

# Powers of the Mind - Starter





# Powers of the Mind

by Matthew Jarmak

## Special Thanks

Kormax, for giving me the energy I needed to TAKE IT TO THE MAX. TAKE IT TO THE MAX, with Kormax!

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# **Chapter 1**

## **Introduction**

## Introduction

Powers of the Mind is my attempt to create a psionics system for use with the Adventurer Conqueror King System™ (ACKS). Telepaths, seers, and psychokinetic characters of all stripes can be found within, as well as rules for making your own psionic classes or powers.

While this book is intended as a supplement for ACKS™ first and foremost, it can in theory be adapted for use in any d20-based RPG. It fits best with older games or games inheriting an older style (generally, games of the OSR family), and would require a varying amount of work depending on the game; Powers of the Mind may be theoretically compatible with any d20-based RPG, but it is designed for use with ACKS™, and your results may vary.

Psionics have, historically, been a divisive subject in fantasy RPGs, a fact of which I tried to be aware when writing this. Psionics will not fit in every campaign; the Judge should consider their world and their style of campaign when choosing whether or not to include psionics.

That being said, many of the traditional complaints about psionics are things I have tried to address. Many have complained about psionics being overpowered; these psionic powers and classes use the ACKS Player's Companion™ class and spell design rules as their foundation. Although I of course had to expand my choices, everything was done with an eye to balance, and though I may not have succeeded perfectly, it was at least a design goal. There have also been complaints that psionics always feel to be tacked-on subsystems; by starting with the ACKS Player's Companion™ rules, I've done my best to integrate the classes into the foundation provided by ACKS™. In addition, the psionic campaign options are designed to fit into the economy and world-building options of ACKS™.

Options are provided for a Judge who wants to include just a little psionics, or who wants to treat psionics as just another kind of magic, or who wants to treat psionics as something completely different; whether that's from

Outside or not. A Judge should feel free to select whichever options fit their campaign, and discard whichever ones do not.

With that gotten out of the way, it might benefit a Judge to have an idea of what is in this book and where.

Chapter 2 – Overview provides the general psionic rules, including psionic combat, as well as a short description of how the powers are organized and what they can do.

Chapter 3 – Psionic Classes offers four psionic classes (the psionist, the soulknife, the dwarven battlemind, and the elven ardent) for use in your campaign, as well as the Psionic class value for use in building your own classes using the rules in the ACKS Player's Companion™ and new proficiencies used by these classes.

Chapter 4 – Disciplines discusses the psionic disciplines in greater detail, as well as how they and their students fit into an average campaign world.

Chapter 5 – Psionic Powers contains over one hundred (151, to be precise) powers for use by psionic characters.

Chapter 6 – Psionic Campaigns has campaign options for high-level psionists (including psionic research, psychic surgery, and optional rules for High Sciences), as well as psionic strongholds, the place of psionic characters in the world, and optional rules for different kinds of psionics in your campaign.

Chapter 7 – Psionic Monsters offers eight new psionic monsters.

Finally, appendices offer additional content, from wild talents to how to create your own psionic powers.

The powers of the mind lay open before you. Enjoy!



# **Chapter 2**

## **Overview**

## Psionic Powers

The ability of psionics to affect the campaign world is through **powers**. A psionic character **manifests** psionic powers, selected from the pool that they know, to have an effect on the world. The process is very comparable to how magic affects the world when a mage casts a spell. Spells are organized by their level. Psionic powers do not have a level, but they have their own system of organization.

Psionic powers are categorized in two ways. All powers are either **devotions** or **sciences**. Devotions are weaker, but less difficult to learn and manifest, than sciences are. A psionic character will always learn more devotions than he will sciences, and he will generally use them more frequently. Devotions also tend to be more specialized, while sciences usually have broader effects than devotions.

In addition, all psionic powers belong to a **discipline**. There are six disciplines. A psionic character will have access to a number of disciplines, based on class and level, from which all of his powers must be drawn. The first discipline a psionic character learns is known as his **primary discipline**.

The six disciplines will be discussed in more detail in Chapter 4: Disciplines, but a brief overview is provided here.

**Psychometabolism** - The discipline of Psychometabolism deals with altering living beings. A manifester with knowledge of Psychometabolism can grow claws and teeth, provide limited healing, and secrete acid.

