 20, he needs an 18 or better to hit her with a 10-pound rock.) Telekinesis can be used to perform very fine work, such as writing or sewing. The user must be capable of performing the work himself, and a second Mth roll (and second round of power use) is needed to complete fine work. If the hero wants to use the power to pull an item away from an opponent, use the rules for psychic contests, except that the defender uses his Strength score to decide the contest.

Telekinetic Barrier (psychokinetic science)

MAC: 14

PSP cost: 12/5

Range: 20 yards

Area of Effect: special

Prerequisite: telekinesis, inertial barrier

The telekinetic barrier is an immobile field of mental force that resembles the wizard spell wall of force. The psionist creates an invisible barrier of force up to 60 feet in length and 10 feet in height (or any other vertical surface of 600 square feet or less) at a range of up to 20 yards. The psionist may instead create a dome of force with a 10-foot radius, centered on himself.

No physical object or any form of energy can penetrate the barrier, although it is possible to circumvent the barrier by using abilities such as teleport or dimensional door. Magical or psionic disintegration destroys the telekinetic barrier, but the power or spell is cancelled in the process.

The telekinetic barrier is immobile once created. If the psionist moves more than 20 yards from the barrier (outside the power's range), it collapses.

Telekinetic Flight (psychokinetic science)

MAC: 12

PSP Cost: 7/3

Range: 0

Area of Effect: personal

Prerequisite: telekinesis, levitation

By using this power, the psionist can use her abilities of levitation to fly at a movement rate of 45 feet. She can maneuver horizontally or vertically in any fashion desired, with an average maneuverability. Using telekinetic flight requires as much concentration as walking, so the psionist can initiate other powers while flying and she can even attempt physical attacks.

When the psionist fails to maintain the power or runs out of PSPs, she drops like a rock. She would be wise to land before this occurs.

Telepathic Projection (telepathic devotion)

MAC: 11

PSP Cost: 5/2

Range: unlimited

Preparation Time: 1

Area of Effect: 10 yard diameter

Prerequisite: mindlink

Telepathic projection allows the user to send emotions to everyone who has been contacted within a common 10-yard diameter. This power cannot radically change a character's emotional state, however. A character who is very angry could be made only slightly angry, for example, but not happy. Empathic changes are a matter of degrees, no more.

Teleport (psychoportive science)

MAC: 11 (base)

PSP cost: 10+/5+

Range: Unlimited

Area of Effect: Personal

Prerequisite: None

This power allows the user to travel to a familiar spot. Teleport is instantaneous and always takes a character to a fixed location. There is a slight audible pop at both ends, signaling use of the power. The destination must be a place the user knows or can picture mentally. Even if the user has never been there, he may still know a location via use of ESP or another power. He can also

teleport to a place even if it has changed from the way he pictures it; rearrangement won't hamper the teleport power.

Restraints don't affect this power. The user can bring his clothes, small items, and equipment (up to one-fifth of his body mass). Doubling the amount of PSPs spent to activate the power lets the user carry up to three times his body mass, or to take along up to two others he has a firm grasp on. The cost to use this power varies with the distance traveled, as indicated below.

Distance	PSP cost	Power's MAC
10 yards	10/5	11
100 yards	20/10	12
1,000 yards	30/15	13
10 miles	40/20	14
100 miles	50/25	15
1,000 miles	60/30	16
10,000 miles	70/35	17
Interplanetary*	100/50	18

*Teleport only works within a given plane or crystal sphere.

Teleport Lock (psychoportive devotion)

MAC: 12

PSP Cost: 4/2

Range: 30 yards

Area of Effect: one creature

Prerequisites: time/space anchor

By using this power, a psionicist can prevent another creature within range from teleporting. All forms of teleportation, both magical and psionic, are blocked by teleport lock. A creature attempting to teleport while under a teleport lock must win a psychic contest against the blocking psionicist, using its teleport score (or level for wizards) against the psionicist's teleport lock score.

In addition to interfering with teleportation, this power also prevents magical or psionic blinking and plane shifting. Teleport lock does not prevent travel by dimensional doors or dimension walk, but does prevent shadow walking.

