

The Complete Net Psionics Handbook

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Compiled and edited by Charon The Boatman
(doppy@io.org)

Original compilers

Steven Hewhook

(steven@nadine.cs.mun.ca)

Mark Becker

(mbecke69@ursa.calvin.edu)

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Introduction

The idea of psionics has evolved tremendously since its introduction in 1st Edition as a 'sub-class'. In the days of 1st Edition it was about as common to have a character with psionics as it was to have a bard in the party. Since 2nd Edition, the whole thing has stayed the same, the chance of having a character with psionics still is the same chance of having a bard in the party. Luckily for all of us, bards have become possible for characters at 1st level and the psionist character class was also born, quite a bit later I admit. The psionist opens up new doors of possibility with their ability to penetrate any magic resistance. These characters can quickly make enemies of any mage foolish enough to tangle with them. Like mages though, they are weak at lower levels.

One of the biggest problem with psionists is that there were no rules laid down for psionists or DM's alike to create new powers. The only thing that was given was a whole book of powers. Luckily, most of the psionist supporters have enough brains to use the given powers as a guideline and make their own. To make things easier, I have also made up rules for the psionists equivalent of 'researching' like a mage researches spells. Since a psionist's powers come within themselves and not the environment and the magic power it provides, a psionist goes about power 'research' in a different manner. More on that later in the netbook.

This is my first attempt at writing a netbook, but when I first heard of the net.psionics.handbook, I decided to get involved and put in the dreamer kit I had tried to submit to Dragon Magazine. (Bloody fools said it was too long!) But since then, the people compiling the net.psionics.handbook have dropped off like proverbial flies. The first lost interest, the second (and last) lost net access. I was able to get something of the last compiler before he lost net access. He said he would get it back in the middle of September, but I couldn't wait that long! Call me impatient, or whatever you want, I have always loved the psionist class and use it most often in a campaign if I can. The Complete Psionists Handbook (CPH) is the second AD&D book that I have read cover to cover, no breaks. The first being The Manual of the Planes (Good job Jeff Grubb! I loved it!) When the CPH first came out, the first thing I did was convert 2 monsters from 1st Edition. The first being a unique creature, who also happens to be the creature I took as one of my aliases. This creature, is of course, Charon, The Boatman of The Lower Planes, Master of The River Styx. (What can I say, when it comes to my alias, I use the FULL title) I found it so unfair that such a noble and powerful psionist was left out of the CPH. The second monster I converted was his minions, formerly called the Charonadaemon, now called the Charonaloth in accordance with the renaming of the fiends in The Outer Planes Monstrous Compendium.

After the former compilers of this book dropped out of the picture, I began to compile it myself, in hopes of keeping everything I receive as a submission for the book, and also to remove conflicts between powers. One conflict arose when I received the DreamField power. This was directly treading upon the powers of a dreamer psionist. Instead of axing the power, as it was quite well done, I added a note in to describe the interaction between a dreamer and the use of this power, thus avoiding any conflict (unless the poor psionist using the power is silly enough to try it on a dreamer psionist, in which case, let the conflict arise, it'll make it more fun! :-)

There is one area that is slightly different in approach. The idea of magical items for a psionist. Generally, these won't be magical, and thus will be missed by any treasure hunters. However, some powers of the psionist (Aura Sight and Object Reading for example) can detect the psionic power of an item. Some items will be created by the normal means specified with the Empower power. Others may be created by more arcane means. For example, a gem may contain the mind of a long dead psionist and have his powers and PSP. One of the new items I created from the memory of a similar item in another game system is the multiplier. These items will increase the PSP pool that a psionist has to draw from. How this is done is discussed in its description later in the netbook.

I appreciate all the support that I have gotten in this from everyone who has submitted stuff, and just so that everyone knows, NOTHING was rejected for this net book. I have hatred for editors who believe themselves superior to writers and axe their work just because they didn't like it. Half of the job of editing, in my opinion, is to compromise and arrive at a solution that is mutually acceptable to both the writer and the editor.

You may notice that almost no entry in this netbook has the author's name beside it. That is because I find it too cumbersome to put the name beside everything. If there is a name beside an entry, that is because I never actually received permission to use their stuff in the netbook. But considering the places I got them from, why would they want to limit its distribution if they posted it on Internet? If you do want to know who did something in the netbook, just tell me what the entry is, and I will tell you who did it. I have kept that on record (just in case they didn't want it in the netbook)

If you have something that would go good in the netbook, WHY DIDN'T YOU SEND IT TO ME BEFORE DAMMIT!!! I posted messages several times asking for more stuff for the netbook! If you made it AFTER I released the netbook, then you have an excuse, otherwise, tsk tsk! Anyways, if you do have something for it, send to to me, it will be included in the next version.

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Credits

Editor & Compiler:

doppy@io.org

Charon The Boatman

Former Compilers:

mbecke69@ursa.calvin.edu

stevenn@nadine.cs.mun.ca

Mark Becker

Steven Hewhook

Contributors:

accmcm@vaxa.hofstra.edu

asstt@acad2.alaska.edu

belgarath@vax1.mankato.msus.edu

blonigen@iastate.edu

devon_sheppard@mindlink.bc.ca

dutt%unb.ca@unbmvs1.cds.unb.ca

dwebb@binkley.cs.mcgill.ca

giga@rocinha.nce.ufrj.br

griffin@sage.cc.purdue.edu

hauser@avalon.unizh.ch

jdelisle@loyola.edu

jmack@surf.rice.edu

john_martz@unc.edu

kwinz@ralvm5.vnet.ibm.com

lohmann@social.chass.ncsu.edu

msherman@sybase.com

rusty-ramser@ksc.nasa.gov

phy_shaffer@exodus.valpo.edu

roschke@murphy.dgcd.doc.ca

rschmidt@aip.de

schuck@math.binghamton.edu

st004385@brownvm.brown.edu

tamitha@mays.cs.brandeis.edu

teler@cs.huji.ac.il

tsal@acpub.duke.edu

tunon@novavax.nova.edu

No net address

Scott Asstt

Scott J Blonigen

Devon Sheppard

Neal Dutta

Douglas Webb

Roberto de Brito

Andreas Hauser

Joe Delisle

Jeffrey Mackey

John M. Martz

Kim Winz

Andrew Lohmann

Marc Sherman

Rusty Ramser

Phy Shaffer

Matthias Roschke

Ruediger Schmidt

Chris Schuck

Anthony Thompson

David E. Wall

Teler Eyal

Teos Abadia

Johanna Tunon

Andrew Konop

Jaymie Daw

Jeffery S. Rash

John Boy Wilson

Robert Blackwell

New Classes

Ascetic Characters

A variation from the class/kit described in Legends & Lore p. 125.

Alignment:	Neutral Good
Ability Requirements:	Wisdom 14, Constitution 12, Charisma 10
Prime Requisites:	Wisdom, Constitution
Races Allowed:	Any (Most human but Brahman is everything)
Patron Deity:	Brahman

* The text uses "he" but of course you can change to she. Female ascetics are not strange since women are part of Brahman too.

One of the basic Vedic doctrines is that in order to achieve unity with the Brahman, it is necessary to release worldly desires. In accordance with this line of thought, many people shunned worldly pleasures and devoted themselves to meditation, hoping to achieve some spiritual intuition that would allow them to join the Brahman. Often, they took their efforts to the extreme, forsaking family, friends, possessions, and even food.

Although such efforts may seem peculiar to western minds, it must be noted that these "ascetics" achieved many remarkable insights that allowed them to perform seemingly impossible feats and produce an incredible understanding of the true nature of the world.

Player characters who forsake their worldly possessions and devote themselves to spiritual enlightenment may become ascetics. A character who wishes to become an ascetic gives away all of the trappings (such as weapons, tools, magical components, etc.), saving only the clothing on his or her back. (Note: these items must truly be given away, not merely entrusted to another member of the party for safe-keeping.)

The ascetic must meditate four hours per day, cannot possess any item other than a begging bowl and the clothing on his back, and must deny himself all pleasures of the flesh (such as eating fine food, drinking expensive wines, the taking of a hot bath, etc.).

Remember, meditation is not sleep. An ascetic needs to sleep, as any creature, regardless of the meditation. The ascetic can lend items that are necessary to perform important tasks, but they must be immediately returned or given away, however, or the ascetic loses all benefits of being an ascetic.

In return, the ascetic became a multiclass priest/psionicist using the better of each class regardless of the race. However, the ascetic casts wizard spells instead of priest spells, and gains new spells as if he were a wizard of the appropriate rank. Through his long hours of spiritual devotion, the character learns more and more about the true nature of the cosmos. He can use this knowledge in much the same way that wizards use their spells, except that he never needs material components to cast a spell and does not need to record the spells he knows in a spell book. Instead, his daily meditation serves to refresh these spells in much the same way that a priest's daily prayer restores his powers. Generally, the ascetic chooses to learn non-destructive spells and normally specialise in divinations (Divination is the only school of magic an ascetic can be specialist).

An ascetic uses wizard THAC0 table and the psionicist hit point progression. The psionicist class progression is the same as the normal psionicist and, as a psionicist, the primary discipline of an ascetic must be Psychometabolism. The priest class progression is presented hereinafter, just to summarise all changes. Brahman has no priest in the normal sense, for he is usually worshipped through one of his manifestations as another god, but all ascetics may be considered priests of Brahman.

Remember, an ascetic is not a wizard. Brahman is a very "different" god and he does not directly grant any power. The ascetics are very intelligent humans who study hard preparing his mind and body to understand the word, so, the origin of his magic and powers is his personal enlightenment and knowledge about the nature of cosmos. "They know how things works and how to manage the energies of the nature to cast spells."

As ascetics advance, they earn several other benefits -- and suffer one additional detriment. First, each time an ascetic advances a level, he loses a point of Strength because of the physical deprivations to which he is subjecting himself (though he never falls below a Strength of 3). But he also gains a point to put into either

Wisdom, Constitution, Charisma (his choice). In this way, an ascetic can raise any or all of these ability scores to a maximum of 20 (but never more). All the benefits of been an ascetic are presented in the tables below.

The usage of the Reincarnation and Karma points optional rules is recommended. You can find it in Legend & Lore (pg 126). A revised set of rules is presented in the end with some notes about the Brahman as a Greater God.

Role-Playing notes and anti-Muchkin Considerations

First, I do not add any anti-munchkin rule since this is not the kind of character a muchking will like (no +10 sword of godslayer, no ring of eternal stonesskin, etc.). However, the ascetic can be very powerful. I recommend an enforcement on the role playing aspect. Here some guidelines:

An ascetic is an extremist pacifist (remember Gandhi) and will do everything to avoid a fight. Ascetics must always avoid killing. His own death is not enough reason to kill anyone. The ascetic will only kill someone (an only in defence of the others) if he consider that person a distortion or a offence to the nature of the Brahman (e.g.: a very evil and powerful Defiler, an Undead or some Nazi-like genocide).

An ascetic will likely to choose pacific psionic powers and spells. (See recommend and forbidden powers below.) The ascetic strongly believes in reincarnation, thus, he have no afraid of the death. He will willing risk his own life to help the others or to preserve the nature.

The ascetic should help any creature in danger and must respect everything "Everything is part of Brahman". An ascetic will become an adventurer to search knowledge or spiritual enlightenment, to defend the nature or to help a very important good cause.

The only thing that can be considered an enemy of the ascetics is the undead. An undead state is considered a great curse, so, the ascetic must help that poor soul (the undead).

Noble Creature : "- Look!!! a Vampire!!! Run!! Run!!!"

The Ascetic : "- No! We must help him. Free his poor soul."
 "- Give him, the freedom to a new Reincarnation."
 "- Poor vampire..."

Ascetic Saving Throws (Priests/Psionicist)

Level	Paralysation, Poison, or Death Magic	Rod, Staff, or Wand	Petrification, or Polymorph	Breath Weapon	Spell
1-3	10	14	13	16	15
4-6	9	13	12	15	14
7-9	7	11	10	13	12
10-12	6	10	9	12	11
13-15	5	9	8	11	10
16-18	4	8	7	10	9
19+	2	6	5	8	7

Ascetic Progression Table

Priest Class

(The psionicist class progression is equal to normal psionicists)

Level	XP	HD(d6)	THAC0	1	2	3	4	5	6	7	8	9	10
1	0	1	20	1									
2	1.500	2	20	2									
3	3.000	3	20	2	1								
4	6.000	4	19	3	2								
5	13.000	5	19	4	2	1							
6	27.500	6	19	4	2	2							
7	55.000	7	18	4	3	2	1						
8	110.000	8	18	4	3	3	2						
9	225.500	9	18	4	3	3	2	1					
10	450.000	10	17	4	4	3	2	2					
11	675.000	10+2	17	4	4	4	3	3					
12	900.000	10+4	17	4	4	4	4	4	1				
13	1.125.000	10+6	16	5	5	4	4	4	2				
14	1.350.000	10+8	16	5	5	5	4	4	2	1			
15	1.575.000	10+10	16	5	5	5	5	5	2	1			
16	1.800.000	10+12	15	5	5	5	5	5	3	2	1		
17	2.025.000	10+14	15	5	5	5	5	5	3	3	2		
18	2.250.000	10+16	15	5	5	5	5	5	3	3	2	1	
19	2.475.000	10+18	14	5	5	5	5	5	3	3	3	1	
20	2.700.000	10+20	14	5	5	5	5	5	4	3	3	2	1
21	3.000.000	10+22	14	5	5	5	5	5	4	4	4	2	1

In the 20th level the ascetic can choose to start an avagion transformation (as described in Dragon Kings) or continue as a psionicist. For DM's that do not allow progression to 30th level an ascetic reach unity with Brahman at 21th (3.000.000 xp).

Psionics

Disciplines Learnable Order : Psychometabolism, Psychokinesis, Clairsentient, Telepathy, Metapsionic, Psychoportive.

Recommended Devotions : Absorb Disease, Cell Adjustment, Lend Health, Martial Trance, Mind Over Body, Levitation, Time/Space Anchor, Immovability, Astral Projection, Heightened Senses.

Recommended Sciences : Telekinesis, Complete Healing, Precognition.

Forbidden Psionic Powers : Disintegrate, Detonate, Life Draining, Double Pain, Death Field, ...
Any very aggressive power (DM discretion) and of course any "only for evil" power.

Proficiencies

Bonus : Endurance, Rejuvenation, Meditative Focus and Mind Over Matter.

Recommended : Religion, Spellcraft, Ancient History, Languages (Any)

Granted Powers

The ascetic gains the following powers.
(Most of powers are normal psionic powers)

Level Bonus & Granted Powers

1 Turn Undead -1 Str/level, +1 Wis, Con or Cha/level. (Max 19, Min 3)

2 2 bonus devotions (must be of the recommended devotions list)

6 1 bonus science (must be of the recommended sciences list)

12 Heal (Self only) (as a fast Complete Healing - 1/day)
13 Automatically learn a new spell: Reincarnation
15 Ignore Death *
20 Do not physically age (Can start Avangion transformation, if human)
25 Immune to all non-magical damage (if not avangion)
30 Reach unity with Brahman **

* The ascetic has the ability to continue functioning normally for 1d10 rounds after reaching 0 hit points. During this time, any manner of healing magic may be used to restore the character to life by bringing his hit points back to a positive value.

** Ascetic characters who attain the 30th level have acquired an understanding of the universe so exact that they become one with the Brahman and are thus retired from play. A more worthy or noble end for a character is hard to imagine.

Notes About Brahman

Brahman (Greater God)

Brahman is also known as Hiranyagarbha, Prajapati (both used in the early Vedic Age), and many other names. Here, Hiranyagarbha and Prajapati are used interchangeably. Brahman is the world spirit that enfolds all of existence and the divine essence that is hidden in all beings, and of which all beings are a part. Everything that exists -- the gods, men, animals, plants, even rocks -- is simply a manifestation of the Brahman.

According to legend, in the beginning there were only the waters. From the waters was formed a golden egg (Hiranyagarbha). Prajapati was hatched from the egg, speaking the sounds "bhur," "bhuvah," and "svark," thereby forming the earth, the air, and the sky. Prajapati/Brahman has every power that any god or mortal in the Indian mythos possesses, for all things are a part of him. In his true form, Brahman has a face on each side of his head. There is also a vacant spot on the top of his head where a fifth face was burned off by the gaze of the god Siva.

Role-playing Notes: Though he sees and hears all, Brahman is an aloof god and will involve himself in the affairs of men only when existence itself (i.e., Brahman himself) is threatened.

Statistics:

Alignment : Neutral
Worship Alignment: any
Area of Control : everything
Symbol : four-faced head.

Brahman's Avatar (fighter, wizard, priest, rogue and psionicist 30)

Brahman's avatar can take any form, but most often appears as a four-armed, four-faced man. He can call upon any sphere or school of magic for his spells and he knows all psionic sciences and devotions. In his four hands, he carries four different weapons, each doing 1d10 damage: a scimitar, a dagger, a mace, and a short sword.

Str 21 Dex 21 Con 21
Int 21 Wis 21 Cha 21
MV 20 SZ any MR 50%
AC -5 HD 30 HP 207
#AT 4 THACO -1 Dmg 1d10 (any weapon) + 9

Special Att/Def: Brahman's avatar can only be harmed by magical spells or weapons. The attacker also suffers any damage or spell effect inflicted upon the avatar (because the attacker is part of the Brahman).

Duties of the Priesthood

Brahman has no priests in the normal sense, for he is usually worshipped through one of his manifestations as another god. However, all ascetics seeking true spiritual enlightenment may be considered priests of Brahman, so anybody wishing to worship him directly must become an ascetic. The requirements for becoming an ascetic are discussed in the introduction to this section.

Notes About Siva

Siva is power incarnate, a fierce ascetic who repeatedly brings the world to brink of annihilation by dancing in fire. He is the negative force of the cosmos. Anything that Siva touches is utterly annihilated and can never be reconstructed, raised, or reincarnated.

Though determined to destroy all of existence (all of Brahman), Siva does not consider himself evil. He is merely attempting to return everything to unity with the cosmic spirit. He is an impersonal god who seldom answers prayers.

Priest of Siva are noted for their monthly fire dance. After scouring the countryside in search of sacrifices (which includes everything from furniture to living beings), the priests spend several hours dancing in huge bon-fire. They end the ceremony throwing everything they collected into the fire.

I couldn't find anything about an encounter (Brahman x Siva) but since Brahman is everything (including Siva) maybe this encounter never happens and Brahman avatar has one burned face to include Siva as a part of Him. Another possibility is to show the part of Brahman that Siva were able to destroy (until now).

Optional Rule: Dharma, Karma, and Reincarnation

(Revised version of the rules found on Legend & Lore p. 125-126)

Indian society is founded upon the concepts of dharma, karma, and reincarnation. If you wish to incorporate these concepts into your campaign, you may want to use the following optional rules.

A PC's dharma is a combination of character class and alignment. In order to follow his dharma, a character must behave according to the alignment guidelines given in the Player's Handbook. These tenets must be followed strictly, or the character will suffer a karma penalty (see below). For example, a Lawful Good character who participated in the theft of a magic sword would be violating his dharma, for he would be breaching his duty to respect the laws of the land.

In addition to alignment, each class carries with it certain dharmic duties. The duties for the standard AD&D character classes are summarised below, but if your campaign incorporates non-standard or highly specialised character types, you may have to define your own dharmic duties:

Fighter: Fighters must always be brave, never allowing fear to dictate their actions. They must never hide from danger or flee while a friend or ally fights on.

Ranger: The requirements for Rangers are the same as they are for Fighters, but rangers must also show reverence to nature, never killing an animal or plant without reason.

Paladin: The dharma of a paladin is also much the same as that of a fighter, but the paladin must never tolerate evil. Further, the paladin must always help the weak or poor and be quick to give alms to beggars.

Wizard: Wizards must never pass up an obvious opportunity to learn about the forces that shape the world or the magic with which it is infused.

Specialist: Although basically the same as if is for wizards, the specialist gains an additional duty of the DMs devising that is related to his or her field of study.

Priest: The priest must devote himself to the worship of his god and must never allow an insult to his faith to go unavenged. He must try to recruit followers for his god whenever possible. Specific religions might place additional demands on these characters.

Druid: The druid character must act in a way that is always complimentary to the natural world around him. He must never harm or destroy plants or animals without good reason.

Rogue: Rogue characters must attempt to accrue wealth (usually for his own benefit, but occasionally for a cause or to help another). They can never leave a potential victim or inviting fortune untouched.

Thief: Thieves have the same dharma as rogues, but must rely on cunning, stealth, trickery or something other than brute force to accomplish their goals whenever possible.

Bard: A bard must serve to entertain and enlighten. He must pursue knowledge in the form of tales and songs, not in the rigid manner of a wizard. He must pass up no chance to tell others of the wonders he has seen and the tales he has heard.

If a situation occurs which pits the dharma requirements of a character's alignment against those of his class, violating the requirements of either is still a breach of his dharma and results in the karma penalties outlined below. If a multi- or dual-class character has conflicting dharma requirements, the same rule applies.

Each time a character goes up a level, he receives a point of karma. In addition, a character who does a truly outstanding job of role-playing his character according to the dharma requirements, such as finding a clever way to meet the conflicting demands of alignment and class dharma, may receive an additional point of karma (never more than one per session). If a character significantly violates his dharma (such as a lawful good character engaging in theft), he loses a point of karma (there is no limit to the number of points that may be lost in this way).

When a reincarnation spell is used, the player does not roll up a new character. Instead, he consults the row matching his number of karma points on the reincarnation table below, then rolls 2d6 to see what he comes back as (ascetics modify their roll by +2).

Sometime after a character death he/she should reincarnate naturally, but with no memories of the previous life and in any place (can be very far from the start. In any plane, or any world). This way the character will restart as a baby, of course.

Reincarnation Table (2d6 roll)

Karma points	2	3-5	6-8	9-11	12
0	slug	table 1	table 2	table 3	table 4
3-5	table 1	table 2	table 3	table 4	human
6-10	table 2	table 3	table 4	human	human(1)
11-15	table 3	table 4	human	human(1)	human(2)
16-20	table 4	human	human(1)	human(2)	human(3)
20+	human	human(1)	human(2)	human(3)	human(4)

Slug: The character is removed from play and the player must roll up a new one.

Tables: The character new reincarnation should be rolled in the tables below. If the character is reincarnated as a monster of the type listed. See rules for creating new PC races in the Dungeon Master's Guide. The Intelligence, Wisdom, and Charisma of the old character are transferred to new one (making any necessary adjustments for race) and all other scores are rerolled. Additionally, the DM may choose to give physical disabilities to characters with bad karma, creativity is encouraged.

	Table 1	Table 2
00-05	Dog *	Lizard Man
06-19	Kobold	Orc
20-27	Troll	Centaur
28-39	Goblin	Bugbear
40-47	Yuan-ti	Ogre Mage
48-59	Hobgoblin	Hobgoblin
60-68	Lizard Man	Gnoll
69-78	Bugbear	Ogre
79-95	Orc	Half-Orc
96-00	DM Choice	DM Choice

* or any animal in the same level of intelligence.

Table 3: Roll in the reincarnation spell

Table 4: Roll for any player character race

Human: The player transfers his old character's Intelligence, Wisdom, and Charisma to his new character. All other attribute scores are rerolled. Character begins at level one in the same class(es) as the previous character. In any "Human" option the DM may allow the player to choose between any player character race.

Human(1): The player transfers his old Intelligence, Wisdom, and Charisma to the new character and rerolls all other attributes. The new character retains the old one's class(es), but begins at 1d4 levels lower than the previous character.

Human(2): The player transfers all old ability scores to the new character, and begins one level lower in the previous character's class(es).

Human(3): The player may add 1d4 points to any single ability score of his old character (to maximum 18), and then transfer all of the old character's scores to new character. The new character begins at the same level as the old one and retains the previous character's class(es).

Nirvana: The character achieves unity with the Brahman and is retired from play. A completely new character is generated to replace the old one, but the new character receives +1 modifier on all of its abilities scores.

When a reincarnation spell is used the new body will appear having only vague memories of his previous life. All karma points from the previous character are lost, and the new character starts over at 0 karma. In any case, if a raise dead or similar spell is used on the previous character's body, both the reincarnation and the old character die and are removed from play.

NPC Ascetic Example

AD&D 2nd Edition

Homeworld: Any (Including Dark Sun - Brahman is not a "Normal God". It is a concept)

Rafiki "The Ascetic" - 16th level Ascetic (Priest/Psionicist)

Alignment: Neutral Good

Str: 3 Int: 17 Con: 19

Dex: 13 Wis: 20 Cha: 17

Height: 1.68m Weight: 48

Age: 48 Eyes: Black Hair: None (Black)

Description: Very thin and no hair. Skin like bronze dressed with a white tunic.

Wizard Spells: 5/5/5/5/3/2/1 (+ bonus for high wisdom: 2/2/1/1)

Psionics: 5 Disciplines, 9 Sciences, 24 Devotions, All Defence modes

Granted Powers: Turn Undead, Heal (Self only - 1/day), Ignore Death

Saving Throws: PP&DM: 4 RS&W: 8 P&P: 7 BW: 10 Spell: 9

Proficiencies: Hardness Subconscious, Hypnosis, Geography, Healing, Endurance, Rejuvenation, Meditative Focus, Herbalism, Mind Over Matter, Religion, Spellcraft, Ancient History, Languages (Elf, Dwarf, Halfling), Read/Writing (Common, Elf), Somatic Concealment, Psionic Detection.

Equipment: An empowered wood staff (probably with a magic staff spell cast on it and/or a semipermanent spell).

He is normally carrying one (and only one) empowered staff. This staff can be any of those kinds listed below. He makes his own staff and sometimes he gives it to any noble creature of Brahman he meets who proves to be of wisdom and good will. Later, he will make another staff to himself. Any staff will have traces of his own personality, this mean, pacifist, good, will like to help and heal every creature.

- Rafiki's Staff of Healing

Alignment: NG PSPs: 40 Receptacle: 256 PSPs
Intelligence: 14 Ego: 10
Discipline: Psychometabolism
Sciences: Metamorphosis*, Regenerate
Devotions: Cell Adjustment, Mind Over Body
Semipermanency: Detect Disease

* this staff can transform itself in any tool.

- Rafiki's Staff Against Undead

Alignment: NG PSPs: 36 Receptacle: 256 PSPs
Intelligence: 15 Ego: 9
Discipline: Metapsionic
Sciences: Psychic Surgery
Devotions: Wrench, Receptacle*, Stasis Field
Semipermanency: Protection from Evil, Detect Evil, Detect Undead

* this staff can fill its own receptacle.

- Rafiki's Utility Staff

Alignment: NG PSPs: 28 Receptacle: 256 PSPs
Intelligence: 15 Ego: 7
Discipline: Psychosynthesis
Sciences: Telekinesis
Devotions: Inertial Barrier, Levitation
Semipermanency: Detect Magic

- Rafiki's Staff of Travel

Alignment: NG PSPs: 44 Receptacle: 256 PSPs
Intelligence: 16 Ego: 11
Discipline: Psychoportive
Sciences: Teleport
Devotions: Time/Space Anchor, Astral Projection, Ethereal Traveller, Dimension Door.
Semipermanency: Tongues

- Rafiki's Staff Against Evil Psionics

Alignment: NG PSPs: 80 Receptacle: 256 PSPs
Intelligence: 16 Ego: 20
Discipline: Telepathic
Sciences: Psionic Blast, Tower of Iron Will
Devotions: Contact, Id Insinuation, Ego Whip, Mind Blank, Mental Barrier, Thought Shield, Intellect Fortress
Semipermanency: Detect Psionics, Detect Evil

Books: CPsiH, DK, TWATW

Psionics: 218 PSPs; Psychometabolism, Psychoportive, Metapsionic, Telepathy, Psychokinesis.

Sciences: Telekinesis, Energy Containment, Metamorphosis, Regenerate, Teleport, Empower, Slipt Personality, Psychic Surgery, Psionic Blast

Devotions:

Psychometabolic (10): Cell Adjustment, Lend Health, Enhanced Strength, Mind Over Body, Photosynthesis, Biofeedback, Heightened Senses, Body Equilibrium, Chemical Simulation, Ectoplasmic Form

Psychokinetic(2): Inertial Barrier, Levitation.

Metapsionic(3): Receptacle, Wrench, Stasis Field.

Psychoportive(6): Time/Space Anchor, Astral Projection, Ethereal Traveller, Teleport Lock, Dimension Door, Teleport Trigger.

Telepathy(3): Id Insinuation, Ego Whip, Contact

Preferred Spells: (Books: PHB, ToM, DK, FR, GA...)

Of course, he will memorise attack spells when necessary but he will always spent, at least, one slot in divination, and he will not like to use killing spells. I include spells from all levels, thus, you can change the character to fit your campaign.

(- "Any time is time to improve my knowledge about the Brahman")

Cantrips: Compass, Shoo, Polish, Shine, Sort, Tie, Warm, Clean, Count, Protection from Sun, Umbrella

- 1) Armour, Enlarge/Reduce, Detect Magic, Detect Undead, Sleep, Shield, Chromatic Orb, Identify, Corpselight, Comprehend Languages, Copy, Protection from Evil, Gaze Reflection, Mount, Light
- 2) Web, Forget, Continual Light, Strength, Cloack from undead, Detect Evil, Death Recall, Detect Invisibility, Detect Life, Hypnotic Pattern, Detect Psionics, Invisibility, Know alignment
- 3) Clairvoyance, Wizard Sight, Alamir's fundamental breakdown, Dispel Magic, Hold Undead, Hold Person, Ward Against Undead, Spirit Armour, Protection from Evil, 10' Radius, Wraithform, Tongues, Suggestion
- 4) Magic mirror, Locate creature, Detect scrying, Nystul's Lightburst, Nystul's Radian Arch, Stoneskin, Fire Aura, Remove Curse, Minor Spell Turning, Otiluke's Dispelling Screen
- 5) Contact other plane, False vision, Hold Monster, Magic Staff, Lower Resistance, Dismissal, Feeblemind, Advanced Illusion, Invulnerability to Normal Weapons, Wall of Force
- 6) Reincarnation, True Seeing, Legend Lore, Improved Haste, Anti-Magic Shell, Contingency (Stoneskin or Minor Globe), Globe of Invulnerability, Mordenkainen's Lucubration, Revelation, Invulnerability to Magical Weapons
- 7) Rary's Plane Truth, Semipermanency, Prismatic Spray, Spell Turning, Banishment, Power Word: Stun, Sands of Time
- 8) Screen, Sunburst, Serten's Spell Immunity, Symbol, Wildzone
- 9) Wildfire, Foresight, Mordenkainen's Disjunction, Spellstrike, Chain Contingency (Anti-Magic Shell or Spell Turning, Invul. Magical Weapons)
- 10) Prolific Forestation

Background & Personality:

Rafiki became a traveller to search for knowledge and spiritual enlightenment. Then he travels a lot trying to learn and achieve spiritual enlightenment and maybe, in the future, to reach unity with Brahman. (Read about the ascetic class below).

Today, he knows lots of strange and different places and races. He can be a great source of information and will try to help any good creature.

He will appear very poor (only an old man without hair and with a poor tunic and a wood staff) but he is very intelligent and have a amazing wisdom.

He will not eat meat or any fine food. He won't drink alcohol or even soft drinks. He will forbid himself any worldly pleasures. "- to faster achieve unity with the Brahman, it is necessary to release worldly desires.". Please, do not make him a irritating fanatic vegetarian. Of course, he may eat meat if he is in a place (or time) when vegetarians do not exists. He will not offend his hosts refusing everything. He may eat anything but will always prefer very simple food. Fruits, vegetables, water (at natural temperatures, not cold), milk, are good examples. He will always eat only a few and he may pass some days without anything (fasting).

He will be celibate and chaste. He will prefer to sleep in the floor (stone or wood) and will spent all his spare time in meditation, at least, 4 hours per day (but often much more). Sometimes, he will pass days or mouths in meditation (DMs should read the meditation section in The Will and the Way accessory).

Rafiki will always talk with a calm and slow voice. He will always think before he acts and when he acts he will show his wisdom. He will respect people faith ("- All Gods are manifestations of the Brahman, different aspects of the same thing"). He will try to explain his philosophy and make people understand the nature of the Brahman, but will not offend anybody and will not force anyone. ("- Brahman is the end of all paths, some creatures choose different paths but sooner or later they will reach Him")

Rafiki talking about his philosophy:

- "To reach the unity with the Brahman..."

- "You must know the world."

- "You must know HOW the world functions, HOW the world's power flows."

- "So, go!..., go in the way of the knowledge. Try to know the world..."

- "And this wouldn't be enough."
- "You must know yourself and increase your Will."
- "To increase your Will you must go on the Way, The Way of the Unseen."
- "Every creature has the Will but only a few can follow the Way"
- "To reach the unity with Brahman you must walk in both ways..."
- "You must walk in THE WAY OF THE MIDDLE"

Role playing notes:

Rafiki is an extremist pacifist (remember Gandhi) and will do everything to avoid or prevent a fight. He must always avoid killing. He will only kill someone (and only in defence of others) if he consider this one a distortion or an offence to the nature of the Brahman (e.g.: a very evil and powerful Defiler, an Undead or some Nazi-like genocide).

Rafiki strongly believes in reincarnation, thus, he have no afraid of death. He will willing risk his own life to help others or to preserve nature.

Rafiki will help any creature in danger and will respect everything, 'cause "Everything is part of Brahman", as he will always repeats. He should appear on an adventure as a knowledge source or as a help in a very good cause. He will always try to defend the nature or to help any good cause.

He may ask a PC to help him in a search for knowledge or to help the poor. He may give his empowered staff to any character who helps him in a good cause, but he will not like if the character asks for payment to help the poor. In this case he may offer his staff but the staff will do nothing for this character and will probably be given without charges (0 PSPs or in the end of Semipermanency) - remember, he is NEUTRAL good, not LAWFUL good, so justice and goodness are above law.

The only thing that can be considered an enemy to him is the undead. An undead state is considered a great curse, so he must help that poor soul (the undead).

- Noble Creature: "- Look!!! a Vampire!!! Run!! Run!!"
 Rafiki: "- No! We must help him. Free his poor soul."
 "- Give him, the freedom to a new Reincarnation."
 "- Poor vampire..."