**Psychoportation** - The discipline of Psychoportation deals with movement. A manifester with knowledge of Psychoportation can teleport, increase the speed of himself or others, and affect time.

**Psychokinesis** - The discipline of Psychokinesis deals with energy, primarily kinetic energy. A manifester with knowledge of Psychokinesis can

levitate, telekinetically affect objects, and create barriers of force.

**Metapsionics** - Metapsionics is not truly a discipline, but rather, a collection of powers available to all psionists. The best-known manifestations of metapsionics are the attack and defense modes, as well as the abilities to create psionically charged items. Any psionist may learn any metapsionic power any time they have a new power available, and need not worry about any restriction that they might have more powers in another discipline than in their primary discipline, as metapsionics is not a discipline.

**Clairsentience** - The discipline of clairsentience deals with information and sensory perception. A manifester with knowledge of clairsentience can peer into the past or future, view distant locations, and cloud the perceptions of others.

**Telepathy** - The discipline of telepathy deals with altering the minds of others. A manifester with knowledge of telepathy can read minds, charm creatures, dominate the will of weak minds, or alter memories.

## Manifesting Powers

A psionic character (commonly referred to as a **manifester**) is someone who can manifest psionic powers from a limited pool. Any given manifester will know a number of sciences and devotions drawn from the six disciplines.

Psionic abilities are powered by the manifester's pool of **psionic strength points** (PSPs). A manifester will have a number of PSPs determined by class and level, gaining PSPs as they increase in level. Any power will have an **initial cost**, and some powers will have a **maintenance cost** as well. In order to successfully manifest a power, the manifester must succeed in his **power throw** (described later) and pay the initial cost out of his PSPs. If he has insufficient PSPs, he cannot manifest the power.



All manifesters have a power throw value determined by their class and level. Making a power throw is similar to making an attack throw, except as described here. A manifester's power throw is modified by his Wisdom modifier, as well as by the **Difficulty** of the power he is attempting to manifest. His Wisdom will (hopefully) provide a bonus, while the Difficulty will act as a penalty, in the same way that Armor Class acts as a penalty to attack throws against the target. For example, a psionicist with 13 Wis (+1) and a base Power Throw of 9+ attempting to manifest Project Force (a Difficulty 3 devotion) must roll an 11 or higher on his d20 to succeed. If a manifester fails on his power throw, he must pay half of the initial cost of the power.

Like spells, the intent to manifest a power (and which power) must be announced before rolling initiative. Intended targets for the power must be in sight at the time of the announcement (though like spellcasting, the target can be changed, rather the intent is to prevent you from saying "I will charm the next person who walks through that door"). If the manifester suffers damage before manifesting his power, the power is lost, and the manifester must pay half of the initial cost (as if he had failed his power throw). A manifester does not need any use of his body to manifest a power with a purely mental effect, but requires at least a little bit of freedom to move or speak to manifest any power that has an effect on the world around him. Thus, as long as he is conscious, even if paralyzed, he can manifest powers with purely mental effects. Note that he still does need to be able to identify his targets somehow, which may be challenging if he is (for example) paralyzed and blinded.

Manifesting a power is very similar to casting a spell with the Quiet Magic proficiency. Should any ambiguity arise that is not covered in the rules here, the Judge should make a ruling as if the manifester was a spellcaster with Quiet Magic.

Powers that have a duration longer than instantaneous must be maintained. In order to

maintain a power, a manifester must be conscious and able to take purely mental actions. Some effects will specify that powers cannot be maintained. In general, any conscious manifester can continue to maintain their powers. Maintenance costs are listed as PSPs per unit of time; for example, 5/turn. When manifested, the power will automatically last for the listed unit of time once (one turn, in this example). After that time expires, the manifester must pay the maintenance cost, or the power ends. As long as the maintenance cost is paid, the effect of the power will continue.

## Learning Powers

As a manifester gains levels, they will be able to learn more powers. They do not require any teaching or any time to learn these powers. Immediately upon gaining the level, they may select new powers, from any discipline they have access to, to the limit of their new sciences and devotions known (but see below).