Teleport Object (psychoportive devotion)

MAC: 13 (base)

PSP Cost: 25+/10+

Range: 10 yards

Area of Effect: na

Prerequisite: teleport

This power is identical to teleport and teleport other, except that it teleports objects. This is much more difficult for materials than it is for living creatures. The item to be teleported must be a single piece and weigh no more than 100 pounds. Metal is harder to teleport, and costs double its true weight for this calculation. Obsidian is harder still, counting triple. PSP cost and difficulty increase with distance, according to this table:

Distance	PSP cost	Power's MAC
10 yards	25/10	13
100 yards	35/20	14
1,000 yards	45/30	15
10 miles	55/40	16
100 miles	65/50	17
1,000 miles	75/60	18
10,000 miles	85/70	19
Interplanetary*	95/80	20

*Teleport only works within a given plane or crystal sphere.

Teleport Other (psychoportive science)

MAC: 12 (base)

PSP cost: 10+/5+

Range: Unlimited

Area of Effect: 1-3 individuals

Prerequisite: Teleport

This power is identical to teleport, except that it is used to teleport characters other than the user. The user stays where he is while someone else is teleported. The character must be willing to be teleported or otherwise have an open mind. If the user pays twice the usual PSP cost, he can teleport up to three characters— provided they are firmly grasping one another.

Distance	PSP Cost	Power's MAC
10 yards	10/5	12
100 yards	20/10	13
1,000 yards	30/15	14
10 miles	40/20	15
100 miles	50/25	16
1,000 miles	60/30	17
10,000 miles	70/35	18
Interplanetary*	100/50	19

*Teleport other only works within a given plane or crystal sphere

Teleport Trigger (psychoportive devotion)

MAC: 12

PSP cost: 2 per hour/1

Range: Unlimited

Area of Effect: Personal

Prerequisite: Teleport

This power allows the user to establish a specific event that will instantly activate his teleport power. It is a reflexive event, occurring as soon as the conditions are met without any conscious effort on the part of the user. After successfully rolling the power's MAC number, the user must specify where he wants to teleport to and define very specifically what conditions will trigger that teleport. These conditions can be anything he chooses, but they must happen in his immediate vicinity to activate the trigger.

When the teleport is triggered, the user must have enough PSPs remaining to pay the teleport cost. (If he doesn't, the power fails to activate.) He must also make a teleport MtH roll. If the roll fails, the power doesn't work. The trigger remains active as long as the user pays the PSP cost.

Time Dilation (psychoportive devotion)

MAC: 12

PSP Cost: varies

Range: 0

Area of Effect: personal

Prerequisite: time travel

This power allows the psionicist to affect the timestream itself, speeding up or slowing down its flow relative to herself. Slowing down the flow of time effectively hastes the psionicist, while speeding the time flow slows the psionicist. The amount of the dilation affects the initial cost of the power, as shown below.

Haste Slow Cost

×2 ×1/10 18

×3 ×1/20 36

×4 ×1/50 54

If the psionicist hastes herself by slowing down the timestream, she can maintain the power for a number of rounds (her own, not everyone else's) equal to her level. Movement, physical attack rates, and even spellcasting and psionic powers increase as well.

However, any spell or psionic power that leaves the psionicist's accelerated timestream (for example, casting magic missile at or attempting to contact a nontime-dilated target) stands a chance of being disrupted. Each time the psionicist tries to do this, she must make an Int save to successfully use her spell or devotion in the normal timestream.

If the psionicist slows herself by speeding up the timestream, the power lasts a number of her own turns equal to her level, so a 6th-level psionicist with a 1/20 factor of dilation can make 6 of her own turns stretch out for 120 turns (20 hours!) in the outside world. She can end the power at anytime, but her perceptions are slowed so much that she is automatically surprised by any enemy that approaches. Note that the psionicist consumes food and water and is affected by things like poison at her own pace, so this power can be used to reduce water consumption to zero or to slow poison.

If the psionicist is maintaining any other psionic powers, they are paid for only on her subjective rounds. If a psionicist was on a ship that sank, she could use levitation and time dilation to hover over the sea until another ship came along since she is only paying the maintenance cost for levitation in her own creeping time frame.