Rafiki's frequently used expressions:

- "Everything is part of Brahman"
- "Give peace a chance"
- "Calm down, violence generates violence"
- "He is an ... but he is part of Brahman"
- "Poor soul... We must pray now"
- "Brahman bless us (or you, or him,...)"
- "Ooh! Poor creature! Poor Soul! Trapped in this state... as an undead"

Rafiki, when referring to a very evil person or act:

- "This thing is a degenerated creature of Brahman"
- "This is a distortion to the nature of Brahman"

Rafiki, when he is forced to kill a very evil guy or to destroy an undead:

- "Go! corrupted creature of Brahman. Go! and restart again, maybe you will be better when you come back, in your next reincarnation"

Cerebral Knight

The cerebral knights are a class of characters, who train in both psionics and the art of warfare. They believe that in order to become master warrior (or knight) it is just as important train and discipline the mind as it is to exercise and develop the body. In fact, the two must go hand in hand, because the body and mind are one, and must thus be trained together.

Anyone who is eligible to become a psionacist, and has a strength and constitution of at least 13, may become a cerebral knight. Thus the ability requirements are: STR 13, CON 13, INT 12, WIS 15. A cerebral knight may

NOT be multi-classed, and must be lawful in alignment (there is in fact a very strict ethos, which must be followed at all times, see below).

Cerebral knights advance as shown on the table below. They get d8's for hit dice and are allowed the fighter constitution bonus as well as percentile strength. They may become proficient with any weapon, and are allowed to specialize in a single one. They use the fighter combat values and get multiple attacks just as fighters do. They may use any magical item allowed to either fighters or psionicists, but may never own more than 10 such items. In addition, they have the same armor restrictions as psionicists do (or suffer the same consequences if the optional rules about heavy armor are used).

Cerebral knights use the following saving throw table:

Level	Paralysation, Poison, or Death Magic	Rod, Staff, or Wand	Petrification, or Polymorph	Breath Weapon	Spell
1-2	14	16	13	17	15
3-4	13	15	12	16	14
5-6	12	14	11	15	13
7-8	10	12	10	13	12
9-10	9	11	8	12	10
11-12	8	10	7	11	9
13-14	6	9	6	9	8
15-16	5	8	5	8	7
17-18	4	6	3	7	6
19-20	3	5	2	5	5
21+	2	4	2	4	4

Level Experience Hit Dice Psionic Power

Level	XP	HD(d8)	Disciplines	Slots
1	0	1	1	4
2	3.000	2	1	6
3	6.000	3	1	8
4	12.000	4	2	10
5	25.000	5	2	12
6	50.000	6	2	13
7	100.000	7	2	14
8	200.000	8	2	15
9	400.000	9	3	16
10	700.000	10	3	17
11	1.000.000	10+2	3	18
12	1.300.000	10+4	3	19
13	1.600.000	10+6	3	20
14	1.900.000	10+8	4	21
15	2.200.000	10+10	4	22
16	2.500.000	10+12	4	23
17	2.800.000	10+14	4	24
18	3.100.000	10+16	4	25
19	3.400.000	10+18	5	26
20	3.700.000	10+20	5	27

Cerebral knights do not gain access to the metapsionic discipline, but are free to choose any of the others. Unlike psionicists, they do not gain defense modes automatically, but have to learn them (defense modes can always be learned, even if the cerebral knight does not have access to the telepathic discipline). In order to learn a psionic power, the psionicist must spend psionic power slots. It costs 1 slot to learn a devotion, and two slots to learn a science (it is permitted to save psionic power slots and spend them in the future). The cerebral knight starts out with 10 PSP's and at every level (including first) rolls a d10 to see how many additional PSP's are gained. They do get extra PSP's for high wisdom scores just as psionicists do. This is summarized below

WIS Score Bonus PSP's : SAG-15 si Sag>15

A cerebral knight starts out with 4 weapon and 4 non weapon proficiencies. New proficiencies are gained every 3 levels. There is a -3 penalty for using a weapon without being proficient in it. Non-weapon proficiency slots may be spent on general, warrior or psionicist proficiencies.

Cerebral Knights belong to a very strict and disciplined order. Loyalty to the order, and strict adherence to the code of conduct is of paramount importance. The code of conduct is summarized below:

- 1) The Knight owes absolute loyalty to the order and shall always follow its commands to the best of his/her ability.
- 2) The Knight shall obey the commands of higher order knights. Higher order knights shall not abuse this for personal gain.
- 3) The Knight shall always treat other Knights with respect and courtesy. Fighting between knights (other than for practice or demonstration) must be avoided at all cost.
- 4) The Knight shall never abuse his/her abilities and training, as this reflects badly upon the order as a whole.
- 5) The Knight shall be diligent in his/her training, and shall not look for training outside the order, nor shall he/she offer to train others (except as authorized by the order).

Besides those powers already mentioned, the cerebral knight gains the following as he/she advances in level.

4th Level (Initiate)

+1 to initiative

is surprised only on a 1 or 2 (d10)

8th Level (Knight)

- +1 to initiative
- +1 to save vs mind affecting spells
- is only surprised on a 1
- immune to 1st level illusions

12th Level (Master)

- +1 to initiative
- +2 to save vs mind affecting spells
- immune to 2nd level illusions
- +1 to hit and damage
- is never surprised
- may open his/her own school and train cerebral knights

18th Level (Grand Master)

- +2 to initiative
- immune to mind affecting spells
- +2 to hit and damage
- immune to all diseases

All bonuses are cumulative

The Great Master is the overall head of the order of cerebral knights. This office is always conferred for life onto the 'most worthy candidate' by a general assembly of all masters. This 'most worthy candidate' is not necessarily the highest level cerebral knight in the world, in fact any master may occupy this position, but the Great Master has some authority over (and responsibility to) all other cerebral knights (even those of higher level).

New Psionicist Kits

Amazon

Description: The description of amazons here is the same as in PHBR1, PHBR3, and PHBR4. There are no special requirements to satisfy in terms of ability scores. The only requirement is that the character must be female.

Role: Amazon psionicists enjoy high respect in Amazon society for their strong discipline of mind and body, and the considerable power they wield. They are particularly prized as makers of psionic weapons via Empower. Their role in Amazon society and outside it is very much the same as the Amazon Sorceress described in PHBR4. One other point is that Amazon psionicists are always lawful in alignment much as the Ascetic Warrior (see Dragon #191 for a description of the Ascetic Warrior kit) because of the rigid discipline they subject themselves to.

Preferred Disciplines: An Amazon psionicist takes her first discipline from either Telepathy, Psychokinesis, or Psychometabolism because of the offensive powers in those disciplines. As a second discipline, she may choose from any of the ones listed as acceptable for a first discipline, or from Metapsionics. After that, she is free to choose as she wants.

Recommended Devotions: Control Body, Inertial Barrier, Molecular Agitation, Adrenalin Control, Biofeedback, Body Weaponry, Cell Adjustment, Displacement, Enhanced Strength, Flesh Armor, Graft Weapon, Mind Over Body, Share Strength, all telepathic attack modes, Invincible Foes, Life Detection, Mind Bar, Martial Trance, and Combat Mind.

Recommended Sciences: Telekinesis, Detonate, Project Force, Animal Affinity, Domination, Ejection, Mindwipe, Psionic Blast, Empower. Barred Disciplines: None.

Secondary Skills: Required: Groom.

Weapon Proficiencies: Required: None. Recommended: Spear, Long Bow (normally psionicists cannot use long bows, but amazons are exempt from this).

Nonweapon Proficiencies: Bonus Proficiencies: Riding (Land-Based), Animal Training, Meditative Focus.

Recommended: (General) Animal Handling, (Warrior) Animal Lore, Armorer, Bowyer/Fletcher, Hunting, Running, Survival, Tracking, (Psionicist) Harness Subconscious, Rejuvenation.

Equipment: Amazon psionicists may purchase armor made of padded leather, studded leather, or hide. In addition, they may use a small shield. In weapons, they are limited to the following: short bow, hand axe, throwing axe, long bow, spear, and short sword.

Special Benefits: Amazon psionicists receive all the special benefits described for amazons in PHBR1, PHBR3, and PHBR4. In addition, similar to the benefit received in melee, an Amazon psionicist, receives a +1 bonus to her power checks in the first round of telepathic combat against any male opponent from a male-dominated society who has never encountered an amazon before, or someone like her. He will underestimate her, and be "sloppy" in his attack and defense. This only applies to the first round of combat. Thereafter, the battle proceeds in a normal fashion.

Special Hindrances: An Amazon psionicist suffers all the hindrances described in PHBR1, PHBR3, and PHBR4 for amazons of other classes.

Wealth Options: 3d4 x 10 gp

Races: Same restrictions and allowances as those made in PHBR1, PHBR3, and PHBR4. Only humans commonly take this kit though because of the low level limits on other races.

Ambassador

Description: Ambassadors are political psionics who perform a variety of functions for a sovereign including negotiations and declaration with other nations. As well, ambassadors may function as political spies or even, if such a role is needed, the one calling the shots when dealing with a foreign country. The minimum requirements are Charisma and Intelligence of at least 14.

Role: Ambassadors are used mostly in communication with other empires, and as such, are not prone to adventuring. Unless the adventure has a political nature, this kit would be almost useless. Ambassadors are usually used for negotiating treaties and making declarations to other countries. Most ambassadors will be nobles of some sort and will usually have some sort of connections within the government. Because a psionics has access to many powers that are not detectable to magical means, they can do many things that a normal human could not. In rare instances, an ambassador may even be used to telepathically control another leader or manipulate them in treaty negotiations. This sort of action would not normally be taken because if it ever were discovered, the next thing the ambassador would most likely do is announce a declaration of war. Also, because many of the powers of a psionics are not restricted by common magical means, they can get away with things not normally done. For example, an ambassador psionics could enter a castle that is protected from entry via teleport spells. This would allow an ambassador psionics to get more unique and difficult jobs done.

Preferred Disciplines: For obvious reasons, the first discipline a psionic ambassador would take is Telepathy. However, depending on the sovereign, Psychoportive powers may be taken first. Clairvoyance powers would probably also be a good second or third choice. Psychometabolic might be taken later, if more militant operations are needed, or just for simple protection. Psychokinetic and Metapsionic disciplines would most likely not be taken till much later, if at all.

Recommended Powers: The powers chosen will depend most likely on the type of ambassador created. Some good disciplines would be ESP, and Truth Ear. As well, Dimension Door and other such quick methods of travelling would be recommended. If spying missions are also in the ambassadors' profile, then some of the Clairvoyance powers like Clairvoyance and Clairvoyance would be invaluable. As well, Aura Sight would be useful in determining how one should act around the leader.

Barred Disciplines: None.

Secondary Skills: Required: Scribe.

Weapon Proficiencies: Required: None. Recommended: Dagger (it is small, concealable, and least likely to be confiscated)

Nonweapon Proficiencies: Bonus Proficiencies: Etiquette, Heraldry. Required: Reading/Writing.

Recommended: Local History, Modern Languages, Reading Lips.

Equipment: Most of the equipment of the ambassador will be expensive clothing, perhaps gifts for a foreign leader (usually provided by the ambassador's sovereign) scrolls, ink, and other items that would be used in negotiations or treaties. Very little, if any, combat or adventure oriented gear would be needed or wanted.

Special Benefits: Ambassadors are usually given special treatment by leaders. In our modern world, a good example is diplomatic immunity, which allows an ambassador to avoid prosecution from a crime. This, however, would most likely not be common, if in existence at all, because of the very nature of most medieval countries. Some benefits would be things like free room and board, free food, free clothing, access to such things as baths, tailors, healers and other high society luxuries. As well, ambassadors would have some influence with leaders and would be able to round up money at a moment's notice, as well as collect on favours. The extent of the benefits should be decided by the DM.

Special Hindrances: Because an ambassador's job is to convince and to persuade, they are often watched carefully. As well, most common folk see ambassadors as just another rich person with no interest in their welfare. As well, ambassadors are prime targets for assassinations and kidnappings.

Wealth Options: 3d4 x 100 gp

Races: There are no race restrictions, as ambassadors are in almost every government.

Assassin

Description: Psionicist assassins are very subtle in their style, reflective of the options that psionics open for them. This kit is different from the assassin kit in Dragon #191 though there is significant overlap in proficiencies and psionic powers recommended. Players are urged to examine both kits before choosing one to use. This kit enlarges upon the concept of an assassin psionicist. There is a large list of recommended sciences and devotions, but it is not necessary to take all or even most of those to be a good assassin. Rather, a modus operandi should first be chosen for the assassin, then the powers that best implement that approach should be chosen. Of course, examining the powers first before choosing a modus operandi can be useful to get a feel for the options available. For example, one type of assassin might rely heavily on Psychometabolic powers, perhaps using Metamorphosis to disguise themselves as a piece of furniture, then using something like Death Field to make the kill, or Life Draining if the victim falls asleep on the psionicist (this could happen if the psionicist is a bed for example). In one instance, a player turned himself into a bed, waited till the victim fell asleep, then quickly changed into a small guillotine, and chopped the victim's head off. Another assassin who prefers telepathy and metapsionics might use his/her psionic powers to first capture someone who has easy access to a victim, and use Psychic Surgery to attach Repugnance to the person captured in such a way that the person will attack and try to kill the intended victim on sight. Another possibility, if the assassin has an accomplice, is to capture someone who has easy access to the intended victim, switch personality with the person captured and have a henchman keep the captured person now in the psionicist's real body captive while the psionicist goes off to commit the assassination. The psionicist could use psychic impersonation to avoid detection, gain a private audience with the victim, use body weaponry to fashion his/her hand into a dagger, commit the crime, and teleport away. Almost all psionic disciplines can be useful to an assassin, but Psychokinesis is never taken since it lacks the subtle touch, and assassins much prefer to avoid combat. There are no special ability requirements to being an assassin, however, assassins are never of good alignment, and usually are evil.

Role: The description of the roles of assassins in PHBR2 and the assassin kit in Dragon #191 pretty well covers all the relevant material.

Preferred Disciplines: Psychometabolism, Telepathy.

Recommended Devotions: danger sense, teleport trigger, dimension door, aging, body equilibrium, body weaponry, cause decay, chameleon power, double pain, ectoplasmic form, heightened senses, reduction, see sound, attraction, conceal thoughts, daydream, esp, false sensory input, inflict pain, invisibility, life detection, post-hypnotic suggestion, psychic impersonation, repugnance, sight link, sound link, any of the attack modes, splice.

Recommended sciences: clairaudience, clairvoyance, death field, life draining, metamorphosis, shadow-form, teleport, domination, mindwipe, probe, superior invisibility, switch personality, appraise, aura alteration, psychic surgery.

Barred Disciplines: Psychokinesis.

Secondary Skills: Required: None.

Weapon Proficiencies: Required: None. Recommended: Dagger.

Nonweapon Proficiencies: Bonus Proficiencies: Hypnosis, Meditative Focus.

Recommended: Gem Cutting, Harness Subconscious, Rejuvenation, and any of the nonweapon proficiencies recommended for thief assassins in PHBR2.

Equipment: What is normally allowed for a psionicist.

Special Benefits: Assassin psionicists may take any of the proficiencies recommended/required for thief assassins in PHBR2 without having to use extra slots as is normal when taking proficiencies outside those groups normally accessible to a character.

Special Hindrances: Assassin psionicist suffer the same reaction roll penalty given to thief assassins in PHBR2 with NPCs who know their profession (-4 penalty), and an additional penalty of -2 with non-assassin psionicists who loathe psionicists that use their powers for such purposes.

Wealth Options: Standard 3d4 x 10 gp.

Races: Human.

Barbarian

Description: Barbarians and their society are described within PHBR1, PHBR3. Barbarian psionicists are, like the others of their tribe, very warlike with a heavy emphasis on offensive powers. A Barbarian Psionicist must have a CON of 16 or greater.

Role: Barbarian psionicists concentrate on offense, and make a formidable addition to barbarians of other classes on the battlefield. Outside their society they, like barbarian priests, will always go out of their way to aid members of their society in trouble. Preferred Disciplines: Psychokinesis, Psychometabolism, Telepathy.

Recommended Sciences: Animal Affinity, Detonate, Disintegrate, Project Force, Domination, Psionic Blast.

Recommended Devotions: Adrenalin Control, Biofeedback, Heightened Senses, Double Pain, Enhanced Strength, Flesh Armor, Mind Over Body, Control Body, Molecular Agitation, Animate Object, Ballistic Attack, all of the telepathic attack modes, Invincible Foes, Synaptic Static.

Barred Disciplines: None.

Secondary Skills: Required: Like barbarians of other classes, this is determined by the main occupation of the tribe.

Weapon Proficiencies: Required: None. Recommended: Short Bow, Knife, Club, Hand Axe, Throwing Axe, War Hammer.

Nonweapon Proficiencies: Bonus: Meditative Focus, Rejuvenation.

Recommended: Harness Subconscious, for the rest, the recommended list for barbarian priests in PHBR3 may be used.

Equipment: Barbarian psionicists may have leather armor, and any of the weapons listed above under the recommended section for weapon proficiencies to begin with. After a barbarian psionicist has been in more civilized areas for a while he/she may buy other types of weapons allowed for psionicists.

Special Benefits: Barbarian psionicists are formidable figures, all the more impressive because of their mental powers. Because of the respect this commands, they obtain (similar to barbarians of other classes) a +2 bonus to reaction rolls with people outside their tribe (with an exception noted below), and a +4 bonus to reaction rolls among their own people.

Special Hindrances: Barbarian psionicists, like barbarians of other classes, are not respecters of authority, and this together with their mental powers which arouses outright fear, causes them to suffer a -4 reaction roll penalty with any figures in authority.

Wealth Options: 3d4 x 10 gp.

Races: Human.

Beast Master

Description: A beast master is one who comes from a harsh wilderness region, and may be an escaped slave, or someone who was born and raised beyond the limits of civilization. They generally come from a tribal societal structure. These characters have mastered the means of communicating with and controlling beasts of various kinds including powerful psionic beasts. Beast masters typically do not immediately directly engage an opponent in combat, rather they use the beasts they control to attack enemies, then they may either attack an enemy struggling with the beast(s), or not attack at all if their creature(s) is winning the fight. Demihumans of all kinds who make their home in wilderness environments may be beast masters. There are no special ability requirements.

Role: Beast masters are revered among their tribesmen for their ability to command beasts which protects the tribe from dangerous creatures, and allows them to harness the power of various beasts for their own purposes. Beast masters are greatly feared for their ability to command powerful beasts by enemies of the tribe.

Preferred Disciplines: Telepathy, Psychometabolism, and Metapsionics.

Required Powers: Beast Mastery (taken at level 15 or before, see special benefits), Hivemind (taken at level 9 or before), Insect Mind (taken at level 7 or before), Reptile Mind (taken at level 7 or before), Pheromone Discharge (taken at level 7 or before).

Recommended Powers: Domination, Mass Domination, Awe, Attraction, Repugnance, False Sensory Input, Acceptance (see Dragon Kings).

Weapon Proficiencies: Recommended: Hand Axe, Knife, Club, Short Bow, Spear, Sling.

Nonweapon Proficiencies: Bonus Proficiencies: Rejuvenation, Direction Sense, Endurance or Survival.

Recommended: (General) Heat Protection, Rope Use, Sign Language, (Priest) Herbalism, (Psionicist) Meditative Focus, Harness Subconscious.

Equipment: No special requirements.

Special Benefits: A beast master gains access to the Animal Telepathy devotion without counting against the allowable devotions and sciences available to the character. This benefit applies only at the time the character has learned the prerequisites to animal telepathy. The second benefit is that a character may take Beast Mastery (see Dragon Kings) at level 15 instead of level 21.

Special Hindrances: Beast Masters suffer a -1 penalty on all power checks made in disciplines outside those under the preferred disciplines list above.

Wealth Options: 1d4 x 10 cp.

Dreamer

Description: The dreamer is a person who controls the elements of their subconscious and unconscious mind so as to link it to their conscious mind. In low level dreamers the line between reality and Dreamland is distinct and strong, but high level dreamers can meld the two together so that they are almost indistinguishable.

Role: A dreamer is a perfect kit for horror campaigns, such as Ravenloft, or settings where a normal party is either mentally or physically outmatched. They have the ability to physically hamper a person by playing on their fears in their nightmares. In horror campaigns where the line between reality and the character's nightmares is faint, a dreamer would fit in marvelously with little or no effort. All dreamers must have a 17 Wisdom to help them tell the difference between what is real and what is not, and a 16 intelligence to use that knowledge to its full advantage. A high constitution will also help the dreamer in the transition from reality to Dreamland. A dreamer character kit adds 5 years to their starting age to reflect the extra years searching for a dreamer mentor and the extra study time. A dreamer can only be chosen at 1st level and must always stay a dreamer, or lose all dreamer powers, including the psionics themselves. Because the entering into another's dreams is not a very moral act, most dreamers are not of the good alignment. However, some dreamers use their

powers for good purposes, such as helping a person with nightmares, but on the whole, most dreamers are either neutral or evil.

Secondary Skills: Any Secondary skill is allowed, none are preferred.

Weapon Proficiencies: A first level dreamer gets no weapon proficiencies unless they are taken from the bonus proficiencies acquired through intelligence. (if that option is used) It is suggested that at least one weapon proficiency is taken. A dreamer may also elect to spend one proficiency (weapon or non-weapon) to acquire a dream weapon proficiency. A dream weapon proficiency only works in Dreamland and can also be specialized according to the rules in the PHBR1. There is no restriction to what dream weapon proficiencies may be acquired since strength in Dreamland is not a problem. As well, because this is only mental training, the dreamer may choose weapons now allowed by his class. Dream weapon proficiencies DO NOT allow the character any bonuses when using that weapon in real life, as the dreamer is training himself to fight with that weapon as he thinks it should be wielded, which is almost always different from how it should be wielded in reality. However, a real weapon proficiency will also work in Dreamland.

Non Weapon Proficiencies: Bonus: Harness Subconscious
Suggested: Rejuvenation, Hypnosis, Meditative Focus.

Psionics:

Bonus: Devotions: Dream Travel

Suggested: Any Psychometabolic power, as they work more effectively in Dreamland.

Barred: None, but Psychoportive powers are almost useless in Dreamland.

Special Benefits: They can control their sleeping patterns to go into a deep sleep, a normal sleep, a light sleep, or even a feign death like state. In a deep sleep a dreamer rejuvenates PSP at double the normal rate, but almost impossible to be awoken earlier than the specified time. In a light sleep half normal PSP rejuvenation takes place, but the dreamer awakens easily. In the feign death state, the dreamer will not awaken until a specified event or time elapses. Any damage taken during this time, from anything, will awaken the dreamer. No PSP rejuvenation is possible during this state due to the intense concentration needed to maintain it. A dreamer can also switch between the three different dream modes freely. To switch from one mode to another, the dreamer must concentrate for 1 round, after which the transfer can be made.

Special Hindrances: Dreamers are a prime target for normal psionics as they are fairly weak at lower levels and are easy prey. As well, most mages loathe dreamer the same way a troll hates a good fire. If a mage or psionics finds out a character is a dreamer, there is likely to be a "witch hunt" on the horizon. The final threat for dreamers, is the Dream Demon (q.v.), who finds a dreamer's mind as useful as a gnomish invention, but finds their physical bodies a great way to travel. Also, to top it all off, a dreamer must choose dream powers before selecting any other power. Due to this, dreamers have only dream powers and a defense mode at first level.

Races allowed: Humans occasionally become dreamers, but not often as they are a short lived race. Typically Elves and half-elves become dreamers. Dwarves and halflings do not have the right temperament to become dreamers and Gnomes have a hard time controlling their thoughts to the extent needed.

Hermit

Description: A Hermit could be best described as a psionics's version of a druid, or perhaps to some degree, a druidic version of a Healer (see Dragon #191 for a description of the Healer kit). Hermits live their lives in the wilderness, devoting their time to studying their craft and applying it in various ways. They are distinguished by their brown robes and wooden staffs they carry. Not all will necessarily have this appearance, but it is common to see them in this manner. Hermits are by nature recluses, and are seldom seen by travelers, though they do have good relations with druids and rangers that live in the same area. Hermits are always of either Neutral or Neutral Good alignment. A character must have a Constitution score of 15 or higher to be a Hermit.

Role: Hermits are defenders of the area they live in, much as druids, further, like rangers, hermits will help travelers in distress in their area provided they are not of evil alignment. They will often observe travelers, using their psionic powers to avoid being seen.

Preferred Disciplines: Hermits prefer the disciplines of Telepathy, Clairsentience, and Psychometabolism as a first or second discipline. Psychometabolism is always their first or second discipline. Psychokinesis is always

the last discipline taken by Hermits. Metapsionics is frequently taken as a third discipline to gain access to Psychic Surgery and Split Personality which greatly enhances the power of a psionist. Psychoportation is also frequently taken as a third discipline to enable the hermit to move more quickly around his/her domain.

Recommended Devotions: any telepathic attack modes, Attraction, Awe, False Sensory Input, Invisibility, Mind Bar, Truthspeak, Sight Link, Sound Link, Absorb Disease, Adrenalin Control, Body Control, Body Equilibrium, Chameleon Power, Cell Adjustment, Heightened Senses, Lend Health, Mind Over Body, See Sound, Danger Sense, Know Location, and Conceal Thoughts.

Recommended Sciences: Complete Healing, Animal Affinity, Shadow-form, Aura Sight, Superior Invisibility.

Barred Disciplines: None.

Secondary Skills: Required: None.

Weapon Proficiencies: Required: Staff (normally psionists do not use staves, but hermits are an exception).

Nonweapon Proficiencies:

Bonus Proficiencies: Animal Handling, Herbalism, Rejuvenation.

Recommended: (General) Direction Sense, Weather Sense, Fire-building, Fishing, (Warrior) Animal Lore, Endurance, Running, Survival, Tracking, (Priest) Healing, (Psionist) Musical Instrument.

Equipment: Hermits can wear leather, padded leather, studded leather, or hide armor. They may buy any of the weapons listed as legal for psionists to use in the Complete Psionics Handbook.

Special Benefits: Hermits receive a +1 bonus to all power checks for healing powers. They also receive a +1 bonus to animal handling proficiency checks.

Special Hindrances: Hermits receive a -2 on reaction rolls in civilized areas because of their awkwardness when not in the wilderness. Further, other psionists tend to look down on them, feeling they are inferior.

Wealth Options: As in the Complete Psionics Handbook.

Races: Human.

Mystic

Description: A Mystic is a character who is totally devoted to the use of "pure" psionics, in particular the disciplines of Clairsentience, Telepathy, and Metapsionics. They do not disdain other forms of psionics, but they will always prefer purity. Mystics are the ultimate telepathic warriors when drawn into battle because of their intense study of that discipline. To be a Mystic, the character cannot be evil, nor chaotic. Evil is disdained by Mystics, though they do not necessarily feel compelled to fight for good causes. A Wisdom of 16 or better is required to be a Mystic.

Role: Mystics tend to be somewhat reclusive preferring to spend their time studying and enhancing their powers. Those that are Neutral between good and evil seldom if ever intervene in the affairs of the world. Those of good alignment still prefer to concentrate on their studies, but will if they feel the need exists, come forth to aid the forces of good. Mystics are highly respected, and greatly feared by their enemies because of their formidable mental powers.

Preferred Disciplines: A Mystic's primary discipline is always Telepathy, followed by Metapsionics. After that, they may choose as they wish. Indeed, in spite of their preference for purity, they will often choose Psychometabolism or Psychoportation to gain defensive powers.

Recommended Devotions: all telepathic attack modes, Mind Bar, Intensify, Martial Trance, Receptacle, and Splice.

Recommended Sciences: Ejection, Psionic Blast, Psychic Surgery, and Split Personality.

Barred Disciplines: None.

Secondary Skills: Required: Scribe.

Weapon Proficiencies: None, Mystics are devoted to the use of their formidable mental powers, and never use weapons.

Nonweapon Proficiencies: Bonus Proficiencies: Meditative Focus, Rejuvenation. Recommended: Gem Cutting, Harness Subconscious, Hypnosis.

Equipment: Mystics never wear armor, nor carry weapons.

Special Benefits: Mystics receive a +1 bonus to all power checks in the Telepathy discipline because of their intense study and meditation in that discipline.

Special Hindrances: As described above, Mystics are not proficient with any weapons, nor do they ever wear armor.

Wealth Options: As in the Complete Psionics Handbook.

Races: Human.

Psi-Knight

Description: The Psi-knight is a student of psionics and combat, merging the martial and mental arts into a combination both deadly and mystical. The discipline of Psi-knighthood is specific, despite being an apparent mish-mosh of the abilities of fighters and psionicists. They follow a specific code of conduct, and have a strict hierarchy among their ranks. To be a Psi-knight, a psionicist needs a Dexterity of 14+, as well as the standard requirements for psionicists.

Role: In the campaign, Psi-knights are very secretive. Finding a teacher should be an adventure in itself, as most Psi-knights hide from society. The reason for this is that the Psi-knight Order is very wary of letting others learn their ways. While most Psi-knights are Lawful Good or Lawful Neutral, Lawful Evil Psi-knights do exist, and an organized force of them would be a major threat to any campaign world.

Secondary Skills: Any.

Weapon Proficiencies: Bonus: Bastard sword, or katana if oriental.

Recommended: None.

Non-weapon Proficiencies:

Bonus: Religion (Good, Neutrality, or Evil forces, see The Complete Priest's Handbook), Rejuvenation.
Recommended: Tumbling, Jumping, Blind-fighting, Meditation.

Equipment: The Psi-knight automatically receives a bastard sword upon completion of his training. This sword is of high quality, adding a non-magical bonus of +1 to hit and +1 to damage. Psi-knights are prohibited from wearing armor.

Special Benefits: Psi-knights receive a permanent bonus of +1 to power checks for powers from the Psychokinesis and Telepathy disciplines, and may learn the recommended proficiencies at the normal cost. Additionally, the Psi-knight automatically has the Psi-sword power at first level. This is part of the Psi-knight's training, and does not count as one of the powers the psionic chooses at first level.

Special Hindrances: Psi-knights suffer a -2 reaction penalty, due to their hermetic nature. Psi-knights may never learn Psychoportive powers. The Psi-knight may only gain proficiency in a bastard sword (or katana, again if Oriental) throughout his life. He may still use other weapons, but at the non-weapon proficiency penalty. And all further weapon proficiencies gained through level advancement are LOST.

Wealth: Psi-knights receive the standard 3d4x10 starting gold.

Savage

Description: Savage Psionicists are psionicists found within cultures viewed as primitive by most people. Typically, the societies that Savage Psionicists emerge from also produce warriors who would be classified as savages (see PHBR1 for what this means). These societies are already well described in PHBR1, PHBR3, PHBR4. Savage Psionicists are very formidable psychometabolists and telepaths. To become a Savage Psionicist, a CON of 17 or higher is required and a WIS of 16 or higher.

Role: Savage Psionicists serve multiple purposes within their tribe, including healing of all kinds, ability to help someone get more in "touch" with themselves using powers like Psychic Surgery and Incarnation Awareness, their ability to determine the truthfulness of people both within and outside the tribe, and their formidable combat powers of telepathy. They are also greatly valued because of their ability to boost a warrior's prowess or health with things like share strength and lend health. Outside their tribe, in more civilized regions, Savage Psionicists can (like savages of other classes) be unwashed unkempt primitives, or unsullied heroes who bring a noble (if sometimes naive) viewpoint to the party.

Preferred Disciplines: Psychometabolism, Telepathy.

Recommended Sciences: Animal Affinity, Complete Healing, Superior Invisibility, Psychic Surgery.

Recommended Devotions: Poison Sense, Absorb Disease, Adrenalin Control, Body Control, Biofeedback, Cell Adjustment, Chameleon Power, Heightened Senses, Lend Health, Share Strength, Identity Penetration, False Sensory Input, Incarnation Awareness, Life Detection, Truthspeak, any of the telepathic attack modes.

Barred Disciplines: None.

Secondary Skills: Required: any of the woodcraft skills, such as Fishing, Hunting, etc.

Weapon Proficiencies: Required: None. Recommended: Short Bow, Knife, Club, Spear.

Nonweapon Proficiencies: Bonus: Rejuvenation, Hypnosis, Direction Sense, Weather Sense.

Recommended: Meditative Focus, the rest can be taken from the list used for Savage Priests in PHBR3.

Equipment: Savage Psionicists never wear any kind of armor, and they may only buy their weapons from the list of recommended proficiencies above since they share other psionicists' disdain for weapons.

Special Benefits: Savage Psionicists receive Danger Sense and Mind Over Body as bonus powers.

Special Hindrances: Savage Psionicists cannot wear armor without suffering a penalty of -3 to all die rolls due to the discomfort and hindrance that armor imposes on them. In addition, they (similar to savages of other classes) suffer a reaction roll penalty of -3 when dealing with civilized peoples.

Wealth Options: 1d4 x 10 gp.

Races: Human.

New Rules

Contact Rules Alternative

With the recent discussions of psionics, I thought some of you may be interested in some rules modifications I have made for contact in the Dark Sun campaign I run. These modifications were made because I like the "feel" of the psionics in the Prism Pentad books and due to problems implementing current telepathy rules with respect to nonpsionicists. So you know where I'm coming from, though I have modified the rules to some extent, overall I enjoy both the CPH and the Dark Sun World.

Psionics Contact Revisions:

In order to mesh the telepathy rules with the Prism Pentad series (similar to the abilities acquired by Rikus and Sadira in the Prism Pentad), nonpsionicists will be allowed a saving throw versus contact. The ability to resist psionic contact improves with exposure, hence the saving throw will improve with experience. Also since high wisdom provides a greater chance of fighting off mind based magical attacks, it will also provide some improved protection versus psionic attacks. The magical defense bonus will be applied to the saving throw. In no case may the saving throw be modified below 8. Intelligence of the target will not increase the cost of contact.

Level	Saving Throw
1-3	19
4-6	18
7-9	17
10-12	16
13-15	15
16-18	14
19-21	13
22-24	12
25-27	11
28-30	10

If a psionicist makes a successful power check and the target fails his saving throw, contact is established without the target becoming aware.