A manifester must always know more sciences and more devotions in his primary discipline than he does in any other single discipline. As an example, a psionicist whose primary discipline is Psychometabolism knows one Psychometabolic science and four Psychometabolic devotions. He gains a level and is allowed to learn one new science and one new devotion. Because he must always know more Psychometabolic sciences than in any other single discipline, he must learn a second Psychometabolic science. Because he must always know more Psychometabolic devotions than any other single discipline, he may learn a devotion in any discipline that he has access too, so long as his total devotions in that discipline (after learning the new one) is three or fewer. Alternately, he can, of course, learn a fifth Psychometabolic devotion.

Some powers have prerequisite powers. In order to learn these powers, the manifester must first know any prerequisite powers.

A manifester may also choose to 'learn' a power more than once, to express mastery in that

power. A manifester who chooses a power more than once reduces the Difficulty of that power by 1 for each additional slot they expend on it, to a minimum of 0. For example, a psychokineticist who wishes to be a master of Telekinesis learns Telekinesis with their first science at level 1. When they reach level 3, they have the opportunity to learn a new science. Our example character instead spends this slot on Telekinesis again. Instead of knowing two unique sciences, they instead know Telekinesis at Difficulty 3 (one lower than its normal Difficulty of 4).

At some levels, a manifester will increase the number of disciplines they have access to. The manifester gaining one of these levels must declare which discipline they are adding to their known disciplines. They may then immediately learn powers of their new discipline (with whatever new powers they gained at that level of experience). A manifester may not 'save up' access to a discipline, although a Judge may allow a player to hold onto his decision for a few sessions if he is having trouble choosing.

## Psionic Combat

Any manifester is capable of engaging in **psionic combat**, using specialized powers known as **attack modes** and **defense modes**. Most manifesters will automatically learn attack and defense modes as they gain levels; whether they learn them automatically or not, all manifesters may select them with their learned sciences and devotions. Psionic combat is the process by which a manifester batters down the defenses of a target mind. Once these defenses are defeated, the manifester has **contact** with the target mind. Having contact with a mind is a prerequisite for use of many telepathic powers; in general, a manifester cannot alter the mind or senses of a creature without having first contacted their mind. A contacted creature will remain contacted for one turn.

There are three different ways for a manifester to achieve contact. Each of the five attack modes utilizes a specific method. Each of the

five defense modes protects against a specific method as well. However, most defense modes also confer a weakness against one (or more) methods of attack. Some attack and defense modes will not interact at all, while other pairs will confer an advantage to the attacker or the defender. It is worth noting that some defense modes confer a bonus or penalty to saving throws versus psionic powers; this is not limited to attack modes. Any psionic power that allows a saving throw will be affected by these defense modes.

The three methods of achieving contact are:

**Tangents** - Use of the mind thrust attack mode allows the manifester to place a tangent on the targeted mind. When a manifester reaches three tangents on a target mind, they achieve contact.

**Mental Armor Class (MAC)** - Use of the ego whip or psychic crush attack modes allow a manifester to attack the MAC of a targeted mind. A target's MAC is normally equal to a target's level or HD, plus two. (Thus, a 0-level human has a MAC of 2, while a 20 HD dragon has a MAC of 22.) The manifester makes a power throw against their MAC, and if the manifester succeeds, they achieve contact.

**Saving Throw** - Use of the psionic blast or id insinuation attack modes allow a manifester to assault the target's will directly. The target is entitled to a saving throw vs death. If the target fails, the manifester achieves contact.

Manifesting an attack mode is identical to manifesting any other power, including the requirement that a successful power throw be made. Manifesting a defense mode is different from manifesting other powers; defense modes do not require that a power throw be made and do not consume your action. Before rolling initiative, a manifester who wishes to activate a defense mode must declare the defense mode he wishes to activate and pay the PSP cost. He is then protected for the entire round. Each round, before rolling initiative, he may manifest the same or a different defense mode, the only limitation being his PSPs. However, a

manifesters may have only one defense mode active in any given round.