Time Duplicate (psychoportive devotion)

MAC: 12

PSP Cost: 22/11

Range: 0

Area of Effect: personal

Prerequisite: time travel

This power allows the psionicist to travel forward in time to borrow a future self, bringing it back to aid him in the present and creating an identical duplicate of himself. The psionicist only travels a round or two into the future and creates a strange hiccup in his own existence. The net effect looks something like this:

First Round: The psionicist initiates the power. To observers, it looks as if nothing has happened.

Second Round: The psionicist's self from round three arrives, so there are now two psionicists. Both can act normally during this round, but the future self gains some advantages since he's already lived through this round once and knows what to expect.

Third Round: The psionicist journeys back to round two to help himself, so there are no psionicists here at all during this round.

Fourth Round: The future psionicist who was borrowed from round three returns at the same spot and in the same condition he was in when round two ended. The time duplicate has ended.

In the second round, the future self has the option of automatically winning the initiative (since he knows what's going to happen) or holding his attacks until the end of the round. In any event, the future self gains a +4 bonus to Armor Class, +4 bonus to saving throws, and a +2 bonus to any attack rolls he makes.

If the future self is injured or killed, there is no effect on the present psionicist- other than the fact that he can cringe in anticipation of the wounds he's going to get and possibly die from. However, any injuries to the present self are immediately duplicated on the person of the future psionicist.

Time Shift (psychoportive devotion)

MAC 12

PSP Cost: 16+/6+

Range: 0

Area of Effect: personal

Prerequisite: teleport

Time shifting allows the psionicist to travel up to three rounds into the future and observe things until time catches up with him. He sees everything frozen around him just as it will be when that moment in the future actually arrives.

The psionicist enters a different reality when he uses this power. No one in the "still life" that surrounds him can see or detect him in any way. He can move freely through the environment, putting himself wherever he wants to be when he returns to normal time. But he cannot affect anything around him, nor can anything affect him. Even two time-shifted characters are completely invisible to each other. To the people in real time, the character simply vanishes and then reappears sometime later.

The character does not exist for any normal game purpose during the period when he is time shifted. If, for example, a fireball spell detonates in the room while the character is time shifted, the character is completely protected against its effects. In fact, unless the blast leaves visible effects (charred walls or corpses or sulfurous fumes), the character won't even know it happened. He sees none of the intervening events.

This power cannot help a character escape contact, however. If someone has opened the character's mind and established contact with the character, the contact will still be in effect when the character returns to normal time.

Time shifting offers an obvious advantage in combat. A psionicist can leap one round into the future and maneuver into position for an attack. In that case, the shifter receives a +4 bonus to his attack roll. With enough time, he could even escape.

How long does a time shift last? If the psionist travels one round forward, then he has one round in which to maneuver. If he travels two rounds forward, then it takes two rounds for reality to catch up. Three rounds is the limit. The farther (or longer) the trip, the more difficult it is to make, as shown in the table below.

Time Shifted PSP Cost

1 round	16/6
2 rounds	18/8
3 rounds	20/10

Time/Space Anchor (psychoportive devotion)

MAC: 12
 PSP Cost: 3/1
 Range: 0
 Area of Effect: 3 yards
 Prerequisite: none

This power protects psionists against unwanted teleportation. When a time/space anchor is in effect, the psionist cannot be teleported against his will unless he loses a psychic contest.

Anyone and anything else inside the 3 yard radius is also protected using the psionist's Mth roll. Items are protected automatically, but living creatures or characters are protected only if the psionist wants them to be. Each additional creature protected costs another PSP per round. This power cannot prevent someone from teleporting himself away; it only prevents teleporting from an outside source.

Time Travel (psychoportive science)

MAC: 15
 PSP Cost: 20+/hour/10+
 Range: 0
 Area of Effect: special
 Prerequisites: teleport, time shift

Some psionists can extend their teleportive powers into the time stream and journey to different times. The psionist may jump a day or two into the past or future, or he can attempt a mind-boggling journey across millennia. Generally, the farther a psionist travels in time, the more costly it is to make the trip.

If the psionist also knows the teleport other power, he may attempt to bring along one companion per level for an additional cost of 20 PSPs each. While the psionist is gone, time keeps running in his normal setting- if he spends eight hours in the past, he must return to a point eight hours after the time he left.