If a psionicist makes a successful power check and the target makes his saving throw, contact is not established, but the psionicist was able to break off the attempt at contact before the target became aware of it.

If a psionicist makes an unsuccessful power check, the attempt at contact fails and the target becomes aware of the attempt. If the target ceases all activity and focuses on preventing future invasions into his mind, he receives a +2 bonus on all saving throws as long as he concentrates. If he continues to engage in any activities after a failed attempt, he gains a +1 bonus to his saving throw for the next 1d6 rounds.

If a psionicist rolls his power score, in addition to the reduced maintenance cost outlined in the Psionics Handbook, the target receives a -2 penalty to his saving throw on future contact attempts if the initial attempt was thwarted by a made saving throw.

New Rules for Contacts, Telepathic Combat and Psychic Contest

Option 1. Simple method

- Everybody has mind blank defense mode.
- Psionic combat against mind blank is not perceptible and it is instantaneous (the psionicist does not lose the round).

Option 2. More simple method

- Contact does not exist its only a reference to calculate the cost. Every power affects immediately.

- Put a saving throw to avoid all powers that do not, originally, have one. Most people use Save vs. spell + wisdom bonus. However, Save vs. petrification + wisdom bonus is considered a strange choice but it is more fair, since psionics have the best numbers there. Someone may try to invent a new table.

Option 3. Even more simple method

- from "Dark Sun - Shattered Lands" computer game. (read the notes about the game at the end)
- Contact does not exist its only a reference to calculate the cost. Every power affects immediately.
- A psionist or everyone that has defense modes, tries a contest with his current turned on defense mode against the attacker's power to avoid the effect (only one).

Option 4. The oversimplified method

- Contact has saving throw vs. petrification + wisdom bonus. All defense modes are useless and contact does not spend a round.

Option 5. New method

Psionic Powers Usage

- All Psionist gain contact free when they get the Telepathic discipline.
- A contact is made in less than a round. The psionist can make 1 contact plus one devotion or science that list contact as initial cost. A psionist cannot make contact as he attacks physically (only with split mind this is possible). Use psionic powers this way does not made real contacts, so, this kind of contact cannot be maintained.
- To make the contact the psionist must see the target. The psionist may use other powers (as clairvoyance) to be able to see the target.
- No one can defend a contact. If you want to defend yourself you must be a psionist and must start your defense mode before (mind blank is not always active and costs 1 psp.).
- A defense mode does not have initial cost. The listed initial cost is the maintenance cost per round.
- When attacked a psionist can try to win a contest against the attacker power score to avoid the attack, try to avoid an attack does not occupy the round. The contest has one modification: The attacker gets a bonus (or penalty) equal to the difference in level between the psionists. Telepathic combat is another way to contact and attack a psionist.
- Some powers should be modified to include a saving throw. Ego Whip and Id insinuation have saving throw vs. petrification (+ wisdom bonus).

Telepathic Combat

- When two psionists want to fight each other they can choose to enter into telepathic combat. First, a psionist must try to contact the other in a special form calling the other to a telepathic combat (In game terms: the player or the DM says "I want to fight you". The character hears this on his mind). If both ones want to enter into combat the combat starts. If one of them does not accept the challenge the combat is impossible and the psionist should try to use any power he wants in the normal way (described before). In suchlike situation, the challenger automatically wins initiative and the retreator has a -2 ST. penalty against the first psionic attack (fear + attacker "next" of his mind).
- All telepathic attacks get a bonus (or penalty) equal to the difference in level between the psionists. A psionist cannot try to leave a combat or he automatically loses. At the end of the combat the winner can automatically execute any telepathic power in loser with maximum effect and no saving throw (power score still required).
- When a psionist lose a combat, he is contacted and cannot use any defense mode until the attacker stops paying maintenance cost or until the psionist made a successful Ejection. Of course, the contacted can attack the attacker (if he survives the final attack).
- During combat none of the participants can attack each other in any non-telepathic way. If the psionist is disturbed, walk or do any non-telepathic action he suffers -2 penalty (to anything, attack, ST., ...) and can use only defense modes in that round. The penalty can be increased, at DM discretion, when trying a complicated activity or when strongly disturbed.
- A psionist can telepathic attack (and be attacked by) more than one person at the same time. The number of attacks per round does not increase, but the number of defense mode usages are unlimited (but with only one type of defense mode per round).
- In all others aspects the telepathic combat is the same described in page 25 of the CPsiH.

About "Dark Sun - Shattered Lands" computer game

The game is very fealty to AD&D stories and rules, but some things were simplified, within them the psionic powers. The game is very good and gives me some new ideas for adventures, but this is not relevant in the following description.

In this game, contact does not exist. All powers affect immediately and depend only on attacker power score and victim saving throw. Everything works OK and the psionics are not more powerful than other classes. Not all psionic powers exist in the game but the critical ones are there (Mass Domination, Psionic Blast, ...)

In one hand, is not obvious the way the game uses to decide when some power works since all calculations are automatic. In the other hand it obvious that psionic combat does not exists (contact does not exist, I never was prompted for attack or defense mode usage) but since all defense modes are there they should be useful in some way. Observing the only two powers that do not have saving throws (Id insinuation and Ego whip) I see that they do not always work, so, the defense modes are used in this case. I guess that a successful contest against the victim defense mode is required by these powers.

Some of the powers are simplified too and the game has helps for each one, so, I list some of them.

- Detonate: "Inflicts 1-10 points of damage in any creature in the area of effect."
- Animal affinity: "Allows the psionicist to briefly grow claws that inflict 1-10 points of damage"
- Superior Invisibility: "Makes the psionicist nearly undetectable in combat. It is dispelled if the psionicist attacks."
- Enhanced Strength: "Allows the psionicist to increase his or her strength to 24"
- Inertial Barrier: "This barrier of "elastic" air halves damage form breath weapons, missile, acid, gas and ice storms."
- Id insinuation: "Paralyzes the target for 1-4 rounds"
- Ego whip: "Target is stunned for 1-4 rounds"

Every psionic power is executed in one round and the only possible effect for domination like powers are all dominated characters attack their own groups.

All other changes do not affect psionicists and I will not list them. Two final changes maybe interesting: none distinction between sciences and devotions (only a few of the devotions are available) and sometimes you can find psionic bracelets, these items can teach a new power to one person (like a wizard scroll, the bracelet disappears when used).

Dreamland & Dreaming

There are three modes of Dreamland: Travel, Natural, and True. Travel mode is entered when a psionicist uses the Dream Travel power. It is entered quite often by non-dreamers and is accessible to only psionicists. (Dreamers included) This place is universal and is the same for everyone. Natural mode is that mode entered when a person has an extremely strong dream (Extreme nightmare or dream on the table below). Natural Dreamland is a personal place and only a god or a dreamer may enter. Once inside person's natural dream, via the Enter Dream power, the dreamer may then bring others in with the Dream Magnet or Waking Dream powers. A character will only enter true Dreamland if a god or dreamer is forcing them in for some reason.

True Dreamland itself is a reflection of the real world, like travel Dreamland. To determine how True Dreamland will look, first determine the alignment of the area. To do this figure out the average predominant alignment. A powerful creature tends to tip the scales in the direction of their alignment a lot more than a weak one (a raiding party of orcs would have no significant influence when a great wyrm gold dragon is in the area) If you wish, you can calculate it with a little work. For every lawful creature, take an total with lawful creatures as a positive HD, neutral creatures as zero and chaotic creatures as negative HD. Now, divide by the total number of HD in the area (no negatives or zeros, just plain HD) A score of 1 is lawful, 0.5 is neutral with lawful tendencies, 0 is neutral, -0.5 is neutral with chaotic tendencies, and -1 is chaotic. Since you will most likely not get exactly these numbers, choose whichever is most appropriate. Do the same procedure for good and evil creatures and from that, an alignment can be formed.

To determine the general appearance of the land, you should use the two halves of the alignment. The first part (law/chaos) determines the organization of the land, and the other half determines what the shape of the land will be. A lawful land will be organized, chaotic will be random and disorganized, and neutral, a combination of the two. A good land will be bright, pleasant, and "rounded", a neutral one flat and gray, and a evil one will

be dark and angular (as opposed to being "rounded") Specific details (trees, roads and other minor things) are left up to the DM to decide, but are usually very close to the real land.

Natural Dreamland is that land created by a dreaming person. This land may look like true Dreamland (in the case of most nightmares), the character's original home, some far away land, or even some exotic pleasure palace in Persia (in the case of most dreams of the extreme magnitude). Natural Dreamland can look like anything, but it must always reflect the type of dream the person is having. A person having an extremely bad nightmare will also be revealing their worst fears, which is why most dreamers are so effective.

A character in Dreamland is the same physically and mentally as they are in the normal world. The only exception is the dreamer. A dreamer is the same mentally (Wisdom & intelligence) but the physical skills (Strength, dexterity, charisma, and movement) are added together and then the dreamer may distribute the points among the abilities as they see fit. No dreamer can change constitution because this is a direct change to the PSP of a character, and that is forbidden. A dreamer could end up with a very high strength and dexterity, but ugly and slow. This makes dreamers very quite formidable in Dreamland. Also a dreamer may expend PSP to maintain a higher scores in statistics. At first level the dreamer must expend 2 PSP for 1 statistic point during the dreamer's stay in Dreamland. At 3rd level the conversion rate is 1:1, 2:3 at 7th level, 1:2 at 15th level, and 2:5 at 25th level. This is the best rate a dreamer will ever get or ever need to get.

The results of death in Dreamland vary on the type of dream mode they are in. A dreamer in the travel dream mode will go back to where they started (as stated on page 70 of PHBR5). In natural mode, a death will result in a system shock roll. If it is failed, the person suffers the results of a Dream Magnet power. In true Dreamland, death is very dangerous. They must make three consecutive rolls, wisdom, intelligence, and a system shock, to live. A failed wisdom roll means the character does not realize it was only a dream and dies of a heart attack. An failed intelligence roll means the character believes he is dead, and goes into a berserk rage until he is knocked unconscious as per the failed system shock roll. The failed system shock roll means that the person's body thinks it is dead and the person goes into a coma for 1d10+10 days.

Some psionic powers infest themselves in a different manner in Dreamland. Psychometabolic powers are enhanced in Dreamland. The psionist rolls their power score normally but if it is not the actual power score, it will be altered in the direction of the power score by one point. This removes the possibility of rolling a 1 or a 20 on a power (even with bonuses/penalties, these effects will not manifest themselves.) The Ejection power used by a normal psionist will not work with a Dream Link. A dreamer can use the Ejection power to get rid of unwanted Contacts or Dream Links. When using it on a Dream link, there can be no harmful side effects for the dreamer, but they can occur to the ejected being. Telepathic defense modes are useless against the Dream Link power.

Natural Dream Table

Die Roll Result

- 01 Dream: Extreme (Natural Dreamland entrance)
- 02-20 Dream: Pleasurable
- 21-35 Dream: Good
- 36-40 Dream: Average
- 40-60 No dream
- 61-65 Nightmare: Bad
- 66-80 Nightmare: Horrid
- 81-99 Nightmare: Painful
- 00 Nightmare: Extreme (Natural Dreamland entrance)

A nightmare of bad or horrid level or dream of good or average level will not affect the person's abilities the next day in any way as they are quite common. A pleasurable dream will grant a +5% (or +1 on a d20) bonus on any rolls that had something to do with the dream (example: Piffer the great had a pleasurable dream that he was doing extremely well picking pockets and the next day he picks a pocket and receives a +5% to do so because of the positive influence of the dream) An extreme dream that takes the person into dreamland will grant a +15% (or +3 on a d20) bonus because of the extremely good feelings that come about from it. As with all bonuses/penalties that come from dreams or nightmares, it only affects actions that have to do with the dream. For painful nightmares, it is a -5% penalty (or -1) and for extreme nightmares, it is -15% (or -3).

RPM (Random PSP Method)

I've developed a random method for determining a psionist's PSPs. The TCPH uses a method which allows for no random element to the determination of PSPs.

Something to think about:

"Wouldn't it be awfully boring if every fighter gained 8hp (plus CON modifiers) at each level, every cleric gained 6hp at each level, etc.?"

Comments, discussion, debate, criticism, etc., of my RPM are welcome. Flames and harsh criticism are welcome as well, provided the flames deal with the subject matter I've presented here. Flames of the nature, "AD&D2 psionics suck, so your proposition is worthless", are not constructive and will be ignored.

The TCPH's method for determining a psionist's PSPs has no random element. A base amount of PSPs are awarded at each level, along with modifiers for high INT, WIS, or CON. Using this method, a psionist's PSP total can be calculated for any given level, (barring an ability score change which could affect the modifiers).

This method is very unsatisfactory, given the mechanics established for many other parts of the AD&D game. Not all 4th level fighters with a 16 CON have the same hit point total; why should all psionists of the same level and identical ability scores have the same PSP total? This method of pre-determination of PSPs takes away from the player's personal involvement with his PC, and removes an element of uniqueness between the PC and other PCs (or NPCs) of his class.

I have developed a method of determining PSPs that introduces a random element. The RPM puts the random element in the player's hands, so the personal involvement and control of the character's fate is returned to the player. The RPM uses a dice roll that produces a bell curve type distribution of results; this bell curve generated is centered around the TCPH's PSPs gained at each level.

Although using RPM offers a player the chance to greatly exceed the amount of PSPs gained per level as compared to the TCPH, it also offers the same chance to fall just as far below the TCPH's PSPs. However, because the dice rolls produce a bell curve distribution of numbers, the majority of rolls will produce a number of PSPs very close to the number of PSPs set forth in the TCPH.

For those unfamiliar with the TCPH's mechanics for determining PSPs (or for those who don't have their TCPHs at hand), the following is a brief outline of how this is done:

At first level, a PC's starting PSPs are a base amount (depending on his WIS), and modifiers (based upon his INT or CON). Beyond first level, the PC receives a base of 10 PSPs, plus a modifier (depending on his WIS). Table 5, from TCPH page 13, is reproduced below:

Ability Score	Base Score Ability	Modifier
15	20	0
16	22	+1
17	24	+2
18	26	+3

If a 1st level psi has 16 INT, 18 WIS, and 15 CON, he receives a total of 27 PSPs (26 base because of 18 WIS, plus 1 modifier for 16 INT). At 2nd level this PC would be awarded 12 more PSPs (10 base plus 2 modifier for 17 WIS).

The RPM uses a base amount of PSPs awarded at 1st level (based upon WIS), plus modifiers (based upon INT or CON), plus the player's random dice roll. At 2nd level and beyond, there is no base PSP amount; the amount of PSPs gained is based solely upon the player's random dice roll plus a modifier (based only upon WIS).

The random roll for 1st level is 3d4. For each INT or CON point above 15, a modifier point is added to the base and random roll. Base PSPs and modifiers for 1st level are awarded as follows:

WIS Base	PSPs	INT or CON	Modifiers
15	13	16	+1
16	15	17	+2
17	17	18	+3
18	19		

For 2nd level and up, the random roll is 4d4. For each WIS point above 15, a modifier point is added to the random roll for the total PSPs attained.

The 1st level random dice roll (3d4) will produce a possible range of results of 3-12; the average (or "probable") range (under the center of the bell curve) is 6-9. The 2nd level random dice roll (4d4) will produce a possible range of results of 4-16; the average (or "probable") range is 8-12.

[EXAMPLES]

* Example 1: PC has minimum ability scores necessary to become a psionicist.

+ Level 1

-Under TCPH: $20.\text{base} + 0.\text{mod} = 20$ PSPs

-Under RPM : $13.\text{base} + 0.\text{mod} + 3-12.\text{ran}$

=> possible range of 16-25

=> probable range of 19-22

+ Level 2

-Under TCPH: $20.1\text{st} + 10.\text{base} + 0.\text{mod} = 30$

-Under RPM : $16-25.1\text{st} + 0.\text{mod} + 4-16.\text{ran}$

=> possible range of 20-41

=> probable range of 27-34

* Example 2: PC has 16 INT, 18 WIS, and 16 CON.

+ Level 1

-Under TCPH: $26.\text{base} + 2.\text{mod} = 28$ PSPs

-Under RPM : $19.\text{base} + 2.\text{mod} + 3-12.\text{ran}$

=> possible range of 24-33

=> probable range of 27-30

+ Level 2

-Under TCPH: $28.1\text{st} + 10.\text{base} + 3.\text{mod} = 41$

-Under RPM : $24-33.1\text{st} + 3.\text{mod} + 4-16.\text{ran}$

=> possible range of 31-52

=> probable range of 38-45

* Example 3: PC has 18s for INT, WIS, and CON.

+ Level 1

-Under TCPH: $26.\text{base} + 6.\text{mod} = 32$ PSPs

-Under RPM : $19.\text{base} + 6.\text{mod} + 3-12.\text{ran}$

=> possible range of 28-37

=> probable range of 31-34

+ Level 2

-Under TCPH: $32.1\text{st} + 10.\text{base} + 3.\text{mod} = 45$

-Under RPM : $28-37.1\text{st} + 3.\text{mod} + 4-16.\text{ran}$

=> possible range of 35-58

=> probable range of 42-49

The important statistics to note in the above examples is the "probable range" of each of the results. The "possible range" for each may seem to form a large window around the TCPH result, but keep in mind that the average rolls will be "weighted" to the "probable range". The window that the probable range forms around the TCPH PSP total is reasonably tight.

Players have the capability to substantially increase their PC's PSPs above what they could have been when using the static TCPH rules by a series of lucky rolls (or by a "soft" DM). They also have the chance to drop well below what they might have received under TCPH. A player who has gained more PSPs using the RPM system will be proud of his PC, just as a player who has rolled a lot of 9s and 10s as hit points for his fighter. A player who has not been as fortunate will have something to attain -- a special quest or use of a wish might be appropriate means of allowing the PC an increase in PSPs.

In either the extreme cases, or the case of maintaining relatively close to the same number of PSPs as the TCPH prescribes, the control of the PC's advancement is returned to the player. Level advancement, new psi power achievement, and PSP gain now becomes a much more exciting event for the player.

Psionic Awareness

Power Check: WIS

Range: 50 yards

Psionic Awareness is termed a "psionic ability," rather than a "psionic power," since it does not belong to one of the six disciplines, does not take up a science or devotion slot, and does not cost any PSPs to initiate or maintain.

Psionicists develop their Psionic Awareness during their early training. (Wild talents do not develop this ability since they undergo no formal training in harnessing the power of the mind.) As part of the beginning stage of mental exercises that develop a psionicist's mind into a highly focused source of energy and control, neophytes are taught how to use this natural ability. (See page 81 of the TCPH, second paragraph under "Resistance" in the Contact devotion description for a basis on allowing psionicists to have "natural" abilities. Also note that although the five psionic defense modes are devotions and a science under the Telepathy discipline, psionicists learn these powers as part of their level progression and schooling, without the need to use a devotion or science slot.)

The Psionic Awareness ability allows a psionicist to recognize psionically capable minds when he initiates a mental "scan". The psionicist is able to tell which minds (within the Area of Effect) are capable of psionic activity, whether these minds are engaged in any psionic activity at that time or not. The mark of a disciplined and empowered mind is the "signature" that allows the psionicist to recognize other psionically-capable minds. (Wild talents do not have this disciplined mark on their minds since they undergo no training to develop it to this level; therefore, wild talents are not recognized by Psionic Awareness.)

Psionic Awareness does not recognize psionic activity or the expenditure of PSPs, only that a mind is disciplined and capable of such activity. The Mind Bar power prevents the Psionic Awareness scan from identifying that mind as psionically-capable, even though PSPs are being expended. (Likewise, if the Psionic Concealment power is a power available in your campaign, it prevents the scan from properly identifying as well.)

Even though Psionic Awareness costs a psionicist nothing with regards to PSP expense, there are other reasons why this is a dangerous ability to exercise. Psionicists not engaged in physical melee, psionic activity, or other focused activity will immediately recognize that they have been scanned. Further, the scanned psionicist will be able to tell where the scan originated, thereby identifying the psionicist who initiated the ability. Needless to say, utilizing this ability in unfamiliar surroundings can create quite a dangerous situation.

No psionicist appreciates being "checked out" by another. Lawful Good and Lawful Neutral psionicists who recognize that they have just been scanned will at the very least think it to be a serious breach of etiquette. Lawful evil psionicists are quite likely to launch a psionic attack upon the initiator without asking any questions. All psionicists who realize they have been scanned immediately go into a defensive mindset, and realize that they could be in store for a confrontational event.

Because a psionicist never knows what high-level psionicist they might possibly scan and thereby make an enemy of, psionicists simply do not walk down a city street with this ability maintained and "out there" for all other psionicists to pick up on. Beyond using this ability in early training to develop a psionicist's mind, the primary use of this ability is in the following manner: When a psionicist's party has already determined themselves to be in a confrontational event with another party (that will most certainly lead to combat), the psionicist will use Psionic Awareness to scan the other party members for possible psionic combatants; (and the psionicist can bet that any psionicists in the other party are scanning him at the same time!)

Finally, this ability causes psionicists to recognize other psionicists who are just coming into their mental powers. This typically occurs as a young psionicist is involved in puberty; the young psionicist may not even realize that he has psionic capability, but as part of all of the changes his body is undergoing (hormonal, mental, etc.), his untrained mind is "broadcasting" its ability. In this case, a trained psionicist does not need to make a Power Check in order to recognize the psionically-capable mind in his presence. Likewise, several psionicists who recognize a young, broadcasting psionicist in their presence will not recognize each other as scanning since they each are not having to initiate this ability -- all of the signals are being sent to them without them even trying to receive. Trained psionicists will no doubt want to get a moment alone with the young pubescent in order to tell them what they are, what they have the potential to be, and to try to convince them to begin training with their school. Young psionicists who are never exposed to another psionicist while

going through this puberty period that causes this mental broadcasting, eventually mature and become wild talents.

Compilers Note: This ability would also be useful for determining if an item is the psionicist equivalent to a magical item, although it would only give an indication, either Aura Sight or Object Reading would determine this for sure.

Power Discovery Rules

The introduction of the psionicist character brings out many opportunities for new and different experiences in the AD&D game world. The main problem with the character is that, unlike mages and priests, there is no existing rules for the creation of new powers. The idea of making new powers by players poses many problems. A mage can just go to the magic guild and study existing spells to find similarities in the way that the magic is shaped. A cleric can pray to their god for a new and different power. But a psionicist's power comes from within themselves, not from a god or the magic power of the world that the character is in. Thus, a psionicist is not so much searching for a way to create a new spell that all mages can use as they are searching for the power within themselves and unleashing it.

Because they are searching within themselves for the power, a lot of meditation is involved. Therefore, the meditative focus proficiency is a requirement. The new power may not fall within the standard rules of new spells in that it cannot duplicate another power. Since self-discovered powers are unique to each individual, it is possible for two psionicists to discover a similar power, each with its own advantages and disadvantages.

However, duplicating of powers in the CPH should be disallowed. As well, the creation of powers that are similar in effect to ones in a barred discipline, and yet not in that discipline, should be disallowed. It may be a combination of other powers, but be careful with this, as it is not always good for game balance. The new power should not be a way of circumventing rules that the player does not like. However, this may be allowed if a specific and logical reason is given. For example, the dreamer power Dream Link is able to avoid the problems of ejection and other powers that will break contact. The reason behind this is that the dreamer is linking on a difference conscious (on in the actual case, subconscious) level that most psionicists never deal with and therefore they are not able to understand the nature of the contact. If this kind of circumventing of the rules is allowed, it should be dealt with in a very cautious and careful manner so as not to give the character and unfair advantage.

The steps in the creation of a new power are similar to the creation of a new spell. First the player must submit to the DM what the character hopes to create. Then the DM and the player must go over the power and talk about what it is supposed to do. Effectively, the character should write out the description of the power and possibly some of its statistics. The Power Score and 20 results should be done later. As well, and PSP costs should be done at a later time, when the power is defined better. The DM should look for ways in which the power could be abused and misused. Fixing this should be one of the first priorities of this stage. The next step is to determine the type of the power. A science is a more general power that is harder to learn. Telekinesis for example, is a multi-purpose power that can be used for many things. Therefore it is a science. Detonate on the other hand has a very specific purpose and is more specialized as a devotion. This is also the time to balance out the power by giving it pre-requisites as necessary and giving the PSP costs to the power. This is also the time to decide what happens when the character rolls the Power Score and a 20.

Since the psionicist does not need to research a power, just look within themselves, you might think it will take less time to get the discovery done. But because the introspection is so personal and revealing, it may take longer. As a guideline, it should take 1 day for each PSP needed for the initial cost of the PSP plus the PSP needed to maintain the power once, if that is possible. This is only a guideline, the time needed may possibly be more, possibly less depending on the potential of the power and its type. Generally, a science will take more time than a devotion. This time should not include any travelling time needed to get to specific places.

During the introspection, the psionicist must be healthy. Adventuring may be needed, especially if the psionicist needs the advice of a wise guru and must travel to find him. This can be part of the cost of research. A psionicist may also need to purchase special incenses and potions to achieve a proper state of mind. As well, paying for any kind of healing due to mistakes made and other strange happenings may be needed. Other than that, there would be no cost. As a guideline, the cost should be the PSP of Initial cost and maintenance cost multiplied by 50 gold pieces.

This should keep most powers from costing too much, but some may cost more, depending on what is needed. The biggest thing that is needed for the power is that it will be able to be adopted by the psionists after it is discovered. If it is a science, the psionist must have a slot free for a science. The same goes for a devotion. As well, the power must fall within one of the preciously taken disciplines or there must be a slot open for a new discipline. Unlike mages, there can be no extra powers. A mage with one more spell in his spell books than is allowed by the maximum will not unbalance a campaign because of the number of spells that there are. However, one extra discipline or science will due to their rarity.

The actual chance of discovering the power should be 100% as it is not an actual discovering of a new power, but a discovery on one's inner self and the power that they possess. Unless the DM has decided that the power cannot be discovered because of some reason it should be implemented immediately. Because it is not written down in any way, there is very little chance that a rival psionist will learn the power. Some of the actual research might be role-played just for fun. An example might be what happens with Priran the Powerful succeed in his earth-splitting power and engulfs the city palace by mistake. This kind of thing will also give the psionist an idea of what happens if they get the power score or a 20 on a roll.

Power Score Alternative

I created this system since I was frustrated by the fact that the psionist's power scores never got better with levels. The system is based upon percentage roles. The formula for the percentage role takes in to account the difficulty (Power score modifier) of the power, the character's level, and the level of the required proficiency attribute eg; wisdom, con, intell. The higher your level, stats, or both, the better you will be at a certain power. I have also played around with the Range category and weight for certain powers. A telepath using CONTACT has an unlimited range. I have incorporated % modifiers for range AND PSP modifiers. It didn't make sense to me that a telepath could spend only 3 PSP when he was contacting someone 1 mile or 1,000,000 miles away. Granted, his power score modifier was tremendous but still. DMs can play around with the numbers as they wish, they role the skill percentage secretly.

USING POWERS:

Using any psionic power is made by rolling percentile dice. There are 4 outcomes:

1. Role under your skill percentage: Power comes off with out a hitch
2. Optional: Role 1-5%: Special Bonus (See specific entry in Psionics Handbook for each power under Power score).
3. Role over your skill percentage: Power doesn't work. You still expend 1/2 the initial amount of points for the failed power.
4. Role 96-100%: Always fails. Optional rules- see the Psionics Handbook for the result of rolling a 20.

EXCEPTION TO THESE RULES IS FOR PSYCHIC COMBAT. SEE LATER TEXT!!!!

A skill percentage can be found using the following formula: Base chance of failure-(character's level * (pertinent attrib. MOD 3)) + external modifiers. Base chance of failure is the power score modifier. Pertinent attrib. is the required proficiency role attrib. eg; Wis., Intell., Con. MOD means the INTEGER division of the attribute by 3. NOTE: the skill percentage can never go below 0%!

Base chance Failure

- 0 power score modifier 6%
- 1 power score modifier 12%
- 2 power score modifier 24%
- 3 power score modifier 36%
- 4 power score modifier 48%
- 5 power score modifier 60%
- 6 power score modifier 72%
- 7 power score modifier 84%
- 8 power score modifier 96%
- 9 power score modifier 108%
- 10 power score modifier 120%

For example: If a 5 level character having the following stats: Wis.18, Con 16, Int. 14, tries to use the psychometabolic Science ENERGY CONTAINMENT, the power score is listed at CON -2. The skill percentage formula would be figured as follows: (Base failure 24%)- (5*(16MOD3=5) +0 (no external modifiers)= 24%-25%=-1% =0%

The base failure percentage comes from the power score modifier, if the power was listed as Wis -6 the base failure rate would be 72%, etc.. Now, since the energy containment power is used under stressful situations, the DM may give a 10%,20%,30% external modifier to simulate the fear of being in such a situation and its effect on the psionicist's concentration.

Some example external adjustments (cumulative):

in combat +05%
attacked in melee +10%
attacked in melee (each additional attacker) +05% (each)
in missile combat +05%
directly engaged by missile combat +10%
attacked by missile (each additional) +05%
struck for damage +50%

Along with the ability in psionics to cross vast distances, large masses, up to 1 metric ton max., can also be manipulated by the telekinetic. These abilities do not come with out a price ; distance and weight cost you more PSPs and a greater % chance for failure the more distant or heavier the object or creature is. These distance modifiers can ONLY be used for powers where the RANGE is listed as unlimited. The weight modifiers are for the psychokinetic science Telekinesis ONLY!

Distance Initial/Main. Weight Initial/Main. % Failure n Miles points Mod. in Kilos points mod. modifier

0* 0 0-15 1pt.per 0%
kilos/7
1 1.5/1 16-125 15*2/14 12%
10 2/1.25 126-250 15*3/21 21%
100 2.5/1.5 251-375 15*4/28 32%
1,000 3/1.75 376-500 15*5/35 45%
10,000 3.5/2 501-625 15*6/42 60%
100,000 4/2.25 626-750 15*7/49 77%
1,000,000 4.5/2.5 751-1000 15*8/56 96%

*0=Line of sight.

ANY FRACTIONS round up ALWAYS!

For example, if Argent is a 7th level psionicist with a wisdom of 18 and wants to CONTACT Joe(3rd level fighter) who is X(12) miles away, he will have to do the following:

1. Argent must have had prior CONTACT with Joe before. You can not contact a new mind unless your in the line of sight range. Once Argent has contacted Joe for at least 1 round, Joe's "mind print" is now known to Argent and may be recognized and search for in the future.
2. Since Argent does NOT know how far away Joe is, he can either start searching in the smallest radius first and then work his way out OR he may just try to search at say the 10 mile range.
 - 2.1. If Argent tries to do an ever widening search, the scenario runs like this: 1st attempt with in a 1 mile radius yields the equation $(6\% - (7*6)) - 12\% = -31\%$ therefore is 0%. The DM roles a 55% and Argent's power works. He has expended 3(Joe is 3rd level)*1.5=5 (4.5 rounded up). He finds no Joe. 2nd attempt is with in the 10 mile range and yields the equation $(6\% - (7*6)) - 21\% = -19\%$ is again 0%. The DM roles a 39% and the power works. Argent still did not find Joe and used in addition to the 5 PSPs from the last attempt, $2*3=6$. So the total PSPs used by Argent is 11. 3rd attempt with in the 100 mile range yields a skill percentage of 0% again. The DM roles a 97%. Argent failed and expends $(3*2.5)/2=4$ (rounded). His running total is now 15 PSP expended. 4th attempt with in the 100 mile range yields a successful search and he finds Joe (he also senses that Joe is about over 10 miles away but less than 20.) He expends 8 PSPs for the successful role. The total expended is 23 PSPs. To maintain contact with Joe in the following rounds, he must expend $(1 * 1.5$ (the maintenance modifier))= 2 PSPs per round.
 - 2.2. Argent decides he wishes to search with in 100 miles right away. The DM roles a 96% an he fails. He expends 4 PSPs for the failure. He tries again and the DM roles 86%. Argent succeeds and expends 8 PSPs for the success and now has CONTACT with Joe. Once again he "feels" that Joe is between 10 and 20 miles away.
3. If Argent now tries to MINDLINK with Joe, he has already paid the initial cost of CONTACT. To maintain MINDLINK he will expend $8 * 1.5$ (the distance maintenance modifier for 100 miles) or 10 total per round.

PSYCHIC COMBAT:

Psychic combat follows the rules in the Psionics Handbook. The skill percentage formula DOES NOT APPLY!

Wild Talent Tables

Just a few words, though. They reflect the fact that in order for there to be much of a population there has to be a certain amount of people who have defense modes as well. Anyone who has used the CPsiH wild talent tables has probably had the problem where PCs with attack modes run rampant with just about all non-psionacist NPCs because their lack of a defense mode. Of course, you could simply make a lot of the NPCs have them, but if you are supposedly going according to the CPsiH tables, that doesn't make statistical sense. This attack-mode vs. no defense mode problem is even more pronounced if one tries to use psionics in a non-DARK-SUN setting/world, where no one who is a non-psionacist (a lot of people!) has a defense mode. The fact that everyone has at least one psionic power is what for me makes it the only place where I can really allow psionics into my games, for they are simply too powerful anywhere else. Again, if you use the wild talent tables in the CPsiH, the fact that so few people have defense modes gives rise to the same problem. I have therefore opted to increase the chance that a given NPC has a defense mode so that about 3 in 10 NPCs have one. Now, if an important but not-too-powerful NPC (yes, they can exist :) is attacked by a player, you are not too entirely off your statistical rocker to give her/him a defense mode :D

Also, to make things fit correctly, I made up a few new psionic powers. I don't have the CPsiH right in front of me, so I'm not sure if some of the powers on the table are new or not, especially since I made it about 6 months ago. You can make them up on your own, make it a reroll, substitute another power in its place, or ask me to post/mail how I have them worked out in my system (aiding my feeble memory by telling me which ones are really new, of course :) Well, long disclaimers aside, here it is...