## Attack Modes

Name	Cost	Difficulty	Range
Mind Thrust	2	1	30'
Ego Whip	4	2	30'
Id Insinuation	5	2	60'
Psychic Crush	8	3	120'
Psionic Blast	20	5	60'x20' cone

*Mind Thrust* - Cost 2 - Difficulty 1 - Range 30'  
When you successfully manifest this power against a target, you gain a tangent on their mind. When you have three tangents, you establish contact with their mind. If this power is used on a mind that is already contacted, and the creature has psionic powers, they lose the use of one randomly determined power for 2 days. Beyond establishing contact, Mind Thrust has no effect on targets without psionic powers.

*Ego Whip* - Cost 4 - Difficulty 2 - Range 30'  
After successfully manifesting this power, you must make a power throw against their MAC. (A target's MAC is normally equal to their level or hit dice, plus two.) If your secondary power throw succeeds, you have established contact with the target's mind. If this power is used on a mind that is already contacted, the target is dazed for 1d4 rounds, during which all their d20 rolls and throws suffer a -5 penalty. In addition, a dazed target cannot cast any spells above 3rd level or spend more than 10 PSPs on a single psionic power.

*Id Insinuation* - Cost 5 - Difficulty 2 - Range 60'  
After successfully manifesting this power, the target must make a saving throw vs death. If they fail, you have established contact with the target's mind. If this power is used against a mind that is already contacted, they must make a saving throw vs Spell. If they fail, they can take no action for 1d4 rounds as their id attempts to seize control of their mind. (They may still defend themselves, suffer no AC penalty, and are not helpless.)

*Psychic Crush* - Cost 8 - Difficulty 3 - Range 120'

After successfully manifesting this power, you must make a power throw against their MAC. If your secondary power throw succeeds, you have established contact with the target's mind. If this power is used on a mind that is already contacted, the target suffers 1d8 points of damage.

*Psionic Blast* - Cost 20 - Difficulty 5 - Range 60' long and 20' wide cone

After successfully manifesting this power, creatures in the area must make a saving throw vs death. If they fail, you have established contact with the target's mind. Any creatures in the area that you already have contact with must also save vs death. Failure causes them to lose 80% of his current hit points, but only in their mind. They will pass out when the remaining 20% of hit points are lost but will suffer no other ill effects. The hit points return (as well as consciousness, if necessary) after six rounds.

## Defense Modes

Name	Cost
Mind Blank	0
Thought Shield	1
Mental Barrier	3
Intellect Fortress	4
Tower of Iron Will	6

*Mind Blank* - Cost 0 - While this psionic defense mode is active, you gain a +1 bonus to MAC and saves against psionic powers. Mind Blank may be left active for any length of time, and may remain active while the psionicist is asleep.

*Thought Shield* - Cost 1 - While this psionic defense mode is active, you gain a +4 bonus to saving throws against psionic powers. However, whenever anyone successfully establishes a tangent on you, they establish an additional tangent.

## Overview

*Mental Barrier* - Cost 3 - While this psionic defense mode is active, you gain a +4 bonus to saving throws against psionic powers. However, you suffer a -4 penalty to your MAC.

*Intellect Fortress* - Cost 4 - While this psionic defense mode is active, you and allies within 10' of you gain a +4 bonus to MAC. However, you

and allies within 10' of you suffer a -4 penalty to saving throws against psionic powers.

*Tower of Iron Will* - Cost 6 - At the end of each round in which you have this psionic defense mode active, make a power throw. If successful, remove one tangent from your mind. However, you suffer a -2 penalty to your MAC and saving throws against psionic powers.



A black and white illustration of a mountainous landscape. In the foreground, there are large, rounded hills or mountains. In the background, a small village with several houses is visible on a hillside. A group of people is standing in the lower right area of the image. The overall style is that of a classic book illustration.

## **Chapter 3**

## **Psionic Classes**

## Human Classes

The Psionicist class is to psionics as the wizard is to arcane magic. He is the iconic psionic character, and concentrates on improving his psionic power almost to the exclusion of all else. Though armed with better combat training than a wizard, the psionicist suffers in terms of endurance. However, his psionic powers are fully developed and powerful.

The Soulnife class is a psionic assassin. Trained in combat, stealth, and psionic powers, he creeps silently through the night to slay unsuspecting targets with his mind-blade, a projection of psionic energy in the form of a weapon.

## Demihuman Classes

The Dwarven Battlemind class is a dwarf with latent psionic potential. They do not have the staying power of a vaultguard, but possess very similar combat training. As they gain in power, their potential unlocks, and at higher levels, they may actually manifest psionic powers.