Distance	PSP Cost	Mth Modifier
1 day or less	20	0
1 week	30	- 1
1 month	40	- 2
1 year	50	- 3
10 years	60	- 4
100 years	70	- 5
1,000 years	80	- 6
10,000 years +	100	- 8

The Past: In the short term, the psionist may wish to alter recent events by warning someone not to do something that he knows will turn out badly. He may travel back an hour to tell his companions (and his past self) not to storm the fortress, or whatever. The party may get a chance to replay the events in question, but the psionist had better remember to go back and warn himself, even if things do turn out better, otherwise he will never receive the warning.

In the long term, the psionist may try to recover lost information by speaking to people long dead. He may try to kill his enemies by assassinating their forebears. If the character tries to alter history, the CK should decide if he succeeds or fails. Sometimes the character's actions may have unexpected ramifications. For example, by killing Kalak the Tyrant in his youth, the PC may pave the way for an even more terrible despot to arise.

The CK should be guided by two principles: once an event has been changed once, it can never be changed again; and secondly, events tend to have a historical inertia. In other words, things have a way of working themselves out to be the same no matter what the psionist does. The more important the event, the more difficult it is to change it.

The Future: The psionicist can journey to the future to see how an action will turn out or to uncover information not available in his own day. Like the past, the future is malleable; even the fact of the psionicist's visit changes the course of events in innumerable ways. Once the psionicist has glimpsed the future, historical inertia takes over and begins to bend events to follow the revealed timeline. This destiny can only be avoided with great difficulty once it comes into being.

Whatever happens in the past or the future, the CK should use this power to make things more interesting. Ignore or apply paradoxes as desired to make the PC's life more entertaining and to keep the story going.

Trail of Destruction (clairsentient devotion)

MAC: 11

PSP Cost: 5/2

Range: 0

Area of Effect: 90-yard radius

Prerequisite: aura sight

Using this power, a psionicist can detect the past use of defiling magic in the area. The Athasian winds and sands can blur the ash of defiler destruction in a matter of hours, but the power shows where defiling magic has been used within the past month. The sites illuminate for the psionicist's eyes only. The psionicist gets an accurate impression of the magic's power (the level of the defiler spell cast) and how long ago it was cast (to the nearest day). The psionicist learns nothing about the spell type or the caster.

True Sight (clairsentient science)

MAC: 12

PSP Cost: 10/4

Range: self

Area of Effect: 60' path 10' wide

Prerequisite: clairvoyance

The psionicist can pierce any normal or magical obscurement to a range of 60 feet. Creatures or objects that are invisible are detected, unless someone is using psionic invisibility against the psionicist. The character can pierce illusions and detect anything phased, displaced, or ethereal.

Unlike the clerical spell true seeing, the true sight power does not confer the ability to see alignments, enchantments, polymorphed items, or secret doors.

True Worship (telepathic devotion)

MAC: 10

PSP Cost: 5/2

Range: 10 yards

Area of Effect: individual

Prerequisite: none

The psionicist can pinpoint the focus of worship for any individual character with this power. The power gives the psionicist different information, depending on the class of the target creature.

-Cleric: The power identifies the cleric's elemental sphere of worship.

-Templar: The power identifies the sorcerer-king whom the templar worships.

-Druid: The power indicates the general nature of the druid's guarded lands, but not their location.

-Non-priest: The power correctly identifies the character as such. The psionicist knows the character's devotions and faith, if any, and also that he does not worship to gain magical spells.

This power cuts through most deception. A templar masquerading as a cleric, or a druid wishing to pass unnoticed as such, cannot escape identification. The power does not indicate if the character is dual-or multi-classed, nor does it tell the character's level or alignment.

Truthear (telepathic devotion)

MAC: 10

PSP Cost: 3/1

Range: 0

Area of Effect: hearing

Prerequisite: mindink

When a psionist uses truthhear, he can tell whether other people intentionally lie. He does not hear their words translated into truth; he merely knows whether or not speakers believe they are lying.

Ultrablast (telepathic science)

MAC: 15

PSP Cost: 75/25

Range: 0

Area of Effect: 50' radius

Prerequisite: 10th level

A character using psionic ultrablast can overwhelm and damage nearby psyches. To do this, he casts thought waves in all directions. In laymen's terms, the psionist "grumbles" psychically for three rounds. Then his consciousness bursts forth and a horrid, psychic scream penetrates all minds within 50 feet. Victims may never be the same again.