Note: I inserted (new?) where I found a power that wasn't in CPsiH or DK

Psionic Wild Talents, Table 1

01-02: Choose one on this table.	48-53: Thought Shield
03-05: Roll twice on this table.	54-59: Mental Barrier
06: Aversion	60-65: Tower of Iron Will
07: Conceal Thoughts	66: Combat Mind
08: Mind Bar	67: Hear Light
09: Awe	68: Feel Sound
10: Dream Travel	69: Know Direction
11: Psychic Messenger	70: Danger Sense
12: Psychic Impersonation	71: Spirit Sense
13: Heightened Senses	72: Control Sound
14: Expansion	73: Animate Object
15: Flesh Armor	74: Suspended Animation
16: Displacement	75: Biofeedback
17: Body Control	76: Body Equilibrium
18: Mind Over Body	77: Catfall
19: Ballistic Attack	78: Cell Adjustment
20: Time/Space Anchor	79: Empathy
21: Sound Link	80: Sight Link
22: Identity Penetration	81: Truthhear
23: Graft Weapon	82: Control Flames
24: Immovability	83: Adrenalin Control
25: Lend Health	84: Body Weaponry
26: Share Strength	85: Chemical Simulation
27: Absorb Disease	86: Enhanced Strength
28: Control Light	87: Reduction
29: Animate Shadow	88: Daydream
30: Radial Navigation	89: Life Detection
31: Poison Sense	90: Send Thoughts
32: Know Location	91: Dimension Walk
33: See Sound	92: Aging
34: Feel Light	93: Astral Projection
35: All-round Vision	94: Synaptic Static

36-41: Intellect Fortress
42-47: Mind Blank

95: Attraction
96-98: Roll on Table 2.

99-00: Roll once on this table and then on Table 2.

Psionic Wild Talents, Table 2

01-02: Choose one on this table.
03-05: Roll once on each table.

06: Life-Drain
07: Appraise
08: Cannibalize
09: Levitation
10: Id Insinuation
11: Mind Thrust
12: Energy Redirection (new?)
13: Energy Absorption
14: Probe
15: Mass Domination
16: Mindwipe
17: Inflict Pain
18: Post-Hypnotic Suggestion
19: Control Body
20: Detonate
21: Time Shift
22: Telepathic Projection
23: Phobia Amplification
24: Molecular Agitation
25: Cause Decay
26: Project Force
27: Teleport Other
28: Complete Healing
29: Switch Personality
30: Chameleon Power
31: Clairvoyance
32: Fate Link
33: Banishment
34: Object Reading
35: Aura Sight
36-41: Intellect Fortress
42-47: Mind Blank

48-53: Thought Shield
54-59: Mental Barrier
60-65: Tower of Iron Will
66: Sensitivity to Psychic Impressions
67: Precognition
68: Summon Planar Creature
69: Shadow-Form
70: Clairvoyance
71: Invisibility
72: Mindlink
73: Metamorphosis
74: Dimension Door
75: Animal Affinity
76: ESP
77: Molecular Manipulation
78: Ectoplasmic Form
79: Repugnance
80: Teleport
81: Molecular Rearrangement
82: Death Field
83: Double Pain
84: Invincible Foes
85: Superior Invisibility
86: Domination
87: Telekinesis
88: Energy Transformation(new?)
89: Psionic Blast
90: Ego Whip
91: Psychic Crush
92: Flight (new?)
93: Psionic Sense
94: Convergence
95: Disintegrate
96-98: Roll twice on Table 2

99-00: Choose one power from this table.

New Powers

Clairsentient Sciences

Magic Sight

Power Score: Wis -7

Initial Cost: 8 PSP

Maintenance Cost: 5/rnd

Range: 50 yds

Preparation Time: 0

Area of Effect: one person or object

Prerequisites: Spellcasting profficiency

This tough science allows the psionicist to scan an object or person for information on any magic present. On objects, the power will reveal the type of magic (alteration, summoning, etc.) they contain, but not which spells or specific powers they have. Further rounds might reveal other lesser types of magic found on the object. Thus, a staff of power could be scanned for several rounds, and several results would be obtained, with the strongest magics being detected first. If a spellcasting proficiency check is made, the psionicist will now hazy details about the magic involved. (The staff can protect you, or it can cover your enemies with deadly flames, etc.).

On persons, the power analyzes any spells cast on that person. Each round spent reveals what spell is cast on the person, again starting with the most powerful. If a spellcasting proficiency check succeeds, at a +2 bonus, the psionicist knows how long the spells on that person will last.

Power Score: Learn all information in 1 round.

20: Some or all data is wrong, at DM's discretion.

Read Portrait

Power Score: Wis -6

Initial Cost: 24

Maintenance Cost: na

Range: 0

Preparation Time: 1

Area of Effect: 1 yard

Prerequisites: none

This power allows a psionicist looking at a portrait or a sculpture of a person to find information about that person. It can reveal his class or title, his alignment, age, and even his current whereabouts. The amount of information gained depends on the result of the power check. If the psionicist's power check is successful, he learns the information listed beside that check result on the table below, plus all the information listed above it.

Result Information Gained

1 Race & Sex

2 Age at time of painting

3 Current age

4 Name and title

5 Circumstances of painting

6 Class, job or function

7 Level

8 Alignment

9 Current location* - global

10 Current location - within 10 miles

11 Current location - within 1 mile

12+ Current location - Exact

* Current location gives the whereabouts of the person, or the place of his body (if dead). Global location is a country if the person is on the same continent as the psionicist, continent if on the same planet, and planet if in

the same crystal sphere. If the person in the portrait is outside the crystal sphere, or on another plane, the psionist cannot find his location, but senses that he is not in this world.

A psionist can use the power again, but he will not gain more information by doing so, unless he advances a level. A use of the power will reveal things which have been modified, however, such as the age, level or alignment. It will also give a new current location in case the person has moved, or the psionist is close enough to get a better global location.

Power Score: The psionist gains all the above information, as well as a 5 second vision of the person's current location (which is enough for him to teleport there).

20: If the person is alive (or undead), he senses that someone is in possession of the portrait, and gains the global current location of the psionist.

Radar Sense

Power Score: Wis -4

Initial Cost: 12

Maintenance Cost: 8

Range: 0

Preparation Time: 0

Area of Effect: personal

Prerequisites: none

The psionist using this power gains a picture of his surroundings by analyzing the echoes created when sound rebounds off objects. There must be some sound for the psionist to "see", and the picture he sees is colourless and quite hazy. A psionist who uses the create sound psychokinetic devotion to create high pitched clicks at short intervals can see a sharp picture.

Radar sense allows the psionist to "see" even in complete darkness. even magical darkness won't affect this power. Invisible objects can be seen just as easily as other objects, and illusions are transparent (or semi-transparent if shadow magic is used). Small details, as well as painted patterns, pictures or writings cannot be seen by using radar sense.

Magical silence will cause the psionist to see only blackness. Thus a magically silenced person will look like a large black sphere. The psionist using radar sense has the black and white picture superimposed on what his eyes see. This is often exactly what he wants, as it simply enhances his visual perception.

Power Score: The psionist gains all round "vision" with the radar sense.

20: For 1d4 turns, loud sounds cause temporary blindness, and this power cannot be used.

Clairsentient Devotions

Detect Invisible

Power Score: Int -3

Initial Cost: 6

Maintenance Cost: 6

Range: 0

Preparation Time: 0

Area of Effect: personal

Prerequisites: none

With this power a psionist can detect invisible creatures and objects. The power relies on the fact that invisibility is never perfect, and always gives a slight shimmering effect. When in use, this power enhances the ability of the psionist to detect this effect, and allows him to see the invisible thing as a light grey blob.

If the invisible body is moving, the psionist automatically detects it. If it is standing still (an inanimate object, for example), the psionist mustroll a second successful power check to detect it. This power does not allow a psionist to see in the dark. In fact, since it's based on visual perception, it doesn't work as well when there is

not enough light. The following table gives the chance to detect invisibility (for a moving object) as well as the to-hit penalty in various light conditions.

Condition Penalty Chance to Detect

Clear day 0 100%

Twilight -1 80%

Moonlight -2 40%

Starlight* -4 10%

Total darkness -4 0%

* In starlight the psionicist has a small chance of detecting the invisible creature, but he must concentrate on it, and thus does not gain any bonus to hit.

Power Score: The psionicist sees an inanimate object with no need for a power roll.

20: The psionicist cannot see one object or creature in his vicinity for 1d6 rounds.

Feel Radiation

Power Score: Wis -4

Initial Cost: 9

Maintenance Cost: 7

Range: 0

Preparation Time: 0

Area of Effect: personal

Prerequisites: none

This power is much like feel light, except that the psionicist can feel any wavelength, and not just visible light. In effect, this gives the psionicist infravision, as well as ultravision. Ultravision can show details not visible through normal sight (such as the patterns of some flowers).

If a large part of the psionicist's body is exposed, the psionicist receives more light through his body, and can see much better in dark conditions. Thus twilight and a moonlit night seem like a normal day, and a starlit night looks like twilight. Total darkness is still total darkness, but a condition which looks like total darkness to a normal human might look like starlight or moonlight to the psionicist.

Power Score: The psionicist can see more light even if only his head is exposed.

20: The psionicist suffers 1 point of damage per round for 1d10 rounds when exposed to light.

Helm Locator

Power Score: Wis -3

Initial Cost: 6 rnds

Maintenance Cost: 4/rnd

Range: Sight

Preparation Time: 0

Area of Effect: 1 ship

Prerequisites: Clairvoyance

The power allows the psionicist to determine the location of the spelljammer/helm aboard an active spelljamming vessel. It works like clairvoyance, providing an image of the helm room, just as a clairvoyance would. The difference is that the psionicist need not know where the room is. The image is suitable enough to allow the psionicist to teleport, dimension door, etc. to that room (using the requisite power, of course). It does not, however, show where in the ship this room is. The interior of the room may reveal this.

Power Score: Psionicist does know where the helm room is in relation to the rest of the vessel (but not necessarily how to get there).

20: The psionicist sees a random room in the ship instead.

1: Power works, but helmsperson is aware of being watched.

Move Focus

Power Score: Wis -1
Initial Cost: 2
Maintenance Cost: varies
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisites: clairaudience or clairvoyance

This power lets the psionicist move the viewing spot of his clairvoyance, or the focus of his clairaudience. By paying the initial cost, the psionicist can change the direction he is viewing. Movement in this way is not restricted by physical barriers. The psionicist can move the focus by paying the maintenance cost. Maintenance is 1 PSP per 6' of movement per round for clairvoyance, and 1 PSP per 3' for clairaudience. The minimum maintenance cost is 1 PSP per round, so even if the psionicist wants to stop moving the focus temporarily, he must pay, or else he must make a new power check and pay the initial cost when he wants to move it again.

Power Score: Movement rate is doubled for the same PSP cost.
20: The clairaudience or clairvoyance power fails.

Population Finder

Power Score: Int -2
Initial Cost: 15
Maintenance Cost: 5/rnd
Range: Within 1 mile of atmosphere (or where it would be, should the body not have one).
Preparation Time: 0
Area of Effect: 1 planet/moon/etc.
Prerequisites: None

Population Finder allows one celestial body to be examined. If successful, the power locates the highest population centers (5 per round) on that body. The power also reveals a rough estimate of the populations (several million, several thousand, greater than 100, etc.). Alternatively, the psionicist can think of a specific population size (like 5'000 people) and know where the closest matching population center lies.

Power Score: Receives a brief summary of what one city/area is like.
20: No information can be gained from this planet.

See Heat

Power Score: Wis -3
Initial Cost: 7
Maintenance Cost: 4
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisites: none

The psionicist can see the heat radiated from objects. If this is the type of infravision used in your campaign, treat this as normal infravision. Otherwise, the psionicist can see heat at any distance, although at long distances he will be able to see only very hot things, and will probably only see them as small red dots. Small details cannot be seen using this power, although it might reveal things not normally seen in normal light.

Power Score: The psionicist also gains ultravision (cf. Feel Radiation).
20: The psionicist is blinded by heat for 1d10 rounds.

See Magic

Power Score: Int -8
Initial Cost: 9
Maintenance Cost: 9
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisites: none

With this power the psionicist can see magical radiations. This is quite difficult, and he requires a new power check each round. Stronger magic is easier to see, so the level of the magic is added to the power check. To see a 9th level spell the psionicist must roll Int +1, for example. Artifacts and relics radiate magic so strongly that no roll is needed after the first power check at Int +1. Monsters with a strong connection to magical powers can also be detected by rolling Int -12. One die roll is made per round, and the result determines which objects are seen.

When using this power, a psionicist can see a faint glow around the object or in the area being affected. The stronger the magic, the stronger the glow. This glow can be seen even in the dark, but it does not illuminate anything. A darkness spell will be seen as low magical radiation, but nothing inside the magical darkness will be seen.

Power Score: The colour of the radiation depends upon the school of magic.
20: The psionicist cannot use this power again that day.

Touch Sight

Power Score: Wis -2
Initial Cost: 2
Maintenance Cost: 1
Range: touch
Preparation Time: 0
Area of Effect: personal
Prerequisites: none

A psionicist with this power can "see" objects by passing his hand on them, much like a blind man would do. He gains an accurate mental image of everything he touches. The image will show only details which can be acquired by touch, so color will not be seen, for example.

Power Score: The power is so sensitive that the psionicist can detect the difference of ink from paper, and colors can be discerned by their warmth (although not very accurately).
20: The psionicist loses all sensation in his hand for 2d10 rounds. This gives a -1 penalty to attack rolls with this hand.

Weather Forecast

Power Score: Wis -3
Initial Cost: 10
Maintenance Cost: 5/round
Range: na
Preparation Time: 5 rounds
Area of Effect: 20 mile radius
Prerequisites: Precognition

This power allows the psionicist to know the wether for the next day. The area of knowledge is only the immediate 20 mile radius around the psionicist. Only one piece of information can be learned per round: Precipitation type and amount, Wind direction and speed, temperature lows and highs, or humidity. This power will not detect magical changes in the weather, but will be 100% accurate for natural weather, including powerful

storms like hurricanes or tornadoes.

Power Score: The forecast can be extended for 2 days or 40 miles.

20: The forecast is totally opposite of what will actually happen.

Psychokenitic Sciences

Compression

Power Score: Wis -3

Initial Cost: 40

Maintainance Cost: 5/round

Range: 10 yards

Preparation Time: 0

Area of Effect: 1 object

Prerequisite: telekinesis, soften

Compression takes an object and compresses it's molecules together, making the object smaller and denser. This will not affect it's weight. This will not, for example allow the the psionicist to shrink a boulder about to fall on him. It will compress the boulder, but since it has the same mass, it will cause the same amount of damage, and in a more specific location. This power, if used, is like a giant hand compressing the object. Inanimate objects or plants will be shrunken, deformed and increased in density. Think of a 20 lb chair 3 inches high. If used on intelligent creatures, they must save vs. death magic or suffer 2d10 points of damage per round and may lose a limb after a few rounds of improper circulation. The chance of this is 5% cumulative per round.

Power Score: Two objects can be affected

20: The psionicist gets a severe migraine and cannot use their powers for 2d4 hours.

Perpetual Motion

Power Score: Con -4

Initial Cost: 40

Maintainance Cost: 10/round

Range: 20 yards

Preparation Time: 5 Area of Effect: 1 object

Area of Effect: 1 object

Prerequisites: telekinesis

This power causes the object affected to continue on it's path and speed for the duration of the power. This could give an arrow unlimited range, cause arching missiles (such as catapults or slings) to miss or people or creatures that are running to continue running in their current direction. This could be useful to cause a person to run off a cliff, or into something. The psionicist must activate this power before the object is moved. Creatures affected must make a strength check to avoid being affected.

Power Score: The speed is doubled as well as being perpetual.

20: The psionicist is thrown off their feet and lose one round of actions regaining their feet.

Remove Air

Power Score: Con -5

Initial Cost: 30

Maintainance Cost: 15/round

Range: 50 yards

Preparation Time: 5

Area of Effect: 20 yard sphere

Prerequisites: control wind, telekinesis

This power can remove the air from a 20 yard sphere. This will stop fires, sound, decay, combustion other than fires, gaseous attacks, and electricity. Physical attacks will still enter the area, but because of the lack of air, missile attacks will fly different giving a -1 to hit. Characters must hold their breaths as per the rules in the PHB or suffer 2d8 points of damage per rounds. The psionicist would also be affected if they were in the area of effect.

Power Score: The air is removed quickly, causing all in the area to suffer 2d6 points of damage from sudden decompression.

20: The psionicist cannot breath for 1 round and suffers 2d8 points of damage.

Sunburst

Power Score: Int -4

Initial COst: 50

Maintainance COst: 20/Round

Range: 50 yards

Preparation Time: 1 round

Area of Effect: 20 yard circle

Prerequisites: telekinesis, control light

This power causes light to bend around the planet to a specific spot, creating a 20 yard circle that is lit as if the sun were shining on it. This will work in dungeons, underground, or in any place that has an opening to the outside world. It creates such a change in light, if used in a dark area, that people in the area will be blinded for 1 round while re-adjusting to the light. This power will also cause damage as per the sun to any sun-sensitive creatures. It CAN destroy vampires.

Power Score: The radius of the circle of sun is doubled.

20: The psionicist blinds himself for 1d4 rounds.

Psychokenitic Devotions

Cold Shield

Power Score: Wis -4

Initial Cost: 25

Maintainance Cost: 10/round

Range: 0

Preparation Time: 1

Area of Effect: Personal

Prerequisites: molecular dampening, telekinesis

This power will create a shield of cold air around the psionicist that will absorb heat around the psionicist. It will reduce the damage of heat based attacks by 1 hp/die or give a +1 to any saving throw. It will also protect a character from hot environments such as a desert, but not from super hot environments like the elemental plane of fire. It will also make the character invisible to infravision. Anyone trying to touch the character without some kind of protection from cold will suffer 1d6 hp/round. The psionicist, however, will take 1d4 hp/round damage from cold if this power is used in a cold environment.

Power Score: The power is doubly effective, causing 2d6 points of damage, conferring a +2 bonus and saving 2 hp/die.

20: Heat Shield power is activated instead, even if the character does not know it.

Control Fluid

Power Score: Con -4

Initial Cost: 20

Maintainance Cost: 15/round

Range: 25 yards
Preparation Time: 2
Area of Effect: 1 gallon of liquid/5 levels
Prerequisites: telekinesis, level 5

This allows a psionicist to control any fluid (water, acid, ale, etc.) to become animated and under the psionicist's control. This is a very limited power in that the liquid cannot become detached from the original source. This could be used to have a tentacle of water attack creatures, create huge waves, make ale monsters for amusement, or other strange effects. The main limit is the imagination of the psionicist. If the liquid is already in motion, then the psionicist can alter its speed by 1 mile per hour/level. This would give a +1/5 levels bonus on saving throws of breath weapons of a liquid nature. Water beings are unaffected by this power.

Power Score: The liquid can detach itself from the original source.
20: The liquid splashes on the psionicist (not a problem if it's water, but acid is a different matter)

Density Manipulation

Power Score: Int -6
Initial Cost: 30
Maintenance Cost: 10/round
Range: 50 yards
Preparation Time: 0
Area of Effect: 1 item
Prerequisite: telekinesis, molecular rearrangement

This power allows a psionicist to alter the density of an object so that it weighs anywhere between half the original weight or double the weight. This confers a -2 to hit penalty if used on a weapon because of the changed weight. This, if used on an arcing missile like an arrow or a catapult, or some kind of bludgeoning weapon, will cause double damage because of the excess weight (if the weight was doubled) or half damage (if the weight is halved). It will also change the range in the opposite way that the damage was changed (ie. An arrow is doubled in weight and causes double damage, but has half the range). This also gives a -4 to hit penalty when first using the altered missiles, but after a few test shots (usually around 5) the penalty goes to the regular -2.

Power Score: The change can be anywhere from one quarter the weight or as much as 4 times the weight. The bonuses/penalties are also altered in the same way.
20: The object changes in the opposite way intended.

Enhance Weapon

Power Score: Wis - 3
Initial Cost: 5
Maintenance Cost: 3/round
Range: Touch
Preparation Time: 0
Area of Effect: one weapon
Prerequisite: Telekinesis, Create Object

This power allows the psionicist to temporarily enhance a melee weapon or a projectile (i.e., no bows or slings, but arrows, sling stones and throwing weapons are ok), so that it becomes the equivalent of a weapon with magical bonuses. The psionicist must touch (or wield) the weapon to do so. By spending the necessary PSP's and making the power check, the weapon gets a the equivalent of a +1 magical bonus, which may be maintained by spending 3 PSP's per round. Note that the psionicist must actually touch the weapon in order to maintain this power; thus, it is impossible to maintain the power for missile weapons (unless they return to the user), or if the weapon is knocked out of the psionicist's hands. It is possible to add the bonus to an already magical weapon, or to use this power repeatedly (creating enhancements of two or more). However, the maximum enhancement that can be achieved by use of this power is one 'plus' for every 4 levels of the psionicist (i.e., 1 at levels 1 to 4, 2 at levels 5 to 8, etc.)

Power Score: The weapon gets a +2 bonus.

20: The weapon is damaged, it must save vs disintegration or be destroyed.

Heat Shield

Power Score: Wis -4
Initial Cost: 25
Maintenance Cost: 10/round
Range: 0
Preparation Time: 1
Area of Effect: Personal
Prerequisites: molecular agitation, telekinesis

This power will create a shield of hot air around the psionicist that will absorb cold around the psionicist. It will reduce the damage of cold based attacks by 1 hp/die or give a +1 to any saving throw. It will also protect a character from cold environments such as a tundra, but not from super cold environments like the elemental plane of ice. It will also make the character invisible to infravision. Anyone trying to touch the character without some kind of protection from heat will suffer 1d6 hp/round. The psionicist, however, will take 1d4 hp/round damage from heat if this power is used in a hot environment.

Power Score: The power is doubly effective, causing 2d6 points of damage, conferring a +2 bonus and saving 2 hp/die.

20: Cold Shield power is activated instead, even if the character does not know it.

Inertial Shield

Power Check: Con-3
Initial Cost: 7
Maintenance Cost: 5/round
Range: 0
Prep Time: 0
Area of Effect: 3 yard diameter, 120 degree arc
Prerequisites: Telekinesis

This is similar to an inertial barrier, but with one crucial difference: the field is compressed, giving greater protection from frontal attacks. It protects a 120 degree arc in front of the psionic, with coverage curving to reach over his head. (Think of it as the front 1/3 of an inertial barrier). To determine the damage, roll how much damage the missile would have done, then roll twice as many hit dice to determine the shield's protection. If the shield roll is less than, then subtract it from the missile's damage. If the rolls are equal, then the missile simply falls inside the shield (but explosions could still injure those behind the shield). If the shield roll is greater than the missile damage roll, the missile falls outside the shield, and any explosions will also be absorbed by the shield.

The inertial shield protects against the same forms of attack as the inertial barrier, but is less effective in some situations (like gas attacks, or missiles coming from all directions).

Power Score: The shield expands into a 180 degree arc at no extra cost, or into 270 degree arc for 6 points per round.

20: The shield works in reverse, doubling the damage done by missiles.

Kinetic Reverse

Power Score: Con -3
Initial Cost: 8
Maintenance Cost: na
Range: 200 yards
Preparation Time: 0
Area of Effect: 1 object of 100 lbs.
Prerequisites: telekinesis

A psionicist with kinetic reverse can reverse the kinetic energy in any moving object that weights less than 100lbs. Arrows can be sent back to there archers, spears can be sent back to there throwers, and small rocks can be sent back to there catapults.

Power Score: Allows for 200 lb objects to be moved.
20: Increases the speed of object, causing double damage.

Mirror Image

Power Score: Con -3
Initial Cost: 8
Maintenance Cost: 4/round
Range: 0
Preparation Time: 0
Area of Effect: self
Prerequisites: telekinesis, control light

With this power a psionicist can create three exact copies of he body by manipulating light waves. There must be light waves present for this power to work. This is a combat enhancement and has very little use anywhere else. When used it creates a row of four, one being the real psionicist and three being copies, in random order and the copies and the psionicist are continually switching places. This gives the psionicist 3 chances in 4 to escape damage from his opponents blows. After each successful attack against the psionicist, he will roll a four sided dice. On a 1 the psionicist takes to damage like normal. On a 2, 3, or 4 one of the copies was hit. Sense the copies are only manipulated light swords, arrows, and all other forms of physical attack pass throw it doing no damage. Telepathic attacks are no affected by these power.

Power Score: Seven copies are created giving the psionicist 7 chances in 8 to escape damage.
20: A bright flash of light is created instead of the copies, blinding the psionicist for 1D4 rounds.

Mold Earth

Power Score: Con -6
Initial Cost: 50
Maintainance Cost: na
Range: 20 yards
Preparation Tlme: 3
Area of Effect: 10 cu. ft.+5 cu. ft/level of earth
Prerequisites: telekinesis, soften

The use of this power allows a psionicist to mold earth in a fast, almost instantaneous manner. This power allows the user to change the shape of any earthen object, even the actual ground itself. It can be used to build instant stone bridges, earthen pillars, or even used as an attack by creating stone fists to punch opponents. If a fist of stone is created, it will cause 1d4 points of damage/10 cubic feet of stone that is used. It can also create breeches in walls or other effects. Any object created will be rough and like it's original substance. Fine detail can be accomplished by using this power but with an area of affect of 1/10th the original size.

Power Score: Fine detail can be done at normal size, but the preparation time is doubled.
20: A 20' pit opens below the psionicist, the result of displaced earth.

Molecular Dampening

Power Check: Wisdom
Initial Cost: 5
Maintenance Cost: 4/round
Range: 50 yards
Preparation Time: 0
Area of Effect: 1 item, 30 pounds

Prerequisites: Telekinesis

This power is the opposite of the molecular agitation devotion; instead of increasing the movement of molecules inside an object, this power slows them down, chilling the object. The amount of damping determines the effects:

- 1 round: things become cool to the touch, skin becomes clammy (no damage), some condensation (if humidity permits)
- 2 rounds: skin becomes numb (1-2 pts damage), water becomes slushy, items become cold to the touch, condensation coats the surface, paper becomes brittle
- 3 rounds: skin starts to freeze (1-3 pts damage), water freezes, metal becomes cold to the touch (1 pt damage, possibly freezing to the surface), condensation freezes, plants die, leather weakens
- 4 rounds: freezing temperatures harm tissues (1-4 pts damage), thin layer of ice if humidity permits, skin freezes to metal (1-4 pts damage), wood/plants/leather becomes brittle
- 5 rounds: hypothermia possible (1-6 pts damage max), possible limb loss, thick layer of ice (if possible), minerals weaken
- 6 rounds: rock becomes brittle, metal weakens, skin permanently freezes to metal
- 7 rounds: rock shatters like glass, metal becomes brittle
- 8 rounds: metal shatters like glass
- 10 rounds: adamantite weakens (maximum weakening)

Weakening means that the substance has a -2 penalty to all saving throws (-4 vs. cold). Brittleness means that the object has the qualities of thin crystal, being easily breakable, and having similar saving throws. It still takes a good blow (from a blunt object) to shatter the item. Becoming "like glass" means that the object can be shattered easily, in the palm of one's hand (hopefully protected from cold!), and that all saving throws are made as glass. However, the shards are incredibly cold, and very sharp. Shattering a sword with an unprotected hand could easily cause 2-12 points of damage, plus whatever cold damage is possible. The "layer of ice" effects are up to the DM. In desert situations, a "thick" coating might only be 1/10 of an inch, but in a humid jungle, the thick layer may be up to 6 inches thick. The "layer of ice" effect has many uses near (or in) a large body of water.

Power Score: Rate of damping doubles (as per molecular agitation)

20: The psionicist botches the damping, and the item is affected by molecular agitation (whether or know the psionicist knows that devotion), but the psionicist is unaware of any problems.

Move Electrons

Power Check: Con-4

Initial Cost: variable

Maintenance Cost: na

Range: 90 feet

Preparation Time: variable (0-2)

Area of Effect: one creature/object

Prerequisites: Telekinesis

This devotion allows the psionicist to move a number of electrons through an object, causing electrical damage to it. The cost is variable, but the longer a psionicist prepares to use the power, the more electrons that can be moved. Creatures that are made out of electricity take half damage (if somebody rearranged parts of your body, it would still hurt). Creatures immune to lightning or electrical damage are not affected by this power at all.

It is possible to use this power against more than one creature, but only if they are connected by a good conductor (like metallic armor or very salty water); in this case, damage is divided between all connected creatures, with the target and those nearest the target taking the most damage. Magical metallic items will never conduct from creature to creature.

Preparation Time: Cost Damage

0 rounds (immediate): 6 1d4 + 1

1 round: 8 1d8 + 1

2 rounds: 11 2d8

Metallic Armor: +2 points damage, plus possible conduction

More than two rounds of moving electrons will not increase damage for mortal psionicists, but a psionic lich or demi-god with this power could use greater preparation times for even more damage. The DM can increase damage as seen fit, but I would max the damage at 4d8+4 (8-36 hit points) for 4 rounds of preparation time -- anything else would be too much like a wizard spell.

The longer the preparation time, the louder the discharge will be; with no preparation, the sound will be barely audible beyond 10 feet, but with two rounds of preparation time, the sound could easily carry 50 feet or more, and would echo in underground circumstances.

NOTE: I have not tried to use "real world" physics to the letter to create this power. If any DM allowing this power wishes to make it more "realistic" (using voltages, amps, or whatever), feel free. Dammit, I'm a DM, not an electrician!

Power Score: Damage occurs on the next greater die type (either a d6 or a d10) and the damage bonus increases to +2.

20: The power backfires; the psionic takes 1/2 normal damage and cannot use this power for another 3 turns. The victim is unharmed.

Psychic Guidance

Power Score: Int - 2

Initial Cost: 3 + special

Maintenance Cost: 3 / round

Range: line of sight

Preparation Time: 2 segments

Area of Effect: one projectile

Prerequisite: Telekinesis, (detonate)

This power allows a psionicist to guide a small projectile, such as a knife, arrow, or sling stone (max weight 2 lbs), to its target. The psionicist must first prepare the projectile, which takes two segments (see prep. time) and costs 3 PSP's. The projectile may then be thrown (fired, hurled, or whatever) normally, but may be guided telekinetically. The following things are possible at the listed cost in PSP's.

Add +1 to hit, +1 to damage, and extend the range by 10 feet by spending 2 PSP (cannot spend more than the psionicists level) Make a radical course correction (up to 180 degrees) at a cost of 5 PSP's (all benefits bestowed by previous guidance are lost). Recall the projectile at a cost of 10 PSP's. The projectile will return to the psionicists hand (no DEX check required to catch) from anywhere within range (i.e., line of sight). The projectile may be made to explode causing an extra d6 damage to the target (or anyone within 3 feet). This costs 5 PSP's and requires detonate as a prerequisite.

Prepared projectiles may be maintained at a cost of 3 PSP's per round. The maximum number of projectiles a psionicist may handle at a time is one for every 4 levels of experience. The psionicist must be able to see the projectile (by some means) in order to guide it. This is not necessary for recalling the projectile, or for making it explode.

Power Score: The projectile may be recalled without spending any PSP's.

20: The projectile explodes doing d6 damage to the psionicist.

Psychokinetic Punch

Power Check: Con - 2

Initial Cost: 4

Maintenance Cost: na

Range: 50 yards

Preparation Time: 0

Area of Effect: one object

Prerequisites: Telekinesis

With this devotion, the psionicist is able to create a weak punch effect, much like a weakened Project Force. The attack is made against armor class 10, modified for any magic and dexterity. If it hits, the punch does 1-4

points of damage, and disrupts any spellcasting. If the target is moving at any speed greater than that of normal combat (roughly 50 feet per round), then attacks are made with a -2 penalty. A Protection From Normal Missiles, Shield, or Stoneskin spell will be effective against a PK Punch.

The power can also be used to give objects a "push". This is nowhere near as hard as a Project Force, but is more like bumping into something. For example, small objects can be moved quite a bit, like keys being knocked off a table or cracking a window, but large objects like a door will only have a small bit of motion, like moving a door slightly ajar. Psychokinetic Punch can also be used while levitating, to but a bit of force to horizontal movement (up to 30 feet per round).

Power Score: Damage is 1-6, or objects are affected by a Project Force (DM's choice).

20: The motion is in the opposite direction; attacks always miss, and objects move in the opposite of the intended direction.

Suspend Objects

Power Score: Int -2

Initial Cost: 5

Maintenance Cost: 2/round

Range: 3' radius; centered on Psionic

Preparation Time: 0

Area of Effect: Level+2 Objects of Level+10 weight

Prerequisites: Telekinesis

This Devotion allows the Psionic to suspend objects in the air around him. He must place the object where he wants it to stay and then let go of it, just tossing it into the general area of where he wants it will not work. The object will stay in place relative to the Psionic until either he retrieves it, does not pay the maintenance cost, or some outside force changes its position.

Example: George the Psionic is carrying an object in each hand when he sees a third object that he wants to pick up and take with him. Using Suspend Objects he can place one or both of the objects he is carrying in the air around him and they will follow along with him until one of the above things happens.

Power Score: The psionicist can either handle twice the number of objects or objects of twice the weight.

20: The objects will move rapidly in random directions until the power is discontinued.

Transparency

Power Score: Int -5

Initial Cost: 40

Maintenance Cost: 10/round

Range: touch

Preparation Time: 1 round

Area of Effect: 1 cubic foot/level

Prerequisites: telekinesis, molecular rearrangement

This power will make any object transparent, but still with its strength properties and other physical properties. It is similar to making the object invisible. This can be used to peer through a wall without exposing oneself to dangers that may exist on the other side. It is also useful for making objects invisible for a short time. Other creative uses can certainly be found by a resourceful psionicist.

Power Score: Double the area may be affected.

20: The psionicist becomes affected by this power for 1d4+1 rounds, but not their equipment.