The Elven Ardent class is an elf who has chosen to abandon his natural connection to magic in favor of psionic energy. The Ardent has forsaken all other learning in favor of maximizing his psionic potential, and he is rewarded with unmatched psionic power.

## A Note on Proficiencies

Many psionic classes have access to proficiencies such as Battle Magic which affect spellcasting. All such proficiencies, when selected by a psionic character, affect manifesting powers as if the psionic character was casting a spell.

In other words, when a psionicist selects the Battle Magic proficiency, he gains a +1 initiative bonus when manifesting powers and is considered two levels higher than his actual level when dispelling psionic effects or penetrating power resistance. If he selects Magical Engineering, he gains a +1 bonus to all power throws involved in psionic research and can recognize psionic items. For simplicity, the existing proficiencies have been used, instead of creating new proficiencies that are identical in almost all respects and requiring players to learn new names for the same effect.

Should a character class be created that can both manifest powers and cast spells, it is up to the Judge whether or not a single proficiency can affect both. (If a hypothetical cerebremancer class takes Battle Magic, it is left to the Judge's discretion whether the proficiency affects his psionic powers, his spells, or both.) The judgement should be made based on the specific proficiency and on the class's abilities as a whole.

When reading the proficiency lists of psionic classes included here, a proficiency name in **bold** indicates a new proficiency, found at the end of this chapter.

## Psionicist

Prime Requisite: WIS

Requirements: None

Hit Dice: 1d4

Maximum Level: 14

Psionicists, or students of the Way as they call themselves, focus on unlocking the potential of their mind through rigorous training. Though formal schooling in the Way leads to better trained and better equipped psionicists, the unlocking of psionic potential is within the grasp of any with the Will to overcome its challenges.

At 1st level, the psionicist chooses their **primary discipline**. This is their first introduction into the Way, and this discipline will always be considered their first and foremost. They can never learn more powers from another discipline (sciences or devotions) than they possess in their primary one. They begin play knowing one science and three devotions from this discipline. Every time they learn a new power, they can select from among available powers whose prerequisites they meet, or they may "slot" an existing power again to express mastery in it. The Difficulty of that power is reduced by one (to a minimum of zero).

Psionic powers are fueled by **psionic strength points**, or PSPs. At first level, a psionicist has 10 PSPs. Every time a psionicist advances to a new experience level, their PSPs increase by 10.

Psionic strength points are recovered at varying rates depending on activity. If the psionicist is performing any degree of hard exertion in the course of an hour (such as fighting, running, maintaining any psionic power, or exploring dungeons), no PSPs are recovered. With simple activity such as walking or riding, the psionicist recovers 3 PSPs per hour. If resting, sitting, or performing leisure activities such as reading or eating, this value increases to 6 PSPs per hour. If sleeping or using the Rejuvenation proficiency, this increases to 12 PSPs per hour.

Psionicists are expected to be able to defend themselves should their minds become exhausted or their opponent prove resistant to their mental powers. As such, they can wear leather or lighter armor and wear shields, and can use one handed melee weapons and missile weapons. At 1st level, they hit an unarmored (AC 0) target with an attack throw of 10+, and improve their attack throw by two points every four levels. They may make one cleave attack per two levels. They may use magic items that are usable by any class, and may use any psionic item.

A psionicist's primary discipline grants them a proficiency based on their focus.

*Psychometabolism*: Divine Health

*Psychoportation*: Skirmishing

*Psychokinesis*: Prestidigitation

*Clairsentience*: Alertness

*Telepathy*: Mystic Aura

All psionicists, whether formally trained or self-taught, also learn the methods of **psionic combat**. At first level, the psionicist learns the foundational attack and defense modes of Mind Thrust and Mind Blank.

At third level, the psionicist learns the attack and defense modes Ego Whip and Thought Shield.

At fifth level, the psionicist learns the attack and defense modes Id Insinuation and Mental Barrier.

At seventh level, the psionicist learns the attack and defense modes Psychic Crush and Intellect Fortress.

Finally, at ninth level, the psionicist masters all of the forms of psionic combat, learning the attack and defense modes Psionic Blast and Tower of Iron Will.