All characters within 50 feet of the psionic ultrablast must make a Strength save. Failure means they pass out for 2d6 turns. Those who pass out must immediately make another Strength save. If they fail a second time, they lose all psionic power. Only psychic surgery can help them recover this loss.

Watcher's Ward (clairsentient devotion)

MAC: 13

PSP Cost: 3/hour/1

Range: 0

Area of Effect: personal

Prerequisite: none

By using this power, the psionist attunes herself to her surroundings and becomes extremely sensitive to any disturbances. The area covered can be as small as a single door or as large as a circle 60 feet in radius, centered on the psionist. If the psionist moves out of the area after initiating the power, she must re-initiate it if she wants to continue the watcher's ward.

While this power is in effect, the psionist can't be surprised by the approach of any creature or force. She is instantly aware of any changes in the area, but does not automatically spot the invaders-she only knows that something is coming.

Weather Prediction (clairsentient devotion)

MAC: 13

PSP Cost: 10/4

Range: 0

Area of Effect: na

Prerequisite: precognition

With this power a psionist can accurately predict the weather conditions for his present location. The forecast reaches 24 hours into the future, giving the psionist precise knowledge of temperature, wind speed and direction, cloud cover, and any natural storms. The character also becomes aware of any changes in the weather pattern during that period.

This power only predicts naturally occurring weather, not magically induced conditions.

Wormhole (psychoportive science)

MAC: 13

PSP Cost: 12+/6+

Range: 20 yards

Area of Effect: special

Prerequisite: dimensional door

With this power, a psionist can open a door between two points, no matter how far apart they may happen to be (at least theoretically). It resembles the devotion dimensional door, but on a much larger scale. The psionist must open one end within 20 yards of himself, although the portal may have any orientation and be any size up to 10 feet by 10 feet square. If the psionist wishes to, he can try to make the wormhole larger; each doubling in portal size adds an additional -2 penalty to the MtH roll.

The other end of the wormhole will be of identical size and can be placed at any point the psionist has ever seen. It can also be positioned at any place he can reference from where he

currently is, for example “10 miles east of where I am now,” whether or not he has ever actually been there.

The distance spanned by the wormhole will affect its PSP cost as shown below.

Distance	PSP Cost
100 yards	12
1,000 yards	24
10 miles	36
100 miles	48
1,000 miles	60
10,000 miles	72
Interplanetary	84

Once created, the wormhole’s entrances remain motionless. Anything can pass through, to be instantly transported to the other side. The psionicist could conceivably transport an entire army or a mekillot wagon by spending enough PSPs. If an object cannot fit entirely within the wormhole’s mouth, it cannot be transported.

If the psionicist tries to use this power to transport an unwilling creature, the victim gains an Int save to avoid being affected.

Wrench (psychoportive devotion)

MAC: 12

PSP Cost: 10/5

Range: 30 yards

Area of Effect: 1 undead

Prerequisite: none

This power affects only creatures which exist simultaneously on the Prime Material and another plane of existence. This includes most undead, and others as noted in *Monsters and Treasure*. It specifically excludes gods, demigods, and avatars. When such a creature is wrenched, it is forced entirely into one plane or the other, at the psionicist's option.

If the creature is forced out of the Prime Material plane, it is trapped in the other plane for 2d6 turns. It can return to the Prime Material when that time has elapsed.

If the creature is wrenched entirely into the Prime Material plane, it is trapped only as long as the psionicist continues paying the PSP cost. As soon as he stops, the creature’s dual existence is immediately reestablished.

Except where contradicted by the M&T, a creature wrenched onto the Prime Material plane suffers any or all of the following effects, at the CKs option:

- Its armor class is penalized 1d6 points.
- Undead lose the ability to drain life energy.
- Magical pluses required to hit the creature are reduced by 1.
- The creature is killed permanently if it loses all of its hit points.

The CK should impose any other penalties which seem appropriate, considering the creature and the other plane involved.

This work is adapted from The Complete Psionics Handbook, The Will and The Way, Dragon Kings, and The Way of the Psionicist. It is intended for fan use only.