Velocity Control

Power Score: Int -4

Initial Cost: 15

Maintenance Cost: na
Range: 100 yards
Preparation Time: 1
Area of Effect: 1 object
Prerequisites: telekinesis, ballistic attack

This power can change the speed of any object. It can halt any missile weapon of low speeds, or double the speed as well. Large objects or fast moving ones can be slowed or sped up as well, but not stopped completely. Any missile weapon except a crossbow or heavy missile weapons (catapult, boulders, balista, etc.) This power can only alter the speed of the missile weapon if the power is activated before the missile hits and after it is fired. Crossbow bolts can be slowed so that they cause 1/2 damage, as well as ballista, catapults and other heavy missile weapons. If the speed is doubled, the damage is also doubled.

Power Score: Any object can be stopped or sped up.
20: The object's speed changes in the opposite direction intended.

Psychomatabolic Sciences

Control Aging

Power Check: Con-6
Initial Cost: 12
Maintenance Cost: 8/round
Range: touch
Preparation Time: 1
Area of Effect: individual
Prerequisites: none

With this science, the character can control the aging process in a creature's body, causing to grow older or younger with a touch. The rate of aging is 2-5 years per round to make a creature older, 1-3 years to make a creature younger. Although the aging effect is permanent, natural aging will begin immediately after any age change is made, thus the clock cannot be stopped, but it can be moved forwards or backwards. In the case of undoing magical or unnatural aging, the rate of "youthening" is 1-4 years per round.

Only evil psionicists can use the "forward" power repeatedly, without undoing it. Any other alignment will slowly twist to evil. Likewise, only good psionicists can undo the ravages of time on a creature. As with aging forward, any repeated use of the "youthening" power causes the psionicist to tap into his own youth and goodness.

Power Score: The rate of age changing is increased by 2 years per round.
20: The psionicist grows 2-5 years older, and cannot use this power for another week.

Enhanced Combat

Power Score: Wis - 5
Initial Cost: special
Maintenance Cost: special
Range: 0
Preparation Time: 0
Area of Effect: the psionicist
Prerequisite: Adrenaline control, Heightened senses, biofeedback

This is a real 'Use the force Luke' type power. In essence, it allows the psionicist to mentally guide and enhance his/her attacks and defenses, making them faster and more accurate. To do this, the psionicist must first make a power check, and spend a number of PSP's (maximum is twice the psionicists level) to initialize the power. In the next round, and for as long as this power is maintained, the following may be done (at the listed cost in PSP's).

Add +1 to hit and damage to your attacks this round (3 PSP's). * Add +1 to hit and damage to your next attack (2 PSP's). Plus improve your AC and initiative by one (2 PSP's). * Attack first in the round (i.e., before initiative - like someone with a scimitar of speed or a short sword of quickness) (4 PSP's). * Use one of your attacks to automatically parry, without having to roll a die (5 PSP's). Plus dodge an attack, without having to roll or give up one of your attacks (8 PSP's). Plus gain another attack this round (8 PSP's). * Recover your weapon (after it has been dropped). This counts as one of your attacks (4 PSP's). As well: This action must be announced at the beginning of the round. Plus this action must be announced before the attack (or parry) roll is attempted. Thus a missed attack roll cannot be retroactively improved.

NOTE: In any given round, the psionist may never spend more PSP's than were used to initialize the power. Thus if 8 PSP's were spent on initialization, it would be possible to dodge one attack, or gain an extra attack (or do anything else that costs 8 PSP's or less), but it would not be possible to gain an extra attack and get +1 to hit and damage, as this would cost 11 PSP's. The power is maintained as long as the psionist uses this power. It ends on any round during which the psionist does not spend any PSP's on it. In order to maintain this power, spending one PSP per round is enough, although it does absolutely nothing.

Power Score: The amount of PSP's which could be spent per round is doubled (no increase in initialization cost).

20: Until the psionist gets at least 4 hours of rest (preferably sleep), he/she has a -1 penalty to hit, to damage, to AC, to initiative as well as all saving throws.

Fortitude

Power Score: Con-6

Initial Cost: 20

Maintenance Cost: 8/round

Range: 0

Preparation Time: 0

Area of Effect: personal

Prerequisites: 7th level

The psionist fortifies his/herself such that the effect of any sort of attack that causes physical damage is either lessened and/or the psionist has greater resistance giving them a better chance to shake off the effects of such an attack.

Specifically, the power will first add a +2 to all saving throws against attacks that cause physical damage, including spells like fireball, cone of cold, etc., poison, breath weapons, and attacks from magic items like wands that produce spell-like effects. Second, the psionist can subtract one from the all damage die rolled for an attack that produces physical damage on him/her and also reduce poison damage by 25%. In addition, the psionist is immune to death from massive damage, and further, spells like Finger of Death will not take effect until the psionist stops maintaining the power, then if the save was failed, the psionist dies. Finally, if powers are used that convert PSPs to raw pure energy that can be used to blast enemies, this power halves the damage from such an attack since it is using psionics to resist psionics.

Power Score - The saving throw bonus improves to +4, and all damage die suffer a -2 penalty. Further, poison damage is halved.

20 - The psionist immediately suffers 20 hit points of damage no save, and further, all saving throws are penalized by -1 for the next 24 hours.

Psi-sword

Power Score: Wis

Initial Cost: 5 PSP

Maintenance Cost: 3 PSP/round

Range: 0

Preparation Time: 0

Area of Effect: Bastard Sword or Katana

Prerequisites: None

Psi-sword is a more powerful form of Graft Weapon. Using it causes the sword of the psionicist to bond with him, and the sword takes on an almost imperceptible glow of psionic power.

When used, Psi-sword grants the psionicist a bonus to hit, damage, weapon speed, and AC equal to the magical attack adjustment of the character from Wisdom. Furthermore, the psionicist may attack with the THAC0 of a fighter while using the Psi-sword.

A psionicist may not use this power on a sword of average or lesser quality, unless the sword in question is a weapon forged by the psionicist himself. Even then, the psionicist will usually forge such a weapon of highest quality, as the Psi-sword is a very personal thing to the psionicist.

Power Score: The psionicist does double the dice of damage on the round of activation. The psionicist may continue this effect as long as he makes a successful power check each round, and pays double maintenance cost. A second Power Score roll will not quadruple damage, however.

20: Due to a psychic backlash, the psionicist drops his weapon, and is stunned for 1d4 rounds, unable to act, and has an AC of 10.

Split

Power Score: Con -5

Initial Cost: 25

Maintenance Cost: 4/rnd

Range: 0

Preparation Time: 1 round

Area of Effect: personal

Prerequisites: None

This power allows the psionicist to create an exact double of himself and all equipment. Hit points and PSPs are halved, dropping fractions. There is no innate communication between the doubles. A system shock roll must be made when initiating the power. If it fails, The power fails and the psionicist must rest for that round. Should the double die, the original must make an additional system shock roll or fall unconscious for 1d4 rounds. Any magical items that are doubled function only as normal versions for the double. They are still magical for the original psionicist.

The maintenance cost of this power is only payed by the original. Should the psionicist die, the double disappears as well, taking any remaining hit points or PSP's with it. The double may not use this power. The double is played by the player who role plays the original, as the double does have an understanding of what the original wants. The double is loyal to the original, and behaves in a similar fashion as the original would.

Power Score: Two doubles are created, each having the same stats as a single double would.

20: Fails. Make a system shock roll or fall unconscious for 2d4 rounds.

Suspension

Power Score: Con -4

Initial Cost: 60

Maintenance Cost: na

Range: 0/touch

Preparation Time: 2

Area of Effect: 1 Creature

Prerequisites: 9th level, convergence, suspend animation

This power requires at least two psionicists in convergence whose total levels must be 35 or higher, with no psionicist being below level 9. A successful use of this power requires every psionicist in the convergence to make a successful power check in the round the power is being initiated. This power works just like suspend animation, except that it can be projected to some other creature, placing them in suspended animation until the psionicists make another power check releasing the creature, or until the power expires in the manner described for suspend animation.

Power Score: The power lasts until the psionicists release the creature with a successful power check.

20: If any of the psionics roll a 20, the unlucky one falls into an involuntary suspended animation until revived with a successful use of this power.

Psychometabolic Devotions

Bio-electricity

Power Check: Con (0/-2/-5)
Initial Cost: 0 or 5
Maintenance Cost: special
Range: 3/10/30 yards
Preparation Time: 1 or 0
Area of Effect: special

This dual use power can be called up with no initial cost if a round is spent in preparation. If it must be drawn upon quickly, the strain costs 5 PSPs.

1) Bio-luminescence

The psionist emits a light in a 3 yard radius at a cost of 1 PSP per turn. The radius may be increased at an increased cost and reduced power check.

Range 3yds --- Power check: Con 0 --- Cost: 1/turn

Range 10yds --- Power check: Con -2 --- Cost: 2/turn

Range 30yds --- Power check: Con -5 --- Cost: 5/turn

2) Bio-electric discharge

The psionist can call up bolts of energy through his hands to hurl at enemies. A to-hit must be rolled with the psionist's missile THAC0, but all targets are AC10: add only dexterity and magic adjustments, not armor and shield. One bolt may be fired per round. Damage is 1 HP per 2 PSPs expended - max. 20 dmg / 40 PSPs. Victims are allowed a saving throw vs. breath weapons for half damage. The power check for this use is modified for range so it is the same as bio-luminescence.

Power Score: No save allowed

20: lose 1d4 PSPs and 1d4 HP as energy is directed inward.

Energy Conversion

Power Score: Con -6
Initial Cost: 2
Maintenance Cost: na
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisites: energy containment

A psionist with this power can convert energy that has been contained with energy containment, into PSPs at a 5:1 ratio (i.e., five hit points of absorbed damage to every one new PSP). A psionist may never have more than his maximum +10% in total PSP at any one time. All unconverted energy will still be released as light as the guide lines for energy containment state. All the energy does not have to be converted at once. Once all the absorbed energy is converted to PSPs the psionist will stop glowing.

Power Score: The conversion ratio becomes 1:1.

20: The psionist loses half his PSPs and all contained energy is discharged harmlessly into the ground.

Energy Discharge

Power Score: Con
Initial Cost: 6
Maintenance Cost: na
Range: 100 yards

Preparation Time: 0
Area of Effect: individual or object
Prerequisites: energy containment

This power allows the psionicist to discharge the absorbed damage he has contained with energy containment, as a bolt of electrical energy. This discharge will do the number of hit points in damage that the psionicist has left over, unradiated as light. He will then lose his glow and will not be able to discharge again until he absorbs more damage with energy containment.

Power Score: The discharge does double damage.
20: The discharge back fires and hits the psionicist. This time it can not be absorbed and does full damage.

Enhanced Infravision

Power Check: Con-2
Initial Cost: 9
Maintenance Cost: 4/turn
Range: 90 feet
Preparation Time: 5
Area of Effect: personal
Prerequisites: Infravision (Natural or Psionic)

This science is a more powerful version of the infravision devotion, without the side effects of that power (namely, worsening the character's ability to see into the blue areas of the spectrum). This science actually creates more color-sensing pigments in the character's eyes, allowing for superior vision. Demihumans can use this power, but it is not cumulative with innate infravision (an elf with infravision to 60 feet using this power gains infravision with a range of 90 feet, not 150).

Power Score: Range increases to 120 feet.
20: The character botched the pigment creation, and becomes blind for 2-12 rounds.

Healing

Power Score: Con -5
Initial Cost: varies
Maintenance Cost: na
Range: touch
Preparation Time: 0
Area of Effect: individual
Prerequisites: none

Unlike cell adjustment healing will not cure any type of diseases, but it does have a better hit point to PSP ratio for healing wounds. The psionicist will heal one hit point of damage for every one PSPs they spend (1:1 ratio).

Power Score: The patient is totally healed and only one PSP is spent.
20: The psionicist suffers the number of hit points he was healing, but the patient is unaffected. If the psionicist is the patient he still suffers the damage.

Immovability Other

Power Score: Con -5
Initial Cost: 9
Maintenance Cost: 6/round
Range: 100 yards
Preparation Time: 0
Area of Effect: individual or object
Prerequisites: immovability

This power works just like immovability, but it's used on other people or objects. The person or object becomes immovable and will require a large amount of force to move it from its spot. A person that has been made immovable is also unable to move himself without the psionicist allowing it by discontinuing the power.

Moving the person or object will require a combined strength total that is at least 10 times greater than the psionicist immovability other power score (Con -5). If an individual has a strength of move the 10 times the psionicist immovability other power score (Con -5) he can not be held by this power. See Immovability page 61 of The Complete Psionics Handbook for more details.

Power Score: Moving the person or object becomes impossible.

20: The psionicist can't stop the power; he maintains it until he runs out of PSPs.

Infravision

Power Score: Con

Initial Cost: 4

Maintenance Cost: 2/turn

Range: 60 feet

Preparation Time: 1

Area of Effect: personal

Prerequisites: none

This devotion allows the psionicist to see in darkness, using the heat coming from an object. For all intents and purposes, it is identical to that possessed by elves and dwarves. It extends to 60 feet, does not function in the presence of light, and can be blinded by "hot" objects. A side effect is that any form of ultravision (being able to see beyond the violet end of the spectrum) is negated while this power is in effect, and the subject may have difficulty distinguishing colors past the blue end of the spectrum.

The power works by shifting the photoreceptors in the eye down towards the red (and infrared) portions of the spectrum. Demihuman psionicists who already have infravision cannot use this power.

Power Score: Range increases to 90 feet.

20: The character becomes colorblind and sensitive to bright light for 2-20 rounds.

Jolt

Power Score: Con -3

Initial Cost: 8

Maintenance Cost: na

Range: touch

Preparation Time: 0

Area of Effect: individual or object

Prerequisites: none

This power allows the psionicist to over stimulate the nerve centers of the body and cause a large electrical buildup, which can be discharged by touch or through any conductive material. This discharged causes 1D10 hit points of damage. This buildup remains in the psionicists body until he discharges it.

Power Score: The damage is doubled.

20: The electrical charge discharges in the psionicist brain, stunning him for 1D6 rounds and causing 1D10 hit points of damage.

Mimic

Power score: Con - 2

Initial Cost: 10(the act)/5(the scan)

Maintainance Cost: none

Range: personal(the act)/sight(the scan)

Preparation Time: ?
Area of Effect: Psionicist
Prerequisites: ?

The mimic devotion will allow the psi to perform briefly a physical feat that would not otherwise be possible. The mimic devotion has two phases in its function. The first phase is called the scan phase, wherein the devotion is activated while the psi witnesses some sort of brief physical act that he/she would not normally be able to accomplish. This scan phase allows the psi to psychically monitor the physical functioning of another humanoid and record in his/her subconscious the results of the scan. The scan measures such sundries as neuromuscular activity, heart rate, brain waves and what have you. The memory of the event is held in the psi's mind until it is activated at the will of the psi (calling for another successful power roll). Successful activation wipes the memory of the specific event scan. If the roll fails, the memory remains but is not activated on this attempt. The maximum number of memories allowed to be held at any one time is equal to the psi's current level.

Upon activation, the psi brings his/her awesome psionic energies to bear, allowing him/her to duplicate the feat (and lose ten psp). The feat must be a single task such as bending a steel bar, firing an arrow, tumbling from a great height safely to the ground, throwing a boulder, etc. Personally I would even allow the duplication of some spell effects, such as jump, although if "detect magic" is used on the psi while performing, none is detected! Examples:

Jack the psi witnesses Wondru the magnificent (names changed to protect the guilty) bend a steel bar. He scans the event, and if the power roll is successful, the memory is stored (he has also lost 10 psp). He then boldly strides up to the bar, makes a successful power roll, and now has a chance equal to Wondru's to bend the bar, even though his strength is actually 10. Jack then sees Lachief, Ranger extraordinaire, fire a bow. Jack scans it and then confidently picks up the bow. Unfortunately, his power roll fails and he almost shoots himself, as he doesn't have any bow proficiency at all. If he made it, though, he would have been able to fire it once using Lachief's Thac0 (WITH Lachief's dex, elf, and prof bonuses and all).

Power Score: The event activates and is still retained in memory
20: The memory is lost without having benefitted the psi.

Speed

Power Score: Con -3
Initial Cost: 10
Maintenance Cost: 5
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisites: None

The power allows the psionicist to move at twice the usual movement rate, attack at the next highest level on the "attack/rnd chart," and perform any physical action in half the usual time. The armor class is also reduced by 1.

Using this power for longer than 5 rounds has a chance of aging the character. This chance is a cumulative 10% per round. The psionicist can avoid this by stopping the power for at least two rounds before re-initiating it once more.

Power Score: Speed is tripled with regards to physical activity and movement. Attacks remain unchanged.
20: Half speed, etc. until the power succeeds, cancelling the effect.

Psychoportive Sciences

Dimensional Warp

Power Score: INT - 7
Initial Cost: 10

Maintenance Cost: 5/round
Range: 10 yards/level
Preparation Time: 0
Area of Effect: Special
Prerequisite: Teleport, Dimensional Door, 10th level

This power is a variation on the dimensional door power. The Psionicist defines two 'windows' anywhere within range, and creates a two way portal between them, such that anything going into one of the 'window' will come out the other. Unlike Dimensional door, this power creates a true two way transport system (i.e., you can stick your arm through, grab something at the other end, and pull it back--anything, including spells, will pass through both ways). The windows, which may have an area of up to 4 square feet per level of the psionicist, are identical but can have any orientation relative to each other (i.e., they could be at right angles to each other, or even at 180 degrees *). This could result in some very strange effects, imagine a charging knight being intercepted by a 'window' and continue his charge straight towards the ground - lance first, from 100 yards up. Notice that it might be possible to re-route missiles or even spells such as fireball or lightning bolt right back to the originator, but the psionicist would have to act extremely fast (i.e., have initiative and make an int check to see whether he/she can think and act fast enough). Because of the complexity of warping space in this way it is easy for things to go wrong. If the power check fails, the full PSP's are used, and the two windows will open up, but the psionicist cannot control their position (the windows are also unstable and cannot be maintained). In case of a 20 result, the windows are 'very likely' to open in such a way as to harm the psionicist (in this case, the window might also be warped and destroy anything which passes through).

Power Score: Maintenance cost is reduced to 3 PSP's per round.
20: see above

Planar Travel

Power Score: Int -4
Initial Cost: 45/90
Maintenance Cost: na
Range: special
Preparation Time: 12
Area of Effect: one creature
Prerequisites: teleport

This power allows the psionicist to thrust himself into another plane. This is almost the same as Summon Planar Creature, but involves a different type of usage. As with that power, the psionicist is disoriented for one round, causing a -2 penalty on initiative, attacks, and saving throws. The psionicist can choose any of the inner planes for 45 PSP as well as the astral plane or the ethereal plane, or any outer plane for 90 PSP. If the power check is a 2, then the psionicist is off target by one plane (which direction is up to the DM) If the power check is a one, then the psionicist not only misses by one plane, but also takes the nearest being to him with him. This power does not confer any protection from the plane transported to. If the psionicist misses in the outer planes, they are ALWAYS transported to Sigil (if PlaneScape is used, if not use the Concordant Opposition.)

Power Score: The psionicist ends up in a safe area, no matter where they went to. However, this does not guarantee that the place will REMAIN safe. A cool spot in the elemental plane of fire does not last long.
20: The psionicist instead summons a creature from the destination plane. Roll again as per Summon Planar Creature to see the exact distance and disposition of the creature.

Psychoportive Devotions

Conjure

Power Score: Int -2
Initial Cost: 15+
Maintenance Cost: n/a
Range: Infinite
Prep Time: 0 (1d4)

Area of Effect: One object, 50 lbs
Prerequisites: Teleport

Using this power the psionicist can teleport an object from another location to his current location. The object, which can weigh up to 50 pounds, must either be one that the psionicist knows well and can picture in his mind, such as his own sword, or one that is within his sight (including psionic or magical detection such as clairvoyance or crystal balls).

The psionicist cannot conjure an object that bears a wizard mark unless the mark is his own. Neither can he conjure an object that is firmly secured, such as a chest that is bolted to the floor. If the object being teleported is held by another creature, a psychic contest is waged using the other creature's Strength score versus the psionicist's Conjure power score. If the object being conjured is an intelligent object (either magically or psionically endowed), the object can choose to resist, in which case a psychic contest is waged using the object's Intelligence. The difficulty of the conjuration, and the cost, increase with the distance and the weight of the object, as listed on the table below:

Distance	IC	PS	Weight	IC	PS
10 yards	15	+1	< 1 lb	0	+1
100 yards	20	0	10 lbs	0	0
1000 yards	25	-1	25 lbs	+2	-1
10 miles	30	-2	50 lbs	+5	-2
100 miles	40	-3			
1000 miles	50	-4			
10000 miles	60	-5			
interplanetary*	70	-6			

*Players with the SPELLJAMMER boxed set... (etc. etc.)

The psionicist can have the object arrive in his grasp, or anywhere within 1 yard of him, as long as it arrives on a stable surface. He cannot, for example, conjure a boulder to fall onto the head of his enemy. If the result of the power check is a 1 or a 2, the object arrives at a random location 2d6 feet from the psionicist.

Note: The 0 (1d4) preparation time denotes a preparation time of 1d4 segments.

Power Score: The cost of the conjuration is reduced by 20% (rounded up), and all penalties for the object's weight are ignored.

20: The object is conjured, but arrives in a location that is detrimental to the object, the psionicist, or both. His sword may arrive in his grasp blade first, or a glass flask may arrive just beyond his grasp, only to fall to the ground and shatter.

Dimensional Portal

Power Score: Int. -4
Initial Cost: Below
Maintenance Cost: Nil
Range: Nil (but for SJ it has to be in the same crystal sphere)
Preparation Time: 1 round
Area of Effect: One Item
Prerequisite: Dimension Door

Using this power a psionicist creates a Dimensional portal that will enable the him to bring one item of his choice to his present location. Before using this power must think of one item, this is the item he will use the portal to get. Using this power the psionicists need not necessarily know where the object he just need to be able to picture it in his mind. He can not think of "I want to get a short sword." It needs to be an object he has had physical contact with and knows the feel of it well enough that he will know that he has found it when his hand goes through the Dimensional portal (ie the feel of his favorite sword, dagger, etc.) This is not an easy task for a psionicist because of the fact that he is searching for an object that he does necessarily know where it is. The initial cost depends on how far the psionicist is from the item (determined by the DM).

Distance	Initial Cost	Power Score	Modifier
10 Yards	30 PSPs	0	
100 yards	30 PSPs	-1	
1,000 yards	45 PSPs	-2	

10 Miles 60 PSPs -3
100 Miles 75 PSPs -4
1,000 Miles 90 PSPs -5
10,000 Miles 105 PSPs -6
Planet to Planet 150 PSPs -7

Power Score: The PSP cost is reduced by 33%

20: The item is in some way damaged, not to the point of worthlessness but damaged nonetheless (exact amount up to DM)

Haste

Power Score: Int -1

Initial Cost: 8

Maintenance Cost: 2/round

Range: 0

Preparation Time: 0

Area of Effect: personal

Prerequisites: teleport

Haste allows the psionist to force his body and any equipment he is carrying, through the space-time continuum at a little over twice the normal rate. This gives the psionist double his normal movement rate, double his normal number of attacks per round, all three of the ability scores for double his dexterity, and divides his initiative roll in half. It also causes the psionist to have to pay double the maintenance cost for all powers, including haste, used while using haste. All of the advantages and the disadvantage last until he stops paying maintenance cost for haste. Haste does not cause the psionist to age any more rapidly than normal.

Power Score: The psionist becomes a blur and he receives an additional -4 to his armor class.

20: The psionist jumps through time 1D4 hours and receives 1D10 hit points of temporal burn damage. All equipment he is carrying must also make saves versus fire or be burned up in the jump.

Interchange

Power Score: Int -3

Initial Cost: 50

Maintenance Cost: na

Range: 50 yards

Prep Time: 0

Area of Effect: na

Prerequisites: teleport, teleport other

This power allows the psionist to exchange physical places with any creature within sight, and 50 yards, of the psionist. The creature cannot be more than 150% of the mass of the psionist. When the interchange takes place, the orientation between the two characters remains the same, so any combat taking place between the two interchanged characters is unaffected (both physical and magical attacks.)

If the subject of the interchange power is unwilling to be teleported, they are allowed a saving throw vs. paralyzation at -2 to resist the teleportation effort. If the creature is willing to be interchanged, no saving throw is required.

Note: In response to a question as to why there is a saving throw for an unwilling target of this power; the Teleport Other power works only on willing or unconscious beings...I thought it fair to allow a saving throw for this power if the victim was reluctant to undergo the Interchange.

Power Score: The saving throw of the subject of the interchange power automatically fails.

20: The psionist becomes disoriented, and suffers a -2 to all rolls for the next turn.

Phase Self

Power Score: Con -1
Initial Cost: 6
Maintenance Cost: 3/turn
Range: 0
Preparation Time: 1
Area of Effect: personal
Prerequisites: none

A psionicist with phase self can shift his body and any equipment he is carrying, millionth of a degree off of the plane he is currently on. While using this power he can not affect anything and can not be affected by anything on that plane, but he can still hear and see everything around him. This allows him to stand in or walk through walls, objects, and even people without affecting them. The psionicist can even stand in flame and not be burned. He is truly invisible, and can not be seen, smelt, felt, or heard. With one exception, true seeing can see him.

Power Score: The psionicist can not be seen even with true seeing.
20: The psionicist becomes phased permanently for 1D4 hours.

Quick Action

Power Score: Con -1
Initial Cost: 15
Maintenance cost: 3/round
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisite: none

When a psionicist learns this power, he develops an understanding and affinity for manipulation of the time stream. The psionicist learns to affect the relationship between his body and the time stream. When this devotion is active the psionicist slips slightly out of the time stream, allowing his reactions to be quicker than those around him. This gives him a +2 on initiative in every round that this discipline is active. Furthermore any saving throws which would normally allow a bonus for higher dexterity are also made at +2.

This discipline cannot be used in conjunction with magic that affects time stream (haste, slow, potion of speed, etc.). If already under the influence of one of these types of magic the psionicist will be totally unable to activate this devotion. Conversely, when this discipline is under affect the psionicist is immune to the effects of these magics.

Power Score - The aforementioned bonuses improve to +3.
20 - The power fails, and double the initial cost in PSP's is consumed.

Sending

Power Score: Int -2
Initial Cost: 15+
Maintenance Cost: n/a
Range: Infinite
Prep Time: 0 (1d4)
Area of Effect: One object, 50 lbs
Prerequisites: Teleport

This power, the converse of conjure, lets the psionicist send an object from his current location to another location. The destination must be one that the character knows and can picture in his mind, or one that he can see, by whatever means.

The object, which can weigh up to 50 pounds, must be carried or firmly grasped by the psionicist. He cannot send an object that bears a wizard mark unless the mark is his own. If the object is also grasped by another creature, the psionicist must wage a psychic contest, pitting his Sending power score against the other creature's Strength score. If the object is anchored to something weighing over 50 pounds (such as a locked door in a castle), the object cannot be sent. If the object has intelligence, bestowed by either magical or psionic means, it may opt to resist the ending, forcing the psionicist to wage a psychic contest against the object's Intelligence. Only nonliving objects can be affected by a sending.

The difficulty of the sending increases with the weight of the object and the distance to the destination, as detailed in the table in the listing for Conjure.

Note: The 0 (1d4) preparation time denotes a preparation time of 1d4 segments.

Power Score: The initial cost is reduced by 20% (rounded up), and there are no penalties for the object's weight.
20: The object is sent, but not to the location desired by the psionicist. The item may be teleported mere away feet from him, or it could arrive miles away from where it was supposed to.

Teleport Lock

Power Score: Int -2
Initial Cost: 10
Maintenance Cost: 5/turn
Range: infinite
Prep Time: 0
Area of Effect: personal
Prerequisites: teleport, ESP

This power allows a psionicist to "lock" onto another being, and if that being should teleport (magically or psionically) for any reason, the psionicist will have the option that round, and that round only, to teleport to the same place as the "locked" creature did. If the psionicist opts not to immediately follow, the lock is lost. The lock needs to be made while the psionicist can see the creature it is locking onto, but after the lock is established, distance between the two makes no difference.

If the psionicist decides to follow, the character must pay the PSP costs and make a power check as he would using the Teleport power, with all the appropriate penalties based upon distance. If the psionicist does not have enough PSPs, then the Teleport fails.

Power Score: The lock lasts for 5 rounds after the locked on character has teleported.
20: No other effect.

Temporal Acceleration

Power Score: Con -5
Initial Cost: 15
Maintenance cost: 10/round
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisite: Quick Action

This discipline allows the psionic to alter the flow of the time stream relative to their body. Upon successfully applying this discipline the psionic effectively alters the flow of the time stream relative to his body. The psionicist gains the ability to move his or her body in a fashion that is identical to someone under the effect of a Haste spell. Unlike the recipient of the Haste spell the psionic does NOT age one year due to the application of this discipline. The increased speed does not allow the psionic to either cast multiple spells/round or active more psionic powers/round than would otherwise be allowed.

This discipline cannot be used in conjunction with magic that affects time stream (haste, slow, potion of speed, etc.). If already under the influence of one of these types of magic the psionicist will be totally unable to activate this devotion. Conversely, when this discipline is under affect the psionicist is immune to the effects of these magics.

Power Score - The psionicist gains the ability to move at triple speed.

20 - The psionicist acts as if under the effect of a Slow spell, and cannot terminate this condition for 5 rounds.

Temporal Deceleration

Power Score: Con -2

Initial Cost: 15

Maintenance cost: 3/day

Range: 0

Preparation Time: 0

Area of Effect: personal

Prerequisite: Quick Action

This discipline allows the psionic to alter the flow of the time stream relative to their body. Upon successfully applying this discipline the psionicist's body passes into a state which is indistinguishable from death (except by casting of a Detect Life spell). The Psionicist can maintain that state until either a predetermined amount of time has passed (say 10 days) or a specific event triggers the termination of the temporal deceleration. While in the decelerated state the psionic is oblivious to the outside world (everything is a blur traveling too fast to follow), and his body uses up none of its internal resources, i.e., his metabolism stops, so no healing takes place, but neither does a bad physical condition worsen. There is nothing to prevent physical harm from befalling the psionic while temporally decelerated.

This discipline cannot be used in conjunction with magic that affects time stream (haste, slow, potion of speed, etc.). If already under the influence of one of these types of magic the psionicist will be totally unable to activate this devotion. Conversely, when this discipline is under affect the psionicist is immune to the effects of these magics.

Power Score - The psionicist hears, sees and remembers all that transpires within normal sensory range for the duration of his temporal deceleration.

20 - The psionicist is decelerated for twice as long as expected.

Telepathic Sciences

Backlash

Power Score: Wis - 3

Initial Cost: Special

Maintenance Cost: na

Range: na

Preparation Time: 0

Area of Effect: psionic opponent

Prerequisite: contact, mindlink, psionic blast

This power causes a psychic shock to travel along the psychic conduit formed by contact. It may only be used after contact has been established, by either the psionicist or by the opponent (i.e., it will travel either way). This psychic shock will directly damage the opponent, causing 1d6 damage for every 5 PSP's spent (save vs death to reduce this by half, maximum damage is 10d6 for 50 PSP's). There is however some risk involved in using this power. If the power check is failed, the psionicist must make a saving throw or suffer half the damage that he/she wanted to inflict on the opponent.

Power Score: Opponent automatically fails the saving throw.

20: Psionicist suffers full damage, no saving throw allowed.

Control Dream (Dreamer Power)

Power Score: Int-2
Initial Cost: 10
Maintenance Cost: NA
Range: Special
Preparation Time: 0
Area of Effect: 500' radius
Prerequisite: 5th level

This allows the dreamer to change the type of dream by one on the dream scale or to change the alignment of a dream. The dream alignment can be changed by one element in one direction. The elements of the alignment are the two different halves. The first half (Lawful, Neutral, Evil) can be changed by switching to an alignment to the left or the right of the original one shown in the parenthesis above. The same applies to the second half (Good, Neutral, Evil) The transition will last for as long as the dreamer remains in that Dreamland mode. This power will only affect the Dreamland that the dreamer is currently in.

Power Score: The dreamer may change two parts of the dream.
20: The dream change is in the opposite direction intended

Control Mode (Dreamer Power)

Power Score: Int-2
Initial Cost: 50
Maintenance Cost: NA
Range: 500' radius
Preparation Time: 1 round
Area of Effect: 1 person plus one every five levels
Prerequisite: 10th level

By using this power, a dreamer may transport a number of individuals to another mode of dreamland. All individuals who are not dreamers do so without any chance of avoiding it, however, dreamers can elect to go.

Power Score: The dreamer transports all individuals within range.
20: The dreamer transports himself to the astral plane, leaving the targets where they were

Deflect Attack

Power Score: Wis -5
Initial Cost: 10
Maintenance Cost: na
Range: 0
Preparation Time: 0
Area of Effect: personal/individual
Prerequisite : 21st level

With this new defense, the Psionicist can deflect any unsuccessful attack against the attacker. The attacker is allowed a save vs. petrification, but if he fails, he suffers any result from his own attack as if he is using it versus a contacted mind. (e.g. a Psionicist is using 'Ego Whip' and the defender is using this Science and wins, the Psionicist is dazed for 1d4 rounds if he fails his save.)

Power Score: The save automatically fails (if the contest is won).
20: The contact is established without any further combat.

Dream Creature (Dreamer Power)

Power Score: Wis -6
Initial Cost: Special

Maintenance Cost: Special
Range: Unlimited
Preparation Time: 2
Area of Effect: Special
Prerequisites: 21st level

With this power a dreamer psionist can, in Dreamland, construct any creature with which he/she is familiar. This will enable the dreamer to empower the construct with all abilities of the creature including magical, psionic, etc. The dreamer then becomes the brain of the construct using the construct's senses, abilities, etc. The dreamer's dream form becomes inert during this period, and may be as far away from the construct as the dreamer desires. Further, the construct has the maximum number of hit points possible for a creature of this type, and draws all PSPs from the dreamer's PSP total. The dreamer may use all psionist powers he/she has normally available in addition to whatever the construct has available. If the construct is slain, the dreamer is immediately forced back to his/her own form, and must make a system shock roll. If the roll is successful, then the dreamer regains consciousness in their proper form with no ill effects, if failed, the dreamer passes out for 3d6 rounds, and suffers 2d6 hit points of damage.

This is a difficult power to use because of the high PSP cost. The initial cost is 10 PSPs per 1000 XP the creature being imitated is worth. So for instance, a creature worth 16,000 XP requires an initial cost of 160 PSPs to make a construct of. The maintenance cost is one tenth the initial cost per round. The calculation of the initial cost can be further refined by making it to be 1 PSP per 100 XP. Round fractions up in this calculation.

Power Score - The construct's hit points are doubled.

20 - The construct is seriously flawed in some way, at the discretion of the DM, not to be told to the dreamer. For example, the construct might have only half the normal number of hit points, it might not have some critical ability available, etc.

Dream Crossover (Dreamer Power)

Power Score: Int-2
Initial Cost: 50
Maintenance Cost: 10/hour
Range: 0
Preparation Time: 1 round
Area of effect: personal
Prerequisite: 15th level

This power alters the dreamer's material world form so that resembles the Dreamland form in shape and statistics. The transformation takes an actual time of 30 seconds (5 in a combat situation) but the dreamer must spend the rest of the round recovering from the shock. After that, the dreamer's Dreamland form (including all Dreamland items and the Dreamland weapon proficiencies) is fully usable. Although useful, this is also rather dangerous. If the dreamer rolls a natural 5 or less, they fall into a coma for a number of days equal to 25 minus the dreamer's constitution. Once a dreamer ceases to expend PSP to maintain this power, the dreamer's form slowly changes back (2 rounds for transformation) and the dreamer falls asleep for 1/2 the time that he/she was in their altered form.

Power Score: The crossover lasts 3 hours free.

20: The dreamer must make another power check. If it fails or is below 5, then the character dies, otherwise, he/she falls into a coma equal to 1/2 the time specified above for a power score failure.

Dream Link (Dreamer Power)

Power Score: Wis-1
Initial Cost: 10
Maintenance Cost: 2/turn
Range: 100 miles plus 5 per level
Preparation Time: 0

Area of Effect: 1 person
Prerequisites: 5th level

This allows a dreamer to form a mental link between himself and another individual by linking their minds in Dreamland. This power is similar to, and can replace, the psionic powers mindlink and contact, but some differences are there. The main difference is that the link is two way, although with most people that does not mean much. When using this power on a dreamer, the other dreamer must make a power score for the Dream Link power. If it succeeds and is above 5, then the victim dreamer wakes up and can now use their powers. A normal psionicist can also wake up, but they must make their power score, but at a -5 penalty (unless it fails naturally, in which case it has no penalty)

Power Score: The link is one way, and in favor of the dreamer.

20: The link is one way, in the favor of the victim, and the victim (if a psionicist) wakes up while the dreamer is mentally stunned for 1d6+5 rounds (in which time the link is kept up for free)

DreamScape

Power Score: Wis -6
Initial Cost: 60
Maintenance Cost: 20/rd
Range: Unlimited
Preparation Time: 5
Area of Effect: 1 square mile/level of Dreamland
Prerequisites: 25th level

With this power a dreamer psionicist can, in Dreamland, construct a dream landscape of any type they desire. It may be mundane, fantastic, any type of terrain, etc. This in conjunction with Dream Creature allows the psionicist to gain godlike status in Dreamland. Further, a psionicist who uses this power in conjunction with Dream Creature may construct and use a creature without concern for the consequences of the creature being killed, further the psionicist may construct up to 1 + 1d2 creatures of the same type without extra cost.

Power Score: The maintenance cost is halved.

20: The dreamscape is distorted badly, and anyone in it may save vs. spells to escape it.

Dreamstalker

Power Score: Wisdom -6
Initial Cost: 40
Maintenance Cost: Contact
Range: 100 Miles
Preparation Time: 1 Turn
Area Of Effect: 1 Person
Prerequisites: Contact, Mindlink, Probe, Post Hypnotic Suggestion

When the psionicist employs this science, he projects his consciousness into the dreams of his sleeping victim. Upon arrival into the dream the victim is allowed a wisdom check to notice the anomaly. If it succeeds he understands the nature of the attacker, and may choose to end the dream. When the psionicist enters the dream, he takes the form of the victim's worst fear. He then chases the victim until the dream ends, or the victim wakes. Upon waking the victim remembers nothing about the dream, only a dark sense of foreboding and fear. He will also have lost one point of Constitution. The point of CON can only be recovered through the following means: restoration, heal, Psychic Surgery, or a Cell Adjustment costing 60 points. Each of these restores one point per application. A limited wish will restore 3 points, and a wish will restore the victim fully. The Dreamstalker can be used night after night until the victim is dead (CON reaches zero). The victim can only be revived by a heal, restoration, and resurrection, in that order, or through a wish.

If the sleeper contacted through this power happens to be a dreamer psionicist, then the person using this power is in for a rude awakening. The dreamer's conscious mind immediately awakens and they have several options. They can escape the power and go into Dreamland and proceed to use their own powers on the person using Dreamstalker. They may use their non-dreamer powers as if they too had a contact on the person using the power, and thus, start a psionic combat. They may break contact at a cost of 10 PSP with no chance of failure.

This would not require the ejection power as a dreamer has trained to know all about Dreamland and dreaming and thus a contact via a dream (a normal dream) is not a threat to the dreamer. A dreamer may also, in combination with the other options, make the psionicist using the Dreamstalker, believe that he has succeeded in his attempt to enter the dreams and proceed from there. A particularly smart (and somewhat cruel) dreamer could provide the Dreamstalker with suitable prey, that he believes is the victim of his power, and sit back and watch the psionicist chase illusions. Or, the dreamer could even pretend to flee from the psionicist and suddenly turn on him and attack. By using the right combination of powers, a dreamer could pull the psionicist into Dreamland, and then tear him to shreds in a matter of rounds.

Note: this power WILL NOT work if the sleeper is in Dreamland for any reason. Dreamers consider this power useless, as a combination of their own powers will achieve a similar effect, and could be much more fatal in a shorter time.

Power Score: The psionicist can also ask one question as per Probe, or plant one suggestion as per PH suggestion.

20: The Dreamstalker fails, all 40 psp's are lost, and the psionicist must make a save versus death magic or lose 1d8 Constitution points. These can only be regained as if the psionicist were under the effects of a Dreamstalker himself.

Enter Dream (Dreamer Power)

Power Score: Int-2

Initial Cost: 10

Maintenance Cost: NA

Range: 100 miles plus 5/level

Preparation Time: 1 round

Area of Effect: 1 person

Prerequisites: none

This power allows a dreamer to enter the dream of a sleeping person. Once inside the dream, the dreamer can use any of their powers directly on the individual. The dreamer may even draw others into the target's dream. As well, the dreamer may elect to kill the individual in their dream. Doing so in a Natural Dreamland is very hazardous. Since the Natural Dreamland is only in the mind of the individual (and the dreamer and any other are effectively inside it) killing the person is almost always fatal. Any person left in the mind of a person who has just been killed, must make a saving throw vs. death magic or die with the individual. The dreamer must make a Wisdom check at a -10 penalty. If succeeded, the dreamer is able to jump back to their own body in time.

Power Score: The dreamer may kill the target without any chance of death

20: The dreamer must save vs. death magic or die

Group Defense

Power Score: Wis -6

Initial Cost: contact

Maintenance Cost: 2/round/creature

Range: 40 yards

Preparation Time: 0

Area of Effect: up to 5 creatures

Prerequisite: contact, mindlink, lend strong mind

This Science does the same as 'Lend Strong Mind' but up to 5 so contacted minds gain the benefits of a closed mind or, if activated, the defense. The defense's Score is not penalized with -2 but the initial cost for the defense must be paid for every contacted mind.

Power Score: The maintenance cost is reduced to 1/round/creature.

20: Every contact is broken and the Psionicist is unable to use any defense for 1d4 turns.

Mind Hold

Power Score: Int -3
Initial Cost: Contact
Maintenance Cost: 8/round
Range: touch
Preparation Time: 0
Area of Effect: 1 Creature
Prerequisites: Contact

This acts much like a domination. It, when the psionist places a hand on the victim, grasps hold of the opponents psyche and forces it into a sort of holding cell..thus the oponent is totally immobile during the time of usage, as well as under complete physical control. Thoughts can occur, but no form of telepathy can occur. Also thinking becomes slowed, as the energy holding the mind takes a lot of effort to overcome. Spellcasting becomes impossible while under the influence of this power. All Intelligence and Wisdom checks are at -3.

Power Score: The psionist badly batters the mind of the victim. The victim suffers as if he is under the influence of this power for 1 day. The psionist does not need to expend points to maintain this
20: The Psionist gains a severe migraine which lasts for 2 turns, no powers may be used during this time. As well, all ability score checks are made at -2 due to the intense pain. Any loud noises REALLY hurt (anyone who has had a migraine can testify to this)

Mind Kill

Power Score: Wis -6
Initial Cost: 20
Maintenance Cost: na
Range: 100 yards
Preparation Time: 0
Area of Effect: individual
Prerequisite: domination, 21st level

Mind Kill is a forcefull overload of the victims mind with psionically energy in form from contrary commands. It's one of the new telepathis attacks used to establish contact with another psionist. If the power is used against an already contacted mind, it literary squeezes the fluids out of the brain, killing the victim instantly if he fails his save vs. death. Even if he succeed in the save, he is rendered unconscious for 1d6 hours, leaving him completely helpless.

Table for Attack-Modifier:

M- TS MB PA IF DA TW
MT +5 -2 -4 +1 -4 -2 -5
EW +5 0 -3 -2 -4 -3 -3
II -3 +2 +4 0 -1 -5 -3
MD +3 -1 0 -1 +3 -1 -4
PC +1 -3 -1 -2 -3 0 -4
MK 0 +1 +2 -4 +1 -3 0
PB +2 +3 0 -1 -1 -4 -2

Power Score: The save automatically fails.

20: The force is not transmitted violently but the contrary commands affect the attacker instead, rendering him helpless for 1 turn, unable to use any psionic power. Also, half of the 20 PSPs are transmitted to the defender if he succeed in a CON-check.

Obscure Defilement (Dark Sun power)

Power Score: Int -4
Initial Cost: contact of each creature affected.
Maintenance Cost: 5/round/creature
Range: Defiled Area

Preparation Time: 0
Area of Effect: Defiled Area
Prerequisites: Mindlink, Contact, Invisibility

This power is remarkably like superior invisibility, except that it covers the smell, sound, and sight of the ash surrounding the defiler. The power score decreases by one however, per level of the spell being cast. So a fourth level spell will be at INT -8. However, if a person comes back to the defiled area at a later date, he/she will notice the defiled area, unless cloaked by another talent.

Power Score: Every time the people affected by this spell come back to this particular spot, they will not see the area of ash. Ever.

20: They know exactly what is going on, and the Defiler is in BIG trouble.

Paralyze

Power Score: Wis -2
Initial Cost: contact
Maintenance Cost: 5/round
Range: 90 yards
Preparation Time: 0
Area of Effect: individual
Prerequisite: mindlink, contact

Using this power, the psionicist can paralyze a creature contacted. The creature must be within 90 yards of the psionicist, but needs not be within line-of-sight. If the creature is able to be seen, there is no modification to the psionicist's power score. If the creature is not visible (invisible, hidden, or otherwise blocked from sight), the psionicist's power score is reduced by three.

Any creature affected by this power must make a saving throw vs. paralyzation or be unable to move. The power works by blocking signals from the creature's brain to its voluntary muscles. Since the brain cannot issue any new instructions to the voluntary muscles, they remain in the position that they were last told to assume. (Okay, so this isn't exactly how the nervous system really works, but this is a fantasy game . . .) This power can in no way affect involuntary muscles, so the victim doesn't have to worry about breathing or having a heart attack.

The victim is affected only as long as the psionicist maintains the power, and can move normally after the power is ended (assuming they've survived). As with any other form of paralysis, any paralyzed creature can be automatically hit in combat situations, or automatically killed in non-combat situations. Note that good psionicists who use this power to make foes into easy targets will find their alignments bending towards evil. (That is, if they intentionally do so. If the party berserker picks off a helpless opponent that the psionicist was planning to interrogate, then it's the fighter's problem, not the psionicist's.)

Power Score: The paralysis lasts for 1d6+1 turns with no maintenance cost and contact need not be continued.

20: The psionicist must make a saving throw vs. paralyzation or be paralyzed for 1d6 + 1 rounds.

Plant Control

Power Score: Wis -2
Initial Cost: contact
Maintenance Cost: 5/round
Range: 100 yards
Preparation Time: 0
Area of Effect: individual
Prerequisites: mindlink, contact

This science allows the psionicist to control plants of all varieties. It allows him to animate the plant and have it perform simple tasks. For example, Belor needs to get a wagon through the forest, but there is no path and trees are blocking the way. With this science Belor could contact the trees and command them to move. Obviously there will be a few potholes to maneuver around, but that's ok. A character with a non evil alignment

would also command the trees to replant themselves somewhere else out of the way. Treants are immune to plant control, because they are not considered to be plants for game purposes.

Power Score: He may control intelligent plants.
20: He gains plant intelligence for duration of power.

Possession

Power Score: Con -5
Initial Cost: contact +80
Maintenance Cost: na
Range: touch
Preparation Time: 3
Area of Effect: individual
Prerequisites: mindlink, contact, valuable gem (1,000gp+)

This science is similar to the science switch personality. It allows a psionist to possess an individuals body, without the risk of losing his own. It requires a gem worth a 1,000gp or more to store the individuals mind in while the psionist barrows its body. Here's how it works. The psionist takes the gem in one hand and touches the victim with the other. The psionist pays the initial 80 PSPs and the victims mind is transferred to the gem at a rate of one of the victims levels or hit die a round. If the psionist releases the victim or the gem before the transfer is complete the victims mind snaps back and the process must be started over from the beginning. Once the victims mind is completely transferred to the gem the psionist is transferred into the victims body in one round. (It takes longer to put a mind into a gem then into an empty body.) The transfer is considered permanent, and lasts until the psionist uses this science again to reverse it. The psionist does not suffer any ill affects form the transfer and is able to function without any problems. His old body will live for one week with no mind in it. After the week has passed the psionist must either transfer back to his own body or it dies. The psionist will require a large meal and a day of rest if he stays out of his body for the entire week and then reenters it. When the psionist leaves his victims body, no matter where the gem is located at the time, the victims mind will snap back to it's body form inside the gem, unaware of any time passing. A gem may be used more then once, but it can never hold more than one mind at a time. The psionist gains the physical attributes (Strength, Constitution, and Dexterity) of his victim. However, he retains his own THAC0, proficiencies, and so forth. Any creature that can be contacted can be possessed, with the exception of plants, unless the plant has a localized brain.

Power Score: The initial cost is reduced to contact +40.
20: The psionist is trapped in the gem for 1D6 days and then snaps back to his own body. (If the psionist body is dead then the psionist mind is lost in the transfer back. (Your dead.))

Waking Dream (Dreamer Power)

Power Score: Int-8
Initial Cost: 50+10/person
Maintenance Cost: NA
Range: 25' radius
Preparation Time: 2 rounds
Area of effect: up to 10 people within range
Prerequisites: 20th level

This powerful psionic allows the dreamer to transport the physical bodies of others into Dreamland. This power requires intense concentration during the preparation time and any interruption will have the same effect as rolling a 20. The preparation time may be skipped in an emergency, but the power score will then become Int-15. This is the same as entering Dreamland normally for a dreamer, but all victims are physically in Dreamland, and cannot escape, except with a Wish spell. Any dreamers who are being forced in this way must make a wisdom roll. If they succeed, then they have entered Dreamland normally, otherwise, all Dreamland powers are gone. As well, dreamers forced in via this spell have their mind destroyed (Intelligence 1, Wisdom 1) until a Wish or Heal spell is used.

Power Score: The minds of the victims are destroyed as above (including any dreamers)

20: The dreamer becomes a Lost One (Ravenloft Monstrous Compendium) and is transported to Ravenloft where only Wish can restore their mind or the mind of the dreamer is stuck in Dreamland and the body becomes a lifeless shell. Only a god can restore the dreamer from the later form, and this is no small ask, so the god may require a rather dangerous task in return. The result of a 20 is up to the DM.

Telepathic Devotions

Change Dream Form (Dreamer Power)

Power Score: Int-3
Initial Cost: 5
Maintenance Cost: 1/turn
Range: 0
Preparation Time: 0
Area of Effect: Personal
Prerequisite: None

This power allows a dreamer to alter their physical self in a manner similar to certain spells. A level 1 it is equivalent to a change self spell. At level 5, 2 dream statistic points are added to the amount to be distributed. At level 7, this psionic is equivalent to a polymorph self spell. At level 9, 5 dream statistic points can be added. At level 15, this total rises to 10. At level 20, this power is similar to a shape change spell except that body parts can change by themselves without the rest of the body being affected. The number of dream statistic points is raised to 15.

Power Score: Move up to the next level of mastery (i.e. 1st level to 5th level, 5th level to 7th level, etc.)
20: The dreamer succeeds, but at one level of mastery lower and attracts the attention of a Dream Demon (q.v.)

Disconnect Skills

Power Check: Wis-3
Initial Cost: contact
Maintenance Cost: 7/round
Range: 75 yards
Preparation Time: 0
Area of Effect: individual
Prerequisites: contact, mindlink

This power allows the psionicist to "disconnect" a character's primary skills from his mind, causing a specific type of amnesia. Thus, a fighter has much more difficulty fighting with weapons, a mage has a chance of spells malfunctioning, bards lose their musical and poetic abilities, a psionicist's mental powers become harder to use. Characters have no difficulty doing things not "native" to their class, for example, a mage fight with weapons, or a fighter use a magic wand. Multi-class characters have difficulties with the abilities of whichever class has the highest level (rolling if two or more are equal), and dual-classed humans lose the abilities of their current class.

To determine the amount of disruption caused by Disconnect Skills, take the psionicist's roll and divide by two, rounding up the result (a roll of 4 rounds to 2, a roll of 11 rounds to 6). For each disruption point, the character suffers a -1 penalty when skills measured on a d20 are used, or a -5% penalty when a d100 is used. The breakdown of vulnerable skills is given by this list:

Fighter - penalty on all attacks and armor class (-1 per disruption point)
Cleric - chance of spell failure (5% per disruption point), and turning failure (-1 on turning roll per disruption point)
Mage - chance of spell failure and magic item failure (5% per disruption point for both)
Thief - penalty to thieving abilities (5% per disruption point)
Psionicist - penalty to power checks (-1 per disruption point)

Power Score: The victim cannot take any actions (except defending) for the first round.
20: The psionicist is affected by this power for 2-12 rounds.

Dream Items (Dreamer Power)

Power Score: Int-1
Initial Cost: 5
Maintenance Cost: NA
Range: 0
Preparation Time: 0
Area of Affect: 1 item
Prerequisite: none

This allows the dreamer to create any non-magical, personal item, weapon, suit of armor, etc. This item lasts as long as the dreamer stays in Dreamland. The item will behave as the normal item would (a weapon will cause damage, armor will protect a person and a rope will, well..um, do rope things!)

Power Score: The item is magical and the DM will determine its powers, but it will only bring 1/10th of its full experience value. The maximum experience possible (before devaluation) is 1,000XP.

20: This item is extremely unstable and will explode causing 2d10 hp damage when moved quickly (most likely when picked up)

Dream Magnet (Dreamer Power)

Power Score: Wis-3
Initial Cost: 5
Maintenance Cost: NA
Range: 100 miles plus 5/level
Preparation Time: 0
Area of Effect: 1 person plus 1 every 5 levels
Prerequisites: None

This power allows the dreamer to pull a sleeping person into the mode of Dreamland that the dreamer is currently in, be it natural, true, or travel. This does not actually give the dreamer access to the person's dreams, but it does have a chance (75%) of giving the victim a very severe nightmare with all the negative affects associated with one. If the sleeper is already having a Dreamland dream, then it will automatically be a nightmare. If the victim does not having a nightmare, then they would not have a dream at all that night. This power is essential to dreamer so that they may have access to their victims (which must be in Dreamland for any of their powers, save Dream Crossover and Waking Dream).

Power Score: The victim suffers Dreamland nightmares for two nights after the initial night of severe nightmares.

20-The dreamer suffers nightmares that night.

Dream Watcher (Dreamer Power)

Power Score: Wis
Initial Cost: 7
Maintenance Cost: 1/turn
Range: 100 miles plus 5/level
Preparation Time: 0
Area of Effect: 1 person plus 1 every 5 levels
Prerequisite: 2nd level

This power allows the dreamer to watch in on another's dream. They cannot participate or otherwise communicate, but the sleeper "feels" that they are being watched. Due to this for every 2 turns the dreamer is watching, the dream moves down one type on the dream scale (good becomes average, average ceases to be a dream, no dream soon turns into a bad one, and so on) As well, using this power in conjunction with Control Dream, the dreamer gains a +2 bonus when attempting to use the Control Dream power, but not if that +2 will take it over the power score.

Power Score-The character can send mental messages to the person watched. This quadruples the speed of the decay of the dream after a message is sent, even if the message is reassuring.
20-The dreamer is actually watching his worst nightmare from when he/she was a child. This shakes up the dreamer as per the rules for extreme nightmares.

Equilibrium Disruption

Power Check: Wis-4
Initial Cost: contact
Maintenance Cost: 4/round
Range: 300 yards
Preparation Time: 0
Area of Effect: individual
Prerequisites: contact, mindlink

This devotion allows the psionicist to weaken the victim's sense of balance. There is nothing physically wrong with the person, but the disruption prevents him or her from maintaining balance. Walking becomes difficult, spells may fail due to lack of balance, and skills are harder to perform.

The victim is allowed a saving throw versus death. If the save is successful, the victim retains most of his/her equilibrium, causing all attacks or actions to be made at a -1 or -5% penalty. Movement is at 75% normal speed, spells of 7th level or higher cannot be cast, and there is a general 5% chance of spell failure. If the saving throw is failed, all actions are at a -3 or -15% penalty, the maximum movement rate is 1/3 the normal rate, and spells of 5th level or higher cannot be cast. Spells that are cast have a 15% chance of failure. If the character is near any height greater than 15 feet, vertigo strikes, worsening all penalties by an additional -1 or -5%. If the saving throw is an unmodified 1, then the character loses all equilibrium and falls to the ground, helpless. Helpless characters get a saving throw vs. death every round thereafter. If the save is made, then the character can function again, but using the "-15%" category for penalties.

Once every 5 rounds, the character gets a saving throw vs. death to see how he or she is doing. Use this new saving throw to determine the penalties for the next 5 rounds. Characters that are helpless get to save every round until able to stand, then begin making a saving throw once every 5 rounds.

Power Score: All penalties are increased by -1, or -5%.
20: The psionicist is affected by this power until he or she gets a 19 or 20 on the save versus death.

Glibness

Power Score: Int-4
Initial Cost: 10
Maintenance Cost: 6/round
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisites: none

This power gives the psionicist all the benefits of a Philter of Glibness, and also will affect Truthear in the same manner as a Philter of Glibness affects a Detect Lie spell.

Power Score: The lying is undetectable, even with magic, for 5 rounds.
20: The psionicist's words are heard as normal and all who can understand them know what he/she was attempting

Induce Pleasure

Power Score: Con -2
Initial Cost: contact
Maintenance Cost: 2/round

Range: touch
Prep Time: 1
Area of Effect: individual
Prerequisite: mindlink, contact

This is the opposite power of Inflict Pain. While no good comes from it (no healing or curative effects), it makes the subject individual shudder and twist in ecstasy. If used in combat, the victim must save vs paralyzation in order to keep functioning and fighting. Failure to save indicates a penalty of -4 on all attack rolls that round, and any spells being cast are disrupted.

The insidious effects of this power occur when it is used in conjunction with Inflict Pain. By using the two powers interchangeably, dependent upon the victim's actions, the victim can be conditioned to perform certain acts instead of other acts they would normally perform. For each week of being subjected to this treatment, they must make a wisdom check, with a penalty equal to the number of weeks of "treatment" (i.e., 3 weeks of treatment = penalty of -3) or have their actions in particular scenarios predetermined by their conditioning. Only one area of behavior may be affected per victim. Depending upon the behavior modification, there is a chance (DM's discretion) for an alignment change by the victim.

Power Score: The pleasure is so overwhelming that the victim passes out for 1d10 rounds.
20: The contact is broken.

Lend Strong Mind

Power Score: Wis -4
Initial Cost: contact
Maintenance Cost: 1/round
Range: 30 yards
Preparation Time: 0
Area of Effect: individual
Prerequisite: contact, mindlink, 0th level

With this Devotion, the Psionicist is able to defend a contacted mind against intrusion from another Psionicist. Any attempt to contact this mind fails and a Psychic Combat must be fought. The Defense can be established with this Devotion in the contacted mind; using the Psionicist's Score -2. While defending his friend's mind, the Psionicist sacrifices his own defense in the first place, but he may activate one other power in the same round (because one of the powers is a defense). It's not possible to use this Devotion AND establish a defense in the friend's mind in the same round. The other power may be a defense for the Psionicist's own mind, an attack, or any other power he is able to use. If the Psionicist does not defend himself mentally, nevertheless he has a closed mind, so he cannot be contacted without combat. Then, any successful attack versus his mind establishes one tangent.

Power Score: The contacted mind gains the benefits of a 'Thought Shield'.
20: The Psionicist is not able to use any defense for 1 turn.

Memory Summoning

Power Score: Int -3
Initial Cost: contact
Maintenance Cost: 7/round
Range: Sight
Preparation Time: Differs
Area of Effect: Individual
Prerequisites: Send Thoughts, False Sensory Input

By means of this power a Psionicist can effectively bypass another person's natural defense's. (including another psionicist's defenses) Many Dms out there believe that if someone psionically touched they will know it (especially in the case of another psionicists), with this power this is not the case. The psionicist will implant a thought into another person's mind this thought will be a front and he will follow it into the person's mind. The person will notice the thought and not the mind touching (on a successful power check). This is a very risky proposition (checks must be made by the DM every other round), but the benefits are enormous the psionicist

can roam around as if he were using a probe. The probe that is used here though is not the same because the psionicist can not make his presence known (where when normally using probe he tries to batter down any defenses) he can only find the answer to one simple question every other round (and longer if a complex question up to the DM). He will not know if he has attracted the attention of the person's mind that he is in, unless he finds resistance but until then he will have no idea if he has been found out. The person whose mind has been entered will know if that his mind has been entered when the psionicist fails a power check and at that time can try to use any defenses he can use or get. The preparation time must be spent finding out about the person that the power will be used on. He must find some thought that he can use to follow in to the mind with. (ie A gladiator learning to use a sword, an elf finally earning his name, a halfling eating a person for the first time, etc.)

Power Score: The psionicist only has to make a check every fourth round.

20: Automatic Failure the person knows your there and can take whatever precautions he can to stop your entry into his mind or stop you from going further into his mind.

Mental Dagger

Power Score: Wis -4

Initial Cost: 6

Maintenance Cost: na

Range: 50/100/150

Preparation Time: 0

Area of Effect: individual

Prerequisite: contact, mindlink

Mental Dagger is a sharp, pointed attack against the victim's mind. It's one of the new telepathic attacks used to establish contact with another Psionicist. If the power is used against a already contacted mind, it opens a mental wound where the life-force is sipping out. The victim suffers a loss of 1 HP per round thereafter, beginning with the round of first use. When used again, the loss is increased by 1 HP per round to a maximum of 3 HP/round. The wound closes when the victim is rendered unconscious, is psychic surged, or gains the benefits of any cure spell or power. If the rules for 'Death's Door' are in use, the bleeding stops at 0 HP, else it stops at 1 HP and the victim falls unconscious.

Power Score: The loss is 2 HP/round, the maximum is increased by 1.

20: The psionicist suffers the wound by himself.

Negate Sensory Input

Power Check: Int - 4

Initial Cost: contact

Maintenance Cost: 5/round

Range: 15 miles

Preparation Time: 0

Area of Effect: individual

Prerequisites: contact, mindlink, false sensory input

This devotion allows the psionicist to actually block out one form of sensory input. Affected senses can be taste, smell, sight, hearing, or one kind of touch (either pain, pressure, temperature, or hunger/thirst). While in effect, the victim is totally unable to "comprehend" the sense, almost as if it was disconnected from his brain. As a result, standard curative magic will not work, but remove curse might (DM's discretion). Only one sense can be affected for every use of this power, thus, it requires two separate usages to make a person deaf and blind. Standard penalties apply to blindness and deafness; loss of taste prevents the victim from being able to taste anything (including spoilage or poison), loss of smell prevents the victim from smelling smoke or the stench of various monsters (including troglodytes and ghosts). In terms of loss of touch, inhibiting pain prevents a character from knowing how many hit points he's lost, inhibiting pressure causes the person's body to become numb (-2 on attacks, movement at 1/2 movement rate, DEX checks may be needed at DM's discretion to prevent falling or dropping something), inhibiting temperature means the person cannot tell if something is too hot/cold to handle (although after 7 points of heat/fire damage, pain begins, but the character might not know why), and inhibiting hunger and thirst means that the character does not realize he's hungry or thirsty... and thus could starve to death at a banquet, or be protected from an insatiable thirst spell.

Power Score: Two senses can be negated for 6 points per round, or one sense can be negated for 4 points per round.

20: The victim's senses are not altered, but the psionist thinks the power worked. Also, the victim is protected from all forms of `_false sensory input_` and `_negate sensory input_`, regardless of who is projecting it.

Psychic Armor

Power Score: Wis -3

Initial Cost: 5

Maintenance Cost: na

Range: 0

Preparation Time: 0

Area of Effect: personal

Prerequisite: none

Psychic Armor is a new defense against unwanted contact. It puts the Psionist's mind in a kind of armor, weakening any psionic activities. Thus, it's more difficult to use any attack against the Psionist, but he himself suffers grievous penalties as well. Any one other power activated in the same round with this devotion is penalized with -2 to the Power Score.

Power Score: The use of this power does not affect other powers.

20: The defense falters but the penalty remains for 1d6 rounds (in addition to any other penalties from this power).

Metapsionic Sciences

Dreamfield

Power Score: Wis -8

Initial Cost: 40

Maintenance Cost: 10/round

Range: 40 yards

Preparation Time: 3

Area of Effect: 20' radius

Prerequisites: 13th level

A character using dreamfield can project thought waves into the minds of sleeping people. This allows a psionist to take control of dreams, and shape them in any manner they want. Even other psionists may have their dreams invaded by this without having first been defeated in psionic combat. The attacking psionist may not kill someone with this, or cause direct physical harm, but if he/she chooses to create a nightmare in which the victim is slain, then the victim must roll save vs. spell at a -2 penalty without the benefit of WIS bonuses. If the save fails, then the victim suffers fatigue, and will for 24 hours afterwards take a -2 penalty to all die rolls.

A psionist can project this power to a centre point up to 40 yards distant from him/herself, with an area of effect of a 20' radius. If a character is struck during the time they are trapped in a dreamfield, then they will immediately awaken and break the effect of the dreamfield, if the awakening occurred before the end of the dream. Also, the attacking psionist may attempt this but once per night on a particular victim. It takes 2+d2 rounds for the attacking psionist to complete the effect.

Special Note: If the Dreamland rules are used, a character who is in Dreamland (naturally or otherwise) is unaffected by this power and cannot even be reached. If the psionist tries this power on a dreamer psionist, the dreamer's conscious mind is immediately awoken and alerted to the attempt. At this time, the psionist is most vulnerable because the dreamer knows of the attempt and can do something to the psionist while they are still recovering from their failed attempt.

Power Score - Victims must save at a -4 penalty, and further, if they fail, they will suffer a -3 penalty to all die rolls for 24 hours afterwards.

20 - The dreamfield backfires, and the psionicist falls into a trance where he/she suffers all the effects of a horrific nightmare with the resulting penalties to die rolls, no save allowed. The psionicist emerges from the trance when the nightmare is over.

Mystical Conduit

Power Score: Int -4

Initial Cost: 10 + 1/10 yards (or 40 + 1/10 yards)

Maintenance Cost: 2 PSP's

Range: <see cost>

Prep. Time: 0

Area of Effect: NA

Prerequisite: Dimensional door, 6th level psionicist and knowledge of either Mage or Priest magic.

This power opens an immobile conduit for mystical energy from the area immediately surrounding the psionicist to anywhere within line of sight (see cost). The next spell cast from where the psionicist was standing at the time the power was initiated will function as if it was cast at the other end of the conduit. Thus the ranges of certain spells can be greatly increased. Notice that spells, which affect the caster only (i.e., personal spells), will now affect whoever is standing at the other end of the conduit or be wasted if nobody is standing there. A vampiric touch (or fire shield) for example, could be cast at one end and whoever was at the other end could now apply the vampiric touch (or be protected by a fire shield), and gain the full benefits from it (i.e., reach out and touch someone, in case a vampiric touch had been cast). The original caster has absolutely no control over the spell--it is as if the whoever was standing at the other end of the conduit had actually cast the spell. Since the accuracy and power required for transferring personal spells is much greater than for other spells, the cost is increased to 40 PSP's + 1 PSP per 10 yards.

The mystic conduit is visible only by a detect magic, true sight, or psionic powers such as Heightened senses. It collapses the instant any spell is conducted in this way or if the psionicist ceases paying the maintenance Cost.

NOTE: The conduit is one way only, thus it is not possible for a psionicist to steal a spell, as it is being cast by an opponent.

Power Score: No PSP's must be paid to maintain this power.

20: The next spell cast near the psionicist will backfire.

Post Pone

Power Score: Int -6

Initial Cost: initial cost of the power (x2)

Range: Touch: 0

Area of Effect: individual

Maintenance: 24/day

Preparation Time: 1 round per power postponed + 1 round

Prerequisite: 7th level

This power allows a psionicist to "postpone" a power till a later point in time. This consists of the psionicist having to first make the power check to initiate the power, then having to make the postpone power check. When the psionicist makes the power roll for the first power, he pays the initial cost of the power, then when he initiates post pone he pays the same cost again. The power that is postponed is "put on the back burner" till a later point in time, when the psionicist wants to use the power he has postponed. This power will allow a psionicist to maintain any power he can use at the time (even if he can only use because of convergence, if he can use it he can post pone it), this includes both once and done power, and maintainable powers. This power has a serious draw back while a power is being maintained the psionicist can not get back ANY PSPs due to the fact that he is using a power at that time (spending exactly 1 PSP per hour).

Power Score: If a power score is rolled this power only uses half the normal PSPs to maintain, and in so doing allows a psionicist to regain PSPs every other hour (depending upon whether or not he rests)

20: The power is disrupted and the psionicist must begin again to try to postpone the power.

Psionic Transference

Power Check: Wis -4
Initial Cost: Varies
Maintenance Cost: na
Range: touch
Preparation Time: 0
Area of Effect: individual
Prerequisites: psychic surgery, 7th level

This science allows the Psionocist to transfer some of his psionic powers to a non-psionocist (the Psionic version of a Priest's "Imbue with Spell Immunity"). First the Psionocist must successfully use psychic surgery on the recipient (to prepare him for the sudden psionic overflow), then he must make a successful power check for Psionic Transference. Finally the psionocist must make a successful power check for each power he wishes to transfer to the recipient (note that rolling a 20 or the exact power score won't make a difference). If the Psionocist is successful he subtracts 10 PSPs per successfully transferred science, and 5 PSPs per successfully transferred devotion. For every unsuccessful attempt to transfer a power the Psionocist subtracts 5 PSPs per science and 2 PSPs per devotion, but he can attempt to transfer the power again.

The psionocist may attempt to as many powers as he want (as long as he doesn't run out of PSPs), but powers that need prerequisites must be met by the recipient, so if a Psionocist wanted to transfer Psychic Drain the Psionocist would have to transfer telepathy, contact and the recipient would have to be 6th level. All powers transferred by the Psionocist can NOT be used by the Psionocist for until the recipient is slain, the recipient has used up his PSPs or 24 hrs have passed... whichever comes first. The psionocist must also lend his PSPs to the recipient for the recipient to use the powers (the PSPs used to transfer powers doesn't count, this PSP transfer is for lending the Psionocist PSPs directly to the recipient). For PSP transfer rate is 1:1. The PSPs transferred to the recipient taken away from the Psionocist's current and MAXIMUM PSP total. So if the Psionocist has a max of 150 PSPs and lends 50 to recipient the Psionocist can have no more than 100 PSPs. The recipient uses his own con, int and wis when determining power scores.

Power Score: Psionocist retains his powers (but not PSPs) with a -5 to power score.
20: The Psionocist passes out for 1d6 turns, the recipient passes out for 2d6 turns.

*In Dark Sun the Psionocist can transfer powers to people with wild talents but not other Psionocists.

PSP Lightning

Power Score: Con -8
Initial Cost: varies
Maintenance Cost: same as Initial Cost
Range: 25 yards
Preparation Time: 0
Area of Effect: 1 Creature
Prerequisites: 9th level

The psionocist converts PSPs into pure energy that resembles (but is not) lightning. The conversion is 1 PSP for 1d3 points of damage. A psionocist may convert 1 PSP per level in a round. So a level 15 psionocist may convert 15 PSPs to 15d3 points of damage. No saving throw is allowed, and powers like Energy Containment have no effect in blocking this attack. Also, spells such as Protection from Lightning and Resist Fire, are useless. If a telepathic defense mode is active, however, then damage is reduced by 10% since this energy is mental in origin. Further, if a mind is open to contact then the victim takes 10% more damage than what is specified in the die rolls. A victim takes normal damage either when they are a mind closed to contact not using a defense mode, or when they are a mind open to contact that is resisting in the manner described in the entry for the contact power in CPH.

This power is physically taxing, and may not be used for more than 4 rounds before the psionocist has to rest for 2 rounds. The psionocist may opt to expend fewer PSPs than his/her maximum. The psionocist must announce both before making an initiative roll and making a power check how many PSPs they intend to expend.

Power Score: The conversion rate of PSP to damage improves to 1d6 points of damage per PSP spent.
20: The psionist takes 1d4 points of damage for every PSP he/she was going to expend that round.

Psychic Sacrifice

Power Score: Wis -10
Initial Cost: Death, Contact (see below)
Maintenance Cost: 20 PSPs / round (see below)
Range: Unlimited (see Contact)
Preparation Time: 0
Area of Effect: One person
Pre-requisite: Psychic Surgery

This science allows a powerful psionist to transfer a portion of his or her power to another person when he or she dies. One science and two devotions are chosen at random from those known by the user of this power (the Sacrificer), which are immediately added to those known by the target. The target gains enough PSP's to use the three powers once per day each, with 4 rounds of maintenance.

If the target was a non-psionist before the use of this power, he or she should be treated as a wild talent. If the target was already a wild talent, the new powers and PSP's are added to those currently possessed. If the target was a psionist, the powers and PSP's are added to their current abilities, and are considered separate from the normal maximums allowed by their level. The powers can be from a discipline outside those currently known by the target, and do not count against the maximum number of sciences/devotions per discipline. If the powers granted are already possessed by the target, the PSP's are still gained, and the power score in that power is increased by one (as though the target had relearned that power). In all cases, the PSP and power gain is permanent.

The target's alignment becomes that of the sacrificer. If this causes the target's alignment to change, this has a 1% chance per PSP gained of driving the target insane.

At the discretion of the DM, the target may be visited by the spirit of the sacrificer. The spirit may give the target hints, encouragement, or other support in particularly difficult situations. This may occur at most once per month, and lasts for at most 1 turn.

To initiate this science, the sacrificer must first die. This can be either an accidental or intentional death, although an intentional death for the sole purpose of using this science grants the sacrificer a +2 bonus to his or her power score. At the very instant of physical death, the player must state his or her intention to initiate Psychic Sacrifice, and also must state the target. The sacrificer's psyche is then kept alive by feeding off the remaining PSPs the psionist had at death. The upkeep of 20 PSPs/round must be paid each round until the power is successful, or the sacrificer's psyche dies. The sacrificer must also attempt contact (via psionic attack forms if the target is an unwilling psionist) each round. If the sacrificer does not have enough PSPs remaining to pay the upkeep and attempt contact, their psyche dies.

Once contact has been successfully made with the target, the sacrificer rolls against the power score for Psychic Sacrifice. The upkeep of 20 PSPs must also be paid in this round; if not enough PSPs remain, the sacrificer's psyche dies. If the roll is successful, the effects listed above occur. If the roll is failed, contact is broken, and must be attempted again in the next round.

If the Psychic Sacrifice is successful, the sacrificer may never be Raised, Resurrected, or Reincarnated. However, if the sacrifice is unsuccessful (the sacrificer runs out of PSP's or skips a round of attempting contact for any reason), the sacrificer may be raised, resurrected, or reincarnated.

Power Score: the sacrificer can pick the science and two devotions granted to the target.
20: the sacrifice fails, and both the sacrificer and target are psychically stunned, losing all current PSP's (killing the psyche of the sacrificer).
1: only 1 science or 2 devotions (50/50 chance) are granted to the target.

Note to the DM: If this science is allowed in your campaign, you should make allowances for NPC psionists who have been targets of it in their lifetimes, and therefore have more than the normal allotment of psionic

powers and PSPs. In particular, the DM may consider highlevel evil NPC psionicists who "farm" low level psionicists for the sole purpose of having them sacrifice their powers to their mentor.

Stasis

Power Score: Wis -4
Initial Cost: 40
Maintenance Cost: 30/round
Range: 10 yards
Preparation Time: 3
Area of Effect: 1 Creature
Prerequisites: 13th level, convergence, rigidity (or immovability for those lacking Dragon Kings), time/space anchor, stasis field

This power requires at least two psionicists in convergence whose total levels must be 50 or higher. No psionicist in the convergence can be below level 13. All psionicists must make a successful power check in the same round the power is to be initiated. It is not required that more than one psionicist in the convergence know this power since being convergence makes it available to the other psionicists.

The effect of this power is to totally immobilize the victim to the point that they are utterly helpless. Their body is rendered immobile in that they can make no physical motion, they are effectively rooted to the spot they are standing in, so that they cannot be physically moved, and they are anchored to the time/space continuum so that they cannot teleport, and things like teleport trigger, and contingency spells that are supposed to teleport the victim will fail. Further, the victim's mental processes are slowed down to 1/60 of their normal rate, rendering them virtually helpless against telepathic attacks.

Power Score: The victim is held in stasis until released by another power check.
20: The power backfires, and the psionicists fall victim to the power until they run out of PSPs to maintain it. This backfire occurs if any psionicists roll a 20.

Time Flow

Power Score: Int
Initial Cost: Special
Maintenance Cost: Special
Range: Touch
Preparation Time: 0
Area of Effect: 1 creature
Prerequisite: Time stop, 5th level

This power allows the psionicist to speed up or slow down time with regards to the target creature. At the time the check is made, the psionicist declares by how much the time flow will be increased or decreased. In other words, how many rounds will occur for the target creature while a single round of 'normal time' passes (or alternatively how many rounds of 'normal time' will pass in what the target creature sees as a single round). The power scores and initial/maintenance costs are given below.

Speed up/	Power Score	Initial/maintenance	Prerequisite	slow down	penalty cost (see note)	Level factor
2	3	10/5	5			
3	4	20/5	10			
4	5	30/5	15			
5	6	40/5	20			

Note: The power can only be maintained if the psionicist is the affected creature. The costs are relative to the psionicist's time frame, in other words the initial cost is relative to normal time (and will affect the target creature for one round of normal time), while the maintenance cost is relative to the new time frame, and must be paid for every round the psionicist experiences. A 20th level psionicist for example, who speeds up time by a factor of 5, would not have to pay maintenance cost for the first five rounds (or 1 round 'normal time') since this is covered by the initial cost. After these 5 rounds, the maintenance cost would be 5 per round (or 25 per round normal time). Since this power affects the flow of time, rather than speeding up the metabolism of the target creature, as is the case with magical haste for example, no aging will result. Anyone who returns to the

normal time frame however, will be confused and unable to do anything for as many rounds as were spent in the other time frame. This gives the body time to readjust to normal time and recover from the strain. It is possible to force the body to ignore this time of recovery. To do so requires a Wisdom check and a Constitution check, with a penalty equal to the factor by which time was affected for both checks. If either is failed, 1d6 random ability scores are permanently lowered by one. In other words, this is not a good idea except in the most desperate cases.

Power Score: The psionicist may increase the time factor by one, without having pay the extra cost in PSP's.
20: The psionicist is confused and disoriented as described above.

Metapsionic Devotions

Helmboost

Power Score: Wis -5
Initial Cost: 40
Maintenance Cost: none
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisites: 7th level

This devotion is useful only for spelljamming psionicists. This means they must be using a serial, pool, or other helm which can be used by psionic creatures. If the power succeeds, the MV of the vessel increases by 1 while the SR increases by 3. This lasts for a duration of three rounds.

The psionicist can not use the power again during that day, due to the stress induced on the hypothalamus by this power. Should the power be attempted a second time, there is a 55% chance that it will fail, leaving the psionicist insane (although with his powers intact). Such insane helmspersons have been known to decide that ramming a larger vessel (or even ordering a full stop) are excellent combat options.

In a serial helm, several psionicists could use this power, but not all at once. Using more than one of these powers on a helm has no effect.

Power Score: Lasts for 5 rounds.
20: The helm is inoperable for 1 round.
1: The MV is unchanged, but the SR still increases.

Psionic Concealment

Power Check: Wis -4
Initial Cost: 4
Maintenance Cost: 1/round
Range: 0
Preparation Time: 1
Area of Effect: personal
Prerequisites: telepathy, psionic sense

With psionic concealment, a psionicist can conceal his psionic activity from those with psionic sense.

When the character makes his check, all of his psionic activity is concealed from others. If a being checks for psionic activity, the DM conducts a secret psionic contest, and the higher successful roll takes effect. That is, if the concealer wins, nothing is sensed, and if the sensor wins, he spots the concealment and the powers being concealed. For the contest, the concealment roll is reduced by one for every five PSPs expended that round.

Concealment provides reasonably good protection from psionic feeders and the like, as well as psionicists.

Power Score: Gain +4 in detection contests.
20: Lose all psionics for 1d4 turns.

Psychic Reach

Power Check: Wis -5
Initial Cost: 8
Maintenance Cost: 5/round
Range: 30 yards
Preparation Time: 1
Area of Effect: special
Prerequisites: Telekinesis, 6th level

This psionic power causes a semi-transparent hand, made of the user's psionic life-energy to spring forth from him, and grab on to creatures. The hand can be moved anywhere within range in 1 round; then any 'touch' psionic powers can be used through it.

The 'hand' exists until it loses it's grip (see below), the user fails to pay maintenance, the hand leaves the range, or is destroyed. The hand is AC0, and has hit points equal to the psionicist's level. The user actually gives up that many of his own HP: when the power lapses, he gains any remaining HP back. The hand is only hit by magic weapons or effects. Dispel magic and non-damaging spells have no effect.

Each round, the psionicist must check to see if the hand loses it's grip if it is being actively avoided. This check is his wisdom adjusted by his opponent's AC; either way, maintenance is paid at this time. All "reaching" powers are initiated with -2 power scores.

Power Score: Hand has double HP free.
20: All 'touch' powers are double cost for next turn.

Time Flux

Power Check: Con - 2
Initial Cost: 8
Maintenance Cost: 5/round
Range: 0
Preparation time: 0
Area of Effect: personal
Prerequisites: none

Using this devotion, the psionicist can cause time to speed up or slow down for himself only. Thus, the psionicist can exist at twice the speed of the rest of the world, or half the speed, effectively hasting or slowing himself. Because the increase or decrease in speed is time oriented instead of biologically oriented, the psionicist can perform ALL actions at either twice or half normal speed. For example, a psionicist can make two psionic actions per round, use two magic items per round, etc; a slowed psionicist could take only one action every two rounds.

There are some other unique qualities of this ability. There is no metabolic change, like the aging associated with haste. Spells and psionic powers are affected, so if the psionicist increases his speed, spell duration is only half of what it would be in normal time, but an initiative bonus of 3 is gained while the power is in effect. For example, a protection from evil spell cast on the psionicist that would last 8 rounds of real time will now last only 4 rounds. On the other hand, if a psionicist slows himself, spells last twice as long as they would in real time, but there is an initiative penalty of 3 while being slowed down. For example, a slow poison cast on a slowed psionicist would last twice as long as normal. The PSP cost in real time for any psionic abilities outside the Time Flux (ie, not affecting the psionicist) does not change, but the cost for those abilities affecting the caster is increased or decreased appropriately.

Numerous applications exist for this power. If a psionicist wants to "burn off" a harmful spell (like slow or hold person), the speeding up usage would help greatly. Likewise, if the psionicist wants a spell to remain longer than normal (in real time), then the slowing use is best.

Power Score: Once during the maintenance the psionicist can time shift himself one round into the future with no chance of failure or disorientation. The psionicist does not need to know the time shift for this effect

to occur. If the psionicist does in fact know time shift, then he can try to move two rounds into the future as if it were only one round (but with standard chance of failure).

20: The psionicist is stopped in time for 1-4 rounds, unable to react, but can be injured. For game purposes, all attacks hit and all saves are failed.

Psionic Affecting Spells

Zoe's Psionic Enhancement (Alteration) Reversible

Level 2 Wizard Spell

Components: V

Duration: Special

Casting Time: 2

Area Of Effect: 1 Psionic Creature

Saving Throw: Negates

This is an unusual spell for the simple reason that wizards don't like psionics. (They would, however, like the reverse: Zodiac's Psionic Restriction.) This wizard spell can boost (or reduce) PSPs. The total can be raised above the normal max. At any rate, the bestowed PSPs disperse at 1 PSP per 2 rounds.

Therefore, the bonus is short lived, so use them fast. They start to drain away the round after casting. This spell involves great concentration and is a drain on the wizard. 3 PSPs are given for each hp the spellcaster is willing to "cannibalize." The reverse, Zodiac's Psionic Restriction, drains PSPs at the rate of 3 PSPs per level per round. The duration is 1 round per 2 levels. A save (adjusted for wisdom) may be made each round the effect is applied.

The caster can do very little while this spell is in effect. No spellcasting is possible. The caster may move at 1/2 his movement rate while this spell is in effect.

20 wisdom gives immunity to this spell. This spell was created by Zodiac. Zoe was an astrologer who later became a psionics. After a near death experience (involving illithids), she devoted her life to her god. As an ascetic, she still used her psionic talents. She researched this spell to allow herself to enhance her previous abilities.

Dalen's Mental Resistance (Abjuration)

Level 9 Wizard Spell

Range: 20 yards

Components: V,S,M

Duration: 2 rounds/level

Casting Time: 9

Area of Effect: One living being for every 5 levels

Saving Throw: Neg.

This spell is used to stop all mental and psionic powers from affecting a specific being. This is accomplished by creating a field around the being affected that stops all mental energy from passing through it. This field, however stops the mental energy from either entering, or leaving. Thus, this could be used to stop a psionics from using any powers on anyone but himself. It also grants immunity to any psionic attacks, including the dreaded mind flayer mental blast. It provides protection from any spell that deals with the mind of the person protected as well as ANY psionic power. This spell is quite similar to Mind Blank, except that it provides full protection against psionics and a few other mental powers. The list of spells that are protected against is too long to list, but if the spell affects the mind of the being, it will not work.

Dalen was a Red Wizard of Thay, but was overthrown by another wizard who had a psionics working for him. Dalen researched a way to stop psionics from working, and partially succeeded. He was hoping that a wall or sphere could be created, but found that this was impossible, because all the research he found pointed to the fact that such a field would have to be in close proximity to a living being, no more than an inch away in fact. Dalen later died when he tried to cast this spell on a psionic lich. Since the spell only affects living beings, which a lich is obviously not, Dalen was reduced to a mental vegetable and subsequently killed.

New Ideas for Old Powers

This article is in reply to someone's comment on how Psionicists were a weak and defenceless class. The quoting has been removed and some of the article has been trimmed to avoid confusion or redundancy.

From what you are saying, it's obvious to me that you are playing a "Head Messer", a psionicist with mainly telepathic powers. That right there is your first problem.

The telepathy 'school' looks pretty neat and powerful at first, but in reality, you have to go through so much crap in order to do anything that a fight is usually over and everything is dead before you can get anything done. This happened all year to a friend of mine who had a telepath in the same party with a paladin, a really nasty fighter, a wu jen alterer, and a pretty kickin' bard. He would get set up, contact whatever, do other stupid things, and get ready to mindrape the thing, and it would be dead. He was handy to have around when the party got split up, or when we were interrogating something, or for recon(he had an owl), but that was about it.

On the other hand, I played a Psychometabolist in a comparatively powered party. This character was the ultimate 'Swiss Army Character', even more so than a bard. He could do ANYTHING, and do it well.

Most of my character's abilities were in the PsychoMetabolic school, because except for a couple useful things like Telekinesis and Receptacle (for the PSP's), he didn't need anything else. OK, I'll list the things my 9th level psionicist could do about something charging at him—

Use Telekinesis on his +2 short sword from a distance

Use Animate object on anything(rock, tree, helmet) and do something funny and/or damaging

If it's small, Inertial Barrier and watch it bounce Molecular Agitation if you're out of the fight

Animal Affinity--I rolled the Grizzly Bear, this can get really nasty

Life Draining, this speaks for itself

Metamorphosis--This probably has the most potential of any ability in the whole book. A couple of my favorites were: Changing into a puddle of mercury in front of a whole bunch of monsters, then using life draining when they stepped in me; changing into a metal bar, Animate Object-ing myself, wrapping around a frost giants legs, then life draining him while he's helpless; and gaining the ability to cross any hole in any dungeon in the world by sprouting wings.

Adrenalin Control can give you massive bonuses to damage or AC

Ectoplasmic Form--usea this and whatever's charging will go right through you. If your DM allows this, here's a really nasty thing to do--walk up to an enemy while 'ghosty', stick something, anything at all, into him, and let go. Bang, it materializes 'Nuff said.

Wrench, if it's undead

That's not the complete list of nasties I can throw out, just the most often used. Body equilibrium is pretty worthless in combat, but it was probably the one I used the most often. Chemical simulation can get you through any lock around.

There's not really a whole lot to do at the low levels, but that's because of lack of PSP's, not lack of abilities available. The way to get around that is to get Receptacle at the soonest time possible.

The main suggestion I have to anyone looking to play a psionicist is to specialize in Psychometabolism with a good number of the Psychokinesis skills, or vise versa. You will end up having the best thief in the world, who, given a couple rounds, can tank along with any fighter, then heal the party afterwards.

This article is a response to the "uselessness" of some of the psionics powers. It has some additional comments from other people added in.

For the Psionic abilities such as "Feel Sound" or "See Sound" they may seem fairly "useless" to a hack-and-slasher [[although I can think of several applications 1) See sound could be almost equivalent to Blind Fighting, if not better; 2) Feel Sound might be able to negate a back-stab attempt if the warrior can feel where the attack is coming from in the last instant -- I would still allow the attack, but the surprise might more easily be negated; 3) See Sound could give a warrior precise information about the location of a sonic attack (breath weapon, roar area of effect, etc) and allow that warrior to place themselves in the correct spot to avoid the attack form.. etc. etc.]].

But the most useful applications I can see (no pun intended) would be in other areas (perhaps classified under role-playing?) such as: Consider a bard with See Sound. Could they not weave an intricate pattern with thier

voice or instrument... perhaps boosting their abilities, winning 'sound sculpture' contests in a psionic rich land, allowing them to identify magical music effects by eye seeing a harpy's song at a distance larger than the Charm Person range, etc.

Feel Sound might give similar benefits to the musically inclined. Although, I would probably LOWER a saving throw if Feel Sound was used around a magical song, such as the harpy or siren.

Feel Light could enhance agricultural Non-Weapon Proficiencies sort of like a Green Thumb, sensing the proper location of the correct like to grow things. Or, a character with Feel Light could be hired (at high rates if it is a rare talent) to perform tasks from the mundane to the complex:

- a) Hire as a theatrical stage lighter, with a better "feel" for the correct lighting.
- b) Be sought by mages trying to make a place scry-proof to "feel" for any cracks in the lead plating which would let through Crystal Ball effects, ESP, or X-ray vision.
- c) Placed as a guard in the dark dungeons to be waiting for the slightest light to approach so they could warn others.
- d) They would make great ship's crew on foggy nights, looking for that very faint glow from the lighthouse, keeping the ship from the rocks...

If you are a lenient DM you might allow small effects or uses of the Psionic ability to not quite follow the rules or not use a PSP: Say the character with Feel Light could always be awake at the first touch of dawn, "feeling" the new day. Or allow the character to feel the "quality" of light (say being able to distinguish between Light and Continual Light spells, or between Mage Light and Cleric Light...)

In addition would not the See Sound power be useful for negating the effects of a Darkness spell or natural darkness all the same, being able to see how the sound reflects around the room and off of objects. Also, See Sound would be great for seeing what the spell caster is saying while inside a Silence 15' Radius. Used in conjunction with Spellcraft, that is most useful.

Not all the Psionic Abilities are for combat, or even for adventuring... but all of them can be used with creativity in MANY situations.

Psionic Items

The Need for Psionic Objects

Why psionic objects, you ask. Why create objects with psionic powers, when any power imaginable can be obtained with objects powered by magic? Well, there are several answers to this question, depending on who's asking it.

But first let's see the inherent qualities of psionic objects: First and foremost, psionic objects are all intelligent and aligned. So unlike most magical items, they have an ego, and a purpose of their own. Secondly, psionic powers cannot be fully depended upon. A power might not work in a specific round, and might even fail so miserably, that it will cause damage to the psionic object itself, or to its wielder. Psionic objects are also not limited to a specific function. Being intelligent, and having a set of powers, they might use these powers in any way imaginable. And last, but not least, psionic objects are not magical. They will not respond to detect magic spells, cannot be disrupted, etc.

For the DM, the creator of the world, the reason to use psionic items is twofold. First, magic is not abundant in all campaign worlds. There may be worlds where psionics are more common than magic, and thus it is only reasonable that there will be more psionic objects than magical ones. A good example of a world where numerous psionic objects might be found is Athas. In that world, where magic is tightly controlled by the sorcerer kings, and psionics are everywhere, it stands to reason that most forces, especially those working against the kings, will have special items created by psionics, instead of magical objects created by the hard-to-find preservers.

The other reason for DMs to use psionic objects is simply to baffle their players; to give them something new, unknown and unpredictable, yet powerful enough to be useful. Because psionic objects are not magical, it is easy for characters to overlook them when using detect magic, and they cannot be Identified. They do not appear in the DMG, so players won't know them; and they have their own opinions, which is fun to play. For the psionics character himself, psionic objects are the only ones he can create, so there's no questions why he should create them. It stands to reason that the psionics would prefer to have psionic objects, simply to have more powers at hand.

For the adventurer, psionic powered objects may be useful simply because magical negation does not work on them. Powers of disruption might destroy all of his magical items, but the psionic items will remain untouched.

For one who wants a powerful item and can use either magic or psionics to create it, there are several considerations:

- Creating psionic items is much simpler than creating magical ones. All that is needed is a new and relatively expensive item, and the psionics to concentrate on giving it powers. This might not be quick, but it certainly beats roaming through jungles and dungeons in search of components and knowledge for the creation of the magical item.

- Psionics, unlike magic users, need not be of an exceedingly high level to be able to create permanent items. So it will probably be easier to find a psionics capable of doing so, than finding a magic user for this purpose. Even if a high level psionics does not know how to empower objects, it is relatively easy to get him to develop this power. A magic user would have to wait until he has reached the appropriate level (16th level).

The Creation of Psionic Objects

Psionics usually fashion their psionic items from personal things, like clothing parts or jewellery. If a psionics can play an instrument, he will make a similar psionic instrument. If he likes to collect butterflies, he will have a psionic net. As long as the object is not too awkward and is something the psionics uses a lot, it has a good chance to be made into a psionic object.

Unlike magic users, psionics have no special feelings for wands and their ilk. This does not mean that they will never create a wand or a rod, but such items will be rarer than amongst magic users. Psionics also prefer to avoid combat, and so create few weapons (although if a psionics feels a need for a weapon, he will prefer a psionically empowered weapon over a magical one).

Creating psionic objects is draining, but not particularly complicated. There is one little snag, however - a lot of powers need more than the 8 or 12 PSPs the object receives for the power. To use such a power, the object must have some way of obtaining more PSPs. The most obvious solution is to give the object access to some other minor power. On rare occasions, when the object has access to the Metapsionic discipline, it might be lined with gems, and given the power of Receptacle. This can as much as double the number of PSPs in its possession.

After the psionicist has empowered the object, he must then train it for the specific function he had in mind. After all, one set of powers can be used for many varying tasks. Training the object is a simple matter of explaining its job to the object. The object is always well disposed towards its creator, and will gladly learn its task.

Using Psionic Objects

Using psionic objects is not as easy as using magical items. Being intelligent, a psionic object will obey a command only if it sees fit to do so, or is outmatched in a personality conflict (as explained in the DMG). Because a psionic object has an alignment, it will often use its power against a wielder of the opposite alignment. Although the DMG suggests that aligned weapons will cause damage if handled by a character of another alignment, this is not strictly necessary. In fact, aligned objects might be used as traps for other alignments, by pretending to be helpful, and then, when their user needs them the most, the item will not function, or will use its power in a harmful way.

The power of a psionic object cannot be used too often, as the item has to recover lost PSPs. Psionic objects not in use are assumed to be asleep (or rejuvenating), and so recover 12 PSPs per hour. When asked to perform their power, they will "wake up" and use it, then return to "sleep" when their service is no longer needed.

It is possible to use the powers of an object in ways that the psionicist who created it never intended. This is never as simple as the initial training. Unless there is a psionicist in the party, the true powers of the object will not be understood. The more difficult part is getting the object to agree to its new use. The DM should role play the situation. Here's an example:

A party is trying to talk a sword which can change shape into using its shape change power to new ends. The result depends on what the party asks.

"We know you can change into any weapon; well can you change into a weapon with wings and fly ahead to alert us of any problems?" "What a cute idea. How come I haven't thought of it myself? At last to be able to act on my own, without some dirty hand guiding me. I can do even better; I can change into a bird."

"Can you change into a stool?" "A stool?! How degrading! Can't you just sit on the ground?" "Hey, you know very well I can't play my harp sitting on the ground." "Oh, OK. I do like your music."

"Oh no! I forgot my cooking pot. Will you get that sword of yours to change into one?" "That does it! Of all the low... I'm never speaking to you again!" "What did the sword just say?" "I don't know, but the blade just turned dull."

Sample Psionic Objects

A few psionic objects are included here. The following things are detailed for each item: powers - the psionic powers it has; PSPs - the maximum number of PSPs; description - details about the object and its uses; other uses - possible uses which are not part of the initial training.

Ring of healing / regeneration

Powers: Cell Adjustment (or with Absorb Disease)

PSPs: 8 (or 16)

Description: This type of ring can cure disease and restore lost hit points. The ring can restore about 1 point of damage per hour (the actual rate depends on the power score), and can instead use its power to cure its owner, or someone else touching it, of any nonmagical disease. Note that this ring can help "regenerate" from wounds which cannot be healed with normal regeneration.

A small percent of these rings are also able to cure magical diseases. The magical diseases are usually absorbed harmlessly into the ring. Diseases which lower intelligence can affect the ring, so a ring will not willingly

absorb such a disease, unless it is extremely loyal to its master, or can be convinced or forced to do so. Lowered intelligence will not affect the working of the ring, but will possibly make it less opinionated.

Note that a ring with Absorb Disease can cure up to 3 points of damage at a time (although in continuous use it rate is still about one point per hour).

Other uses: If so instructed, a ring with Absorb Disease can keep enough PSPs for 2 points of healing in reserve, while still being used for regeneration. This way, when the owner of the ring is down to 0 hit points or less, the ring can restore him to consciousness, or at least keep him hovering on death's door for two more rounds, which might be enough to save his life.

Match-all weapon

Powers: Metamorphosis + one other power, at least

PSPs: 24 or more

The match-all weapon is a powerful item, but is rarely very useful for the psionicist himself. This weapon typically appears as a sword of about 4 pounds - usually a scimitar, as this can be used by psionicists. It can, however, change into any weapon of about 3 to 5 pounds. This change can last for several turns. On rare occasions, the change is permanent, and the new form becomes the base form of the weapon. The match-all weapon can imitate any weapon of the same weight - from bows to a quarterstaff, a spear or a rapier, and it does so perfectly.

The match-all weapon always has another power. This power is typically used only in its base form. One common power is Life Draining (the hit points are absorbed by the weapon, and do not go to the wielder). Another, less common, is Animal Affinity. This allows the weapon to either acquire the movement mode of the animal, and attack by itself (with a THACO of 20), to fight with the THACO of the animal, with no regard to the THACO of its holder, or to do damage by bite or poison (this gives a +1 penalty to the attacker's THACO, due to the change in shape of the weapon).

Some rare match-all weapons weigh more - up to 10 pounds. These are not usually manufactured because psionicists cannot use them. Some halfling psionicist/thieves are said to make daggers and knives which can transform into thieving tools.

Note that transformation takes 5 rounds to prepare, so the weapon cannot change shape on a moment's notice. Thus effective use of the match-all weapon necessitates planning. Returning to base form is instantaneous, however.

Other uses: The match-all weapon can actually change into any object or creature of about the same mass. This opens the way to an unlimited number of uses. As an example, the object could be sold as a miniature tree, a crown, or whatever, to someone, then revert to weapon form some time later, and stab its new owner (with the help of Animal Affinity).

Tie of awareness

Powers: Clairvoyance, Danger Sense

PSPs: 20

For the psionicist who wants to look good and still be ready for trouble, the tie of awareness is just the right piece of clothing. When told to be on alert, the tie will keep sensing danger for up to half an hour (less if its owner so wills, and the tie agrees to his reasoning). When danger is sensed, the tie will point in its direction, and will try to

use its Clairvoyance power to view the area of the danger, and report its findings to its owner.

Other uses: A tie with Clairvoyance is an excellent tool for spies, and also for thieves.

Brooch of travelling

Powers: Dimensional Door (with Dream Travel or Teleport other)

PSPs: 8 (16 or 20)

The basic type of this brooch allows the wearer to open a dimensional door. The brooch cannot use its power for one round after passing through the door, or after making a power check of 20.

Some of the brooches are brooches of dreams. They have the dimensional door power, but also have Dream Travel. They use it on themselves, and take their wearer as a passenger. The maximum range is thus 200 miles.

The most powerful brooches can teleport their owner. These brooches are empowered with Teleport Other, and are teleported together with the wearer as personal belongings. They can also use this power offensively, or use it on their wearer even when separated, to save him, if they are faithful. These brooches have a range of 100 yards for teleport. Some have also the Teleport power, so they can teleport themselves separately from their owner. These have a range of 10 miles.

Note that if the owner of a brooch is unconscious, the brooch will often use its power on its own accord, to save its owner and itself.

Other uses: The brooch can be used (with the DM's approval) to create a first door of any orientation. By holding the brooch in different directions, or at a distance, using physical, magical or psionic means, it is possible to create a Dimensional Door trap. Many kinds of traps are possible, limited only by the imagination of the user, the PSPs of the brooch, and the consent of the DM.

Staff of wrenching

Powers: Wrench, Receptacle (Prolong)

PSPs: 32 (48)

This staff can be used to wrench an undead in the Prime Material plane or out of it. The undead can be wrenched out of the Prime Material plane for 2d6 turns, or forced into it for about 2 rounds. Like most, if not all, psionic items of the metapsionic discipline, this staff has access to the Receptacle power. Thus it is lined with gems of at least 1,600 gp worth, and usually double that value. The staff uses available time to recharge the gems. With the gems, it has a maximum total of 32 PSPs. (Note that the staff is valuable in itself, and sometimes gilded.)

Some staves also have the Prolong power, and so are able to wrench undead at a distance of 45 yards. These have 48 PSPs, and the value of their gems is likewise higher.

Other uses: Some of these items are shaped as holy symbols instead of staves. Psionics sometimes use these to impersonate priests with the power of turning undead, especially in places where psionics are unwelcome.

Headband of psionic strength

Powers: Convergence, Prolong, Receptacle

PSPs: 48

Only one such item is known to exist. It was made by kar-zi-ah, a 20th level psionicist. Kar-zi-ah had a 5th level psionicist friend who was into travelling and exploration, but felt that lack of PSPs prevented him from using his Teleport and Probability Travel effectively.

Kar-zi-ah persuaded his friend to learn the power of Convergence, and created a special psionic headband for him. By using Convergence with the headband, he could utilize some of the 48 PSPs stored in it (half of them inside the gems lining the headband). The friend had also created receptacles for himself, using the power of the headband.

Using the newly gained PSPs, he travelled to other planets and other planes, and eventually died during an adventure in the outer planes. The headband was later retrieved by its creator, and hidden from sight. Its current whereabouts is unknown.

Box of metapsionic creation

Powers: Empower and many others (see below)

PSPs: 248

This box is used to manufacture objects with metapsionic powers. It uses Empower to achieve this. It also has most other metapsionic powers: appraise, ultrablast, convergence, enhancement, gird, magnify, prolong, psionic inflation, receptacle, retrospection, splice, stasis field and wrench.

The box is lined with gems of at least 12,400 gp value, more usually around 25,000 gp. These are used as receptacles. This is not always so, and sometimes a part of the box itself is used as an empowered vessel. With the receptacle, the box has a total of 248 PSPs.

The box has an ego of 31, which makes it totally uncontrollable. It has a purpose of its own, and will try to use its powers to further this end. This is partly determined by the alignment and the purpose of its creator. Of course, most of these boxes have a servant (although he might consider himself the owner) who takes care of bringing newly made objects to be empowered.

Some boxes hate possible competition, and will use ultrablast on psionics who are close enough, and psionic inflation if these are out of range for ultrablast and try to use their powers. Other boxes are friendly, and would sometimes converge with another psionist to help him. A lot of these boxes, especially good ones, dedicate themselves to the destruction of undead. These boxes typically make about one Staff of Wrenching per week. These staves are of the more powerful type.

The only defence a box will use against normal foes is its stasis field. Its servant will probably try to protect it the best way he can, however.

Psionic Objects of Athas

Just like it has its share of unique psionic powers, so does Athas contain many special psionic objects. These objects have to do with the special conditions on this world, and include such items as the Obsidian Rod of Water Finding and Gathering, and the Stone of Insect Control. A short description of the rod is given here.

Obsidian rod of water finding and gathering

Powers: Concentrate Water, Compact (Feel Moisture)

PSPs: 16 (16+8)

This item is Y shaped, with a leather bag, or another container, hanging on it. It uses its powers to gather water into the container, and then compacts them.

The item's main use is to serve as a water reserve. It tries to gather water once per day, or on its wielder's command. The water is then moved to another container to be kept there until it expands back to its drinkable form.

Some rare rods are built of two separate parts, which are actually two different psionic items. One is able to sense water, The other can gather it as explained above. When the two parts work together, they can enhance the water gathering ability significantly, as the water divining part can instruct the rod's wielder on the best place to stand for the water gathering. When the two parts don't want to work together is when trouble starts...

Other uses: This object is often used for compacting objects instead of water.

Broach of Mental Strength

This device, fitted with a precious stone, grants a psionist with an adjustment of +2 or -2 to the modifications for psionic battle (whichever is to the benefit of the psionist) when engaging in psionic attacks or defenses.

Collar and Amulet of Psionic Control

This simple, silvery necklace is magically linked to a separate, ornately fashioned and bejewelled amulet. At all times, the wearer of the collar is unable to affect the possessor of the amulet with any psionic power whatsoever. Against psionics other than the wearer of the collar, the amulet gives its possessor the chance to make a saving throw vs. spell to prevent the establishment of any psionic Telepathy power (including Contact). The amulet is usable by any class.

Two large gems, a blue and a red, are set in the face of the amulet. If the blue gem is depressed, the wearer of the collar is affected by Synaptic Static. This affects only the wearer of the collar; it does not fill an area of effect as the power usually does. It lasts until the gem is pressed again to release it, or until the maximum duration of six turns have passed. This power can be used for a total of up to twelve turns per day, in any number of shorter-duration activations. This power has no effect if a non-psionist wears the collar.

If the red gem is pressed, the wearer of the collar is struck unconscious for one turn. This power can be used up to three times per day. This power has no effect if a non-psionist wears the collar.

The collar is clasped shut with a complex magical lock. An observant person might notice that the clasp looks very similar to the patterns on the bottom of the amulet, and that the amulet can be used to open the clasp. If the clasp-lock is opened without the use of the amulet (by a pick locks, knock spell, or by being smashed or broken), the collar will shock the wearer for 10d6 points of damage, no saving throw. This power will affect anyone, psionist or not, who wears the collar.

The powers of the amulet do not function if it is separated from the collar by more than 240 yards. The explosion effect of the collar's clasp, however, will function no matter what the distance, or even if the amulet is destroyed.

Flea Dip

This potion is actually a shampoo that the psionist can use to rid themselves of Cerebral Parasites. The whole bottle must be used to lather the head and body. The psionist must then refrain from using psionics for 48 hours. After this period of time, the parasites will have left the psionist, who will not be bothered by that parasite for at least two weeks.

Gem of Mental Boosting

This gem, of a precious variety type, permits a psionist to use their Harness Subconscious non-weapon proficiency more efficiently. The 20% boost in PSP's is increased to 30%, and the meditation time needed to achieve this state is reduced from 48 hours to 12 hours.

Headband of Mental Stamina

This headband will adjust to any sized head when it is put on. It grants the psionist who wears it the benefit of all durations within their primary discipline to be doubled (i.e., one round becomes two rounds, one turn becomes two turns) while expending the normal amount of PSPs.

Manual of Realization

This book is written to benefit members of the psionist class only. Anyone other than a psionist who reads any of this book must save vs. petrification or suffer the loss of 1d6 Wisdom points for 1d12 months. The benefits it provides to a psionist who reads the book all the way through is the gaining of an extra devotion within that psionist's primary discipline at the completion of study. This may include a devotion the character does not presently have, or the boosting of one the character already possesses. The book is usable only once per character.

Multiplier

A multiplier can be any item or even weapon. What it does is gives the psionist more PSP. Instead of adding on to the total PSP like a receptacle, the multiplier MULTIPLIES the total PSP of the psionist. Thus, there can be many levels of multipliers. Perhaps at low levels, a 1.5 multiplier (total PSP * 1.5 Effectively adds 50% of the total PSP to the total) and at higher levels, even a 3x multiplier would be quite powerful indeed. How these items work is not known fully. Some say that they tap into undiscovered reserves of psionic power and unleash them. Others say that they make the using of psionics easier and thus use less PSP and so it only SEEMS like

they have more PSP. Yet others say that the multiplier works like a backup, adding it's own PSP to the usage of any power, thus costing the psionist less to use the power, and once again, making it seem like they have more. Whatever the reason, most psionists do not care how they work, only that they do! If a psionist has more than one multiplier, the largest one will work, the rest will be useless. A psionist will KNOW that an item is a multiplier the second it is worn/wielded/used. There is also a cursed version of the same thing, called a divider. A psionist will not know what it is doing and does not need a Remove Curse spell to get rid of it. Since the psionist does not know what the item is doing, they will have no reason to discard the item, until they begin to wonder why they are running out of PSP so quickly. To deal with these items, I suggest not letting the player know how many PSP that they have. This will keep the player in suspense. If they mess up on another power and lose PSP, do not tell them. You only need to say whether or not the psionist can use the power. It might be fun to see a psionist who is flying up in the air with a levitate and suddenly runs out of PSP because of one of these cursed items!

Placate: Intelligent Shortsword

Placate is a simple looking shortsword. The only physical attributes that are of any interest are its silver blade and a back sapphire(5000gp value) imbedded into the hilt. If placate detects a psionist (Psionic Sense), it will give off the smell of bubble gum.

Placate is an intelligent sword who opposes violence and is perfectly happy to hang over a fireplace. If Placate feels that there will be a combat situation, he has to be tricked or forced out of its scabbard. In order to force it from its scabbard, a successful open doors chance must be rolled.

When a psionist wields Placate, he has the ability to give Placate a pseudo-magical bonus. In order to do this, the psionist must roll a power check equal to his wisdom minus the intended bonus (up to +5). If the power check is successful, the psionist pays the plus squared (ie. +1=1: +2=4: +3=9) per round. If the psionist rolls a 'power score' then he gain a bonus power at no extra cost. If the psionist rolls a 20, then he may not try to power the sword for 1d6 rounds. Also, by doubling the cost, the psionist may choose a bonus power. This means that the psionist may make the damage either fire, cold, or electrical; causing extra damage to creatures vulnerable to the specified type. The power score for the sword is reduced by 2 if the psionist chooses to use the bonus power.

In addition, Placate is empowered with the following psionic powers. POWER CHECK I.COST M.COST NOTES

Ultrablast W-10 75 N/A Doesn't affect wielder
Convergence W 8 0 With wielder only
Enhancement W-3 30 8/r Metapsionics only
Psi Inflation W-5 20 3/r Doesn't affect wielder
Psi Sense W-3 0 0 Always active
Psi Concealment W-4 0 0 Always active
Recepticle W-5 0 0 Stores 50 PSPs in gem

Placate has a 18 intelligence (wisdom for power checks) and has an ego of 35. It has 60 PSPs (plus 50 stored). It can communicate telepathically with the wielder and can speak the following languages: common, elven, dwarvish, illithid, and halfling. Placate is Lawful Neutral.

Ring of Knowledge

A Ring of Knowledge grants its wearer 2 + 1d2 proficiency slots which may be used for either weapon or nonweapon proficiencies. The wearer does not automatically gain new proficiencies upon donning the ring, but rather must learn them in the normal way. If the ring is removed, the wearer will forget whatever bonus proficiencies that were given by the ring at the rate of one per week, with the proficiencies lost to be randomly determined.

Shadowdeath: Psionic Scimitar

Align: NE, Int: 15, Ego: 24, PSPs: 83, Wis: 19
Speaks Common and Orcish, and has telepathy with wielder.

Primary Discipline: Psychometabolism

Sciences: Metamorphosis, Death Field, Life Draining, Shadow Form

Devotions: Body Equilibrium, Cell Adjustment, Chameleon Power,

Ectoplasmic Form, Cause Decay, Double Pain

Special Power: gives Mind Blank to wielder

This sword was created by a highly evil psionist, who disappeared centuries ago. It was taken from her by a traitorous henchman, and was lost for many years after he died. If found, it will attempt to control its wielder and force him or her to try to discover the fate of its creator.

Psionicist Gods

Neodig Beowulf : Demigod of the Mind

Neodig started as a humble mage in the City of Bast. He rose quickly in power with the famous adventuring company, The Claws of Bast. When that legendary group retired, Neodig soon chafed under the position of Magus in the court of Norom. He continued to adventure across many spheres, eventually wandering to Kara-Tur. There he was impressed by the discipline shown in the common people, and most specifically with the martial arts, finding them to be a great compliment to his psionic abilities. After many great adventures Isis allowed Neodig to become a demigod.

Role Playing Notes: Neodig is an adventuresome spirit, who is very concerned with the mental well being of his followers. As such any great crisis that causes much mental pain and disorder may warrant a visit from Diggy's avatar. Also Neodig is always giving his Clerics new materials to heighten their mental prowess. More than one high priest of Neodig has a copy of Plato's Republic, or Aristotle's Metaphysics.

Stats:

Alignment: Neutral Good
Worshippers Alignment: Any Non-Evil
Area of Control: Psionics, The Mind
Symbol: Greek Letter Psi

Priesthood

Alignment: Any Non-Chaotic Non-Evil
Ability Score Requirements:
Con: 11
Int: 12
Wis: 15
Prime Requisites: Con, Wis

Races: Human, Halfling, Dwarf, Gnome, Elf, Half-Elf

All Clerics of Neodig are multiclass clerics/psionicists similar to the cleric/mages of Isis.

Weapons and Armor Allowed: Martial arts abilities only

Weapon Proficiencies Earned: 4 at 1st level, 1 at 4th, 5th, 8th, 10th, 12th, 15th, and 16th levels, and 2 at 20th level

Hit Dice: 1d6

Spheres

Major Access: Thought, Divination, Healing, Necromancy, All, Numbers, Travelers
Minor Access: Time, Creation, Charm, Protection, Wards, Law

Powers:

1st) Detect and analyze any mental illness, disorder, or problem
3rd) Meditate as a Shukenja
5th) Soothing Word 3/day
10th) Immunity to mind affecting spells as if they had a 25 intelligence and wisdom.

Non Weapon proficiencies

Required: Counselling, Education, Reading/Writing
Recommended: Artistic Ability, Religion, Spellcraft

Duties of the Priesthood

Priests of Neodig are expected to develop their mind to the limits of their abilities. They are expected to develop their bodies through their practice of the martial art, for the body is the casing of the mind. They are expected to spend at least one turn each day meditating on the mysteries of the mind. They may marry. They are also to serve their community in counseling the troubled, advising those seeking wisdom, and above all, eliminating insanity wherever they find it. They are also to serve as educators of any who seek knowledge, especially teaching the ways of logic and critical thinking. However, in most Egyptian societies, the task of doling out knowledge is left to the preists of Thoth. They may NOT ingest any chemical that would alter the workings of their mind. This includes alcohol.

Neodig's Avatar

When Neodig became an demigod, he made his material body into his avatar. The avatar is usually traveling the spheres in a ship the size of a small asteroid, powered by a psijamming helm. It looks quite like the Deathstar, however Diggy does not take kindly to people calling him 'Darth'.

Psionicist 16 Mage 5

Str: 15

Dex: 18

Con: 25

Int: 25

Wis: 25

Chr: 18

MV: 12'

fl 48'

Sz: 6'

MR: 70% mortal magic

40% demigod

10% higher powers.

AC:-5

HD:20 Hp: 160

Att#: 3/1

Damage: 1-10

Thaco:1

Psionics: ALL Sciences, Devotions, Attacks, and Defences

PSP: 595

Neodig regains PSP at twice the normal rate because of his natural ability to meditate. Neodig only fails his power checks at a 20 no matter what. However when it does fails no detrimental effects occur, and the normal PSP loss is incurred.

Special Attacks And Defences

Neodig knows all of the martial arts special abilities in Oriental adventures. He learned this by studying Geet Kwun Do under Sogra, the GrandMaster of Petals. Neodig has sage abilities in eight fields: Psionics, Inner Planes, Outer Planes, Human Religions of Toril, Oerth, Aerth, And Alexandria, and the Culture Of Kara-Tur. He can show the thoughts of any contacted creature upon any surface. Because of his wide travels and powers of logic, Neodig has a 65% chance to legend lore any artifact he comes across. He can use a gaze attack which will cause any sentient creature to be charmed, feebleminded, confused, or put to sleep. All saves versus these attacks are made at -3. Neodig also has all of the abilities of his clerics (i.e. the abilites gained at 1st, 3rd, 5th, and 10th levels.)

Magic Items: Cirlet of Rapid Regeneration, The Staff of Neodig, and The UFP Tub.

The Staff Of Neodig

The staff of Neodig was created by Neodig when he first became a god. It is a neutral good aligned staff with an intelligence of 19, and wisdom and constitution of 18, and many psionic powers. It has 300 PSP and an ego of 50. This six foot staff is made of an unknown light blue substance which is seemingly unbreakable. Atop the staff is a head made of silver. The face is fully animate, which allows the staff to communicate through speech. The staff knows all laguages. The back, top, and sides of the skull just above the ears is made of crystal, which operates as a mirror of mental prowess. The staff rarely leaves the side of Neodigs Avatar, but has been lent out to especially faithful preists on important mission for the faith. It has the following psionic powers:

Aura Sight
 Create Object
 Sens. to Psi. Imp.
 Molec. Rearrangement
 Dangersense
 Telekinesis
 Know Direction
 Control Light
 Poison Sense
 Control Sound
 Radial Navigation
 Create Sound
 Spirit Sense
 Inertial Barrier
 Molecular Agitation
 Molec. Manipulation
 Cause Decay
 Soften
 Cell Adjustment
 Banishment
 Mindlink
 Probability Travel
 Probe
 Teleport
 Superior Invisibility
 Teleport Other
 Tower of Iron Will
 Dimension Door
 Psychic Crush
 Dimension Walk
 Conceal Thoughts
 Contact
 Psychic Surgery
 ESP
 Ultrablast
 Identity Penetration
 Convergence
 Invisibility
 Psionic Sense
 Soundlink
 Retrospection
 Synaptic Static
 Stasis Field
 Telepathic Projection
 Truthhear

Note to DM's: While many would consider this staff to be too powerful, even for an avatar, I would direct them to Horus's Avatar (Legend and Lore, Page 100) who is running about with a +5 vorpal/defender/holy avenger/luck blade, or Thoth's Avatar's Staff of Command, Curing, The Magi, Striking, and Power.

UFP Tub

The Tub was created by Neodig to be his steed. It is a bathtub two meters long, one meter wide, and one meter high. It is made of adamantium, which gives it an armor class of -3, hit points of 100, and hull points of ten. It can walk on the flippered feet the extend from each corner at 12', swim at 6' and fly at 12' maneuverability class. it has an intelligence and constitution of 18, 100 PSP, and an ego of 20. It has the following psychportive powers: Probability Travel, Teleport, Teleport Other, Dimension Door, and Dimension Walk.

The main power of the Tub is it's spell/psionic jamming ability. Whenever anyone sits in the Tub and activates this ability all spells and PSP are drained from them. The Tub uses these to power itself for spelljamming journeys. It has a Ship's Rating equal to the level of the user. In an air envelope (tactical speed), with Neodig piloting, the Tub moves at a maximum speed of 357 mph.

New Monsters

Dream Fiend

Climate/Terrain: Any Dreamland
Frequency: Rare
Organization: Solitary
Activity Cycle: Any
Diet: Psychic Energy
Intelligence: Supra-genius
Treasure: Nil
Alignment: Neutral Evil

No. Appearing: 1
Armor Class: -4
Movement: 15
Hit Dice: 8
THAC0: 7 (as 15 HD)
No. of Attacks: 2 claws
Damage/Attack: 1d6+5 PSP(x2)
Special Attacks: PSP drain, Psionics, Possession
Special Defences: None
Magic Resistance: 15%
Size: M (human sized)
Morale: Fearless (19-20)
XP Value: 25,000

Dream Fiends, commonly called dream demons, are only found in a non-dreamland environment when they are not in their natural bodies. Otherwise they are found in dreamland. Their natural form is that of a scarred and wrinkled human. They may appear old and slow but are extremely agile and quick. But with their dreamland powers they can alter their appearance.

Combat: These creatures feed on psychic energy like cerebral parasites. They attack like madmen slashing with their claws, draining 5 PSP on any successful hit along with 1d6 points of damage. All of the drained PSP is added to the dream fiend permanent PSP total. When a psionic is drained to 0 PSP they will fall unconscious. Once the victim is slain, they may elect to possess the body only if it is a dreamer's body. This is automatically successful. On completion of the possession, which takes 5 rounds, the dream fiend gains all psionic powers that the dreamer had. At this point the dream demon can use a natural equivalent of Dream Crossover. This however causes the possessed body to be destroyed after possession and the dream fiend back into dreamland. The dream fiend can only stay in the real world for 1 day. After which time they are forced back.

When they die they dissolve and form a noxious, foul smelling cloud equivalent to a Stinking Cloud spell. This cloud lasts 1 round before dissipating.

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
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* Special All/All Int 250+

* The level of the Dream Fiend is equal to 10 plus the levels of any previous victims. To randomly determine, roll 2d6 for the number of levels

Dream fiends always have equivalent to 10th level in terms of original psionic powers, but any gained from victims are also present. They always have all dreamer psionics and most telepathic powers as well.

Habitat/Society: Nothing is known about them as no one has ever been in dreamland long enough to study them. It is rumored there is a king dream fiend that is equivalent to level 30 and has all psionics available with well over 1000 PSP. No dream demon has ever been captured alive to prove or disprove this rumor. It is known however that dream fiends have a taste for the PSP's of child psionicist and will go to great lengths to get them.

Any psionic cast in dreamland has a chance equal to its PSP expended to attract a dream demon. If a dreamer power is used, the chance is doubled. The dream demon will show up in 1d4 turns and immediately attack.

Dream fiends are in to way related to the Bastellus, but it is known that these two creatures are enemies and will attack on sight. The Bastellus will twist the dream of the sleeper, but what is not commonly known is that the creature must draw the dreaming person into dreamland. This is a natural power of the Bastellus and does not require PSP. The Dream fiend however is most jealous of this fact and hates that the Bastellus does not kill it's victim. The dream demon can harm the Bastellus without a +3 weapon.

Ecology: These creatures live only in dreamland and can only be found in the Prime Material Plane on unique occasions. They have no place in the natural order. The gas they form on death is of no value.

Elf-bane Spider (Dark Sun Monster)

Climate/Terrain: any frequented by Elves

Frequency: rare

Organization: solitary

Activity Cycle: any

Diet: Elves

Intelligence: semi (2-3)

Treasure: nil

Alignment: Neutral

No. Appearing: 1

Armor Class: 2

Movement: 24

Hit Dice: 10+5

THAC0: 9

No. of Attacks: 1

Damage/Attack: 1d6

Special Attacks: Poison

Special Defenses: shoot web

Magic Resistance: 10%

Size: H (18' tall)

Morale: Champion (15-16)

XP Value: 5,000

Psionics Summary:

Level Dis/Sci/Dev Attack/Defense Score PSPs

1 1/1/3 --/M- 16 30

Psychometabolism--Sciences: Shadow-form; Disciplines: Chameleon Power, Displacement, Detect Elf (no cost).

Unlike most spiders, which sit in wait of prey, the Elf-bane spider's long legs allow it to achieve great speeds in pursuit of its preferred prey, Elves. Its small beige tear-drop body (roughly 3' radius) stands atop 18' legs.

It feeds almost exclusively on Elves; although it will eat Half-elves if desperate. It uses its unique psionic ability, Detect Elf (a variant of Heightened Senses), to locate its prey. This ability is considered always on and is maintenance free. With it, the spider can smell any being of at least 50% Elven heritage up to 5 miles distant.

Combat: This spider will always seek out and attack Elves before any other creature; next it will attack Half-Elves (since it does not find Half-Elves as nutritious as full-blood Elves). It can not digest those with less than 50% Elven heritage, so it normally ignores them; however it will fight if threatened.

The Elf-bane spider usually uses its psionic abilities (shadow-form and chameleon power) to close to within a hundred yards of its prey. It then initiates its displacement power and dashes to the attack at full speed. It attacks with its bite, which causes 1d6 points of damage; however, its most dangerous form of attack is its poison. As soon as it has incapacitated a victim, the spider will pick the body up and move to a safe location where it can digest its meal.

The severity of a bite from an Elf-bane spider varies as a function of the victim's race, affecting onset time, damage, and saving throw adjustment, see the table below. The adjustment to the victim's saving throw is cumulative with any other adjustments, such as those due to low or high constitution. For example, while Gwenn, an Elf, faces immediate death (with a -4 penalty to her save) should she be bit; Halminok, a Dwarf, has a good chance (+4 bonus to his save) to remain unaffected, especially if he also has a high constitution (he still takes biting damage, of course).

RACE	CLASS	ONSET	STRENGTH	ADJUSTMENT
Elf	E	immediate death/20	-4	
Half-elf	D	1-2 min 30/2-12	-2	
Mul	B	2-12 min 20/1-3	+2	
Dwarf	A	10-30 min 15/0	+4	
Human/others	C	2-5 min 25/2-8	0	

The Elf-bane spider does not spin a stationary web. However, if seriously wounded (i.e., HPs fall below 25% of normal), it will attempt to flee by shooting a single 9' long strand of web at the nearest target using its normal THAC0 versus AC 10 (modified by target's DEX). If the strand hits, it raps around the victim-- treat as per Spider Strand spell (see Dragon Kings). Any creature man-sized or smaller is immobilized and cannot move. Any large creature is impeded and moves at half rate, attacking only half as often with a -2 penalty to the attack roll. Any huge or gargantuan creature is unaffected. In order to break free of the strand, the victim must make a successful half bend bars roll FOR EACH YARD of the strand (i.e., 3 separate rolls). A large creature is no longer impeded after breaking 1 yard, a man-sized creature is no longer immobilized after breaking 1 yard and no longer impeded after breaking 2 yards, a small creature is no longer immobilized after breaking 2 yards and no longer impeded after breaking 3 yards, and a tiny creature remains immobilized until all 3 yards are broken. The strand may be cut at the rate of 1 yard per round (if the target is immobilized, he cannot attempt to cut the strand).

Habitat/Society: The Elf-bane spider is a solitary creature, pursuing its prey across the burning sands; however, it is not uncommon to find several spiders independently following the same Elven tribe. Elf-bane spiders mate twice a year, for one week immediately following High Sun and one week immediately following Low Sun. As with most spiders, the male is significantly smaller than the female, but with few exceptions (HD 5; THAC0 15; SZ M), his stats are identical to the female's. She will invariably kill him after mating if he is slow in his escape (an odd carry-over from their origins, since she cannot digest him). The female wraps her fertilized eggs in a web ball and buries them beneath the sand; after two months, 3d6+2 young emerge. They mature quickly, reaching full size before the next mating period.

Ecology: Scholars dispute the origin of the Elf-bane spider. Some hold the view that today's spiders are the descendants of spiders originally created by the sorcerer-king Andropinis of Balic in order to protect his orange groves from Elven thieves. Their psionic abilities and resistance to magic have been offered as evidence for this theory. Others believe that a long forgotten Dwarven civilization bred these spiders to be used in a standing conflict with an equally ancient Elven nation. The fact that Dwarves are highly resistant to this spider's poison is often cited as support for this latter theory. Elf-bane spiders do not collect treasure, and their nomadic nature prevents them from accumulating incidental valuables. They produce little of value (although some would say that killing Elves is value enough); however, those skilled in herbalism or the making of poison (such as bards) can extract enough poison from one spider for 2d6 applications--the poison has the same properties as above and retains its potency for 1 Athasian week (i.e., 15 days).

Yugoloth, Charon

Climate/Terrain: The River Styx

Frequency: Unique

Organization: Solitary

Activity Cycle: Any

Diet: None

Intelligence: Godlike(21+)

Treasure: Nil

Alignment: Neutral Evil

No. Appearing: 1

Armor Class: -5
 Movement: 18" over all surfaces
 Hit Dice: 140 hp
 THACO:
 No. of Attacks: 1
 Damage/Attack: 2-8+paralysis
 Special Attacks: Gaze inspires fear
 Special Defences: Nil
 Magic Resistance: 80%
 Size: M (6' tall)
 Morale: Fearless (19-20)
 XP Value: 38,000

The river Styx links the topmost layers of the Lower Planes, and its branches can be found anywhere from the Nine Hells to the Abyss. When encountered, the river is a deep, swift, and unfordable torrent. Those who touch or drink from the Styx will forget their past lives completely. A saving throw applies. If save is made, treat as a forget spell cast by a 15th-level wizard. The safest passage across the Styx is by the skiff of Charon, boatman of the Lower Planes. Charon appears as a skeletal man with a haggard face and glowing eyes. He is normally dressed in royal robes or ermine and silk.

Combat: Charon will not transport any beings that do not pay his price, and he has several abilities to enforce this. His gaze causes fear (as wand) to all he views. He strikes with a long pole, causing 2-8 points of damage and paralysis (saving throw applies) for 2-8 turns. Charon may also tap the power of the river Styx itself, causing it to rise up and attack like a 16 hit dice water elemental. Any hit by this river-incarnation does 5-30 points of damage and causes the target to save or lose its memory. Charon may at any time summon 3-18 Marraenoloth or 2-12 Hydroloths who will appear in 1-3 rounds.

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
13	5/7/24	All/All	Int	300

Common/Sciences/Devotions:

- Psychometabolism - Sciences: Energy Containment
- Devotions: Body Equilibrium, Body Weaponry
- Clairsentient - Sciences: Object Reading, Sensitivity to Psychic Impressions
- Psychoportation - Sciences: Probability Travel

Habitat/Society: Charon may be summoned only on the banks of the Styx. Any of the following spells attract his attention: holy or unholy word, conjure elemental, summoning an invisible stalker or aerial servant, or a symbol of any type. He will appear with a large black skiff that holds 10, and if requested will ferry his charges to the topmost layer of any Lower Plane. His charge is a magic item, a silk bag of 100 gp, or two gems of 500+ gp value. Charon never carries this treasure but distributes it among his servants, the Marraenoloth (see PlaneScape).

Ecology: Charon's form may be destroyed, but he is never truly slain, as he is native to all 5 of the lower planes. His form will cease to exist on that plane for a single day before returning.

Errors in the Complete Psionics Handbook

Psychokinesis Discipline

The following PK devotions do not require Telekinesis as a prerequisite: Animate Shadow, Control Light, control Sound, Molecular Agitation, Soften, and Telekinesis. All others have Telekinesis as a prerequisite.

Telepathy Disciplines

Telepathic Defense modes have no prerequisites. All prerequisites should be ignored! A character does not need access to Telepathy to get Defense modes.

The mind link power is not a prerequisite for the following powers: Empathy, ESP, Identify Penetration, IncarnationAwareness, Psychic Impersination, Send Thoughts. Mind link has never been a prerequisite for: Ejection, Conceal Thoughts, Contact, Life Detection, Mind Bar, Psionic Blast, and Psychic Messenger. Mind Link is a prerequisite for all other Telepathic powers.

Psychic Crush should be a devotion and Psionic Blast should be a science.

All refernces to Telepathic power (or prerequisite)should be changed to mind link power instead.

On page 75 the heading for Fate Link power is missing.

Ego Whip and Mind Thrust both require contact as a prerequisite.

Psionic Monster list

Brain Mole: Refernces to the amplification power should be changed to Psychic Drain. Also, Mind Thrust is a Telepathic Power not MetaPsionic.

Intellect Devourer(adult):Refernces to the Amplication powers should be changed to Pyschic Drain. Also, Ectoplasmic Form should be listed as Discipline not a science.

Odds for winning initiative with and without Combat Mind

Throughout this discussion, it will be assumed that initiative is being rolled between two people, with no special modifiers other than the modifier provided by Combat Mind. The two people will be referred to as Person 1, and Person 2.

Odds of winning initiative without Combat Mind:

The top row of the table below represents all the possible initiative rolls for Person 2, and the first column is all possible initiative rolls for Person 1. The entries of the table represent all possible outcomes of the initiative rolls of each person.

	1	2	3	4	5	6	7	8	9	10
1	(1,1)	(1,2)	(1,3)	(1,4)	(1,5)	(1,6)	(1,7)	(1,8)	(1,9)	(1,10)
2	(2,1)	(2,2)	(2,3)	(2,4)	(2,5)	(2,6)	(2,7)	(2,8)	(2,9)	(2,10)
3	(3,1)	(3,2)	(3,3)	(3,4)	(3,5)	(3,6)	(3,7)	(3,8)	(3,9)	(3,10)
4	(4,1)	(4,2)	(4,3)	(4,4)	(4,5)	(4,6)	(4,7)	(4,8)	(4,9)	(4,10)
5	(5,1)	(5,2)	(5,3)	(5,4)	(5,5)	(5,6)	(5,7)	(5,8)	(5,9)	(5,10)
6	(6,1)	(6,2)	(6,3)	(6,4)	(6,5)	(6,6)	(6,7)	(6,8)	(6,9)	(6,10)
7	(7,1)	(7,2)	(7,3)	(7,4)	(7,5)	(7,6)	(7,7)	(7,8)	(7,9)	(7,10)
8	(8,1)	(8,2)	(8,3)	(8,4)	(8,5)	(8,6)	(8,7)	(8,8)	(8,9)	(8,10)
9	(9,1)	(9,2)	(9,3)	(9,4)	(9,5)	(9,6)	(9,7)	(9,8)	(9,9)	(9,10)
10	(10,1)	(10,2)	(10,3)	(10,4)	(10,5)	(10,6)	(10,7)	(10,8)	(10,9)	(10,10)

By counting the number of entries where each person wins initiative, and the number of entries where there is a tie in initiative, it can be seen that each person has a 45% chance of winning initiative, and there is a 10% chance of a tie.

Odds of winning initiative with Combat Mind:

It will be assumed here that Person 2 is using Combat Mind, so the top row entries for that person run from 0 to 9 instead of 1 to 10.

	0	1	2	3	4	5	6	7	8	9
1	(1,0)	(1,1)	(1,2)	(1,3)	(1,4)	(1,5)	(1,6)	(1,7)	(1,8)	(1,9)
2	(2,0)	(2,1)	(2,2)	(2,3)	(2,4)	(2,5)	(2,6)	(2,7)	(2,8)	(2,9)
3	(3,0)	(3,1)	(3,2)	(3,3)	(3,4)	(3,5)	(3,6)	(3,7)	(3,8)	(3,9)
4	(4,0)	(4,1)	(4,2)	(4,3)	(4,4)	(4,5)	(4,6)	(4,7)	(4,8)	(4,9)
5	(5,0)	(5,1)	(5,2)	(5,3)	(5,4)	(5,5)	(5,6)	(5,7)	(5,8)	(5,9)
6	(6,0)	(6,1)	(6,2)	(6,3)	(6,4)	(6,5)	(6,6)	(6,7)	(6,8)	(6,9)
7	(7,0)	(7,1)	(7,2)	(7,3)	(7,4)	(7,5)	(7,6)	(7,7)	(7,8)	(7,9)
8	(8,0)	(8,1)	(8,2)	(8,3)	(8,4)	(8,5)	(8,6)	(8,7)	(8,8)	(8,9)
9	(9,0)	(9,1)	(9,2)	(9,3)	(9,4)	(9,5)	(9,6)	(9,7)	(9,8)	(9,9)
10	(10,0)	(10,1)	(10,2)	(10,3)	(10,4)	(10,5)	(10,6)	(10,7)	(10,8)	(10,9)

Again, by counting the number of entries, we can determine the probability of each person winning initiative, and the probability of a tie. As can be seen, Person 1 has a 36% chance of winning initiative, Person 2 has a 55% chance of winning initiative, and there is a 9% chance of a tie. This represents a significant improvement for the person using Combat Mind.