If a psionicist chose to learn any psionic attack mode early, they reduce the difficulty of that power by one at the level they would have automatically learned it.

## Psionic Classes

At 9th level, psionicists may claim a territory and become a **contemplative master**. This allows them to build a psionic academy and instruct students in the Way. The psionicist attracts 2d6 0th level disciples seeking to become psionicists and 1d6 1<sup>st</sup>-3<sup>rd</sup> level psionicists seeking to learn from the master. For full rules on psionic academies, see chapter 6 (page 86). Also at 9th level, a psionicist may perform psionic research to empower items or perform psychic surgery; see Chapter 6 (page 74) for more details.

**Proficiencies:** Alertness, Alchemy, Battle Magic, Command, Craft, Diplomacy, Fighting Style, **Harness Subconscious**, Healing, **Hypnosis**, Illusion Resistance, Knowledge, Language, Loremasters, Magical Engineering, **Meditative Focus**, Mystic Aura, Quiet Magic, Profession, Prophecy, **Rejuvenation**, Sensing Power, Soothsaying, Unflappable Casting, Weapon Finesse, Weapon Focus

### Psionicist Experience, Hit Die, and Power Progression

Experience	Title	Level	Hit Dice	Total Disciplines	Total Sciences	Total Devotions	Power Throw
0	Initiate	1	1d4	1	1	3	10+
2,150	Student	2	2d4	2	1	5	9+
4,300	Practitioner	3	3d4	2	2	7	9+
8,600	Adept	4	4d4	2	2	9	8+
17,200	Savant	5	5d4	2	3	10	7+
34,400	Psion	6	6d4	3	3	11	7+
70,000	Instructor	7	7d4	3	4	12	6+
140,000	Mindlord	8	8d4	3	4	13	5+
240,000	Contemplative Master	9	9d4	3	5	14	5+
340,000	Contemplative Master	10	9d4+1	4	5	15	4+
440,000	Contemplative Master	11	9d4+2	4	6	16	3+
540,000	Contemplative Master	12	9d4+3	4	6	17	3+
640,000	Contemplative Master	13	9d4+4	4	7	18	2+
740,000	Master of the Will and the Way	14	9d4+5	5	7	19	1+

### Psionicist Attack and Saving Throws

Level	Petrification and Paralysis	Poison and Death	Blast and Breath	Staffs and Wands	Spells	Attack Throw
1-2	13+	13+	16+	14+	15+	10+
3-4	12+	12+	15+	13+	14+	9+
5-6	11+	11+	14+	12+	13+	8+
7-8	10+	10+	13+	11+	12+	7+
9-10	9+	9+	12+	10+	11+	6+
11-12	8+	8+	11+	9+	10+	5+
13-14	7+	7+	10+	8+	9+	4+



## New Proficiencies

**Harness Subconscious:** A psionic character may use this proficiency to temporarily boost their total PSP reserve. It must be used while the psionic character is at full PSPs. The character spends 48 hours in quiet concentration, breaking only for eating and sleeping. At the end of this time, the character makes a Power Throw (no modifier). If successful, the character boosts their PSPs (maximum and current) by 20% for 72 hours. During this time, PSPs cannot be recovered beyond the unmodified maximum for the character. At the end of the 72 hours, any PSPs beyond the unmodified maximum are immediately lost.

**Hypnosis:** This proficiency allows a character to place another individual into a relaxed state in which they are very susceptible to suggestions. The subject of hypnosis must be willing and know they are being hypnotized. The act of hypnotizing someone takes one turn. The subject can be made to remember things they might have forgotten, to be made calm and unafraid of specific situations, cured of bad habits, or prepared to impersonate another individual by adopting their personality. With a successful proficiency throw of 11+, the hypnotist can grant the subject a +4 bonus to a proficiency throw relevant to the hypnosis, or a +2 bonus to a saving throw. The subject can benefit from this only once per hypnotism session, and only if the situation arises within 48 hours of being hypnotized. Finally, a subject may benefit from hypnotism only once every 48 hours. At the Judge's discretion, the bonus may be reduced or unavailable for some tasks that have difficulty benefiting from hypnotism, or if hypnotism is repeatedly used to benefit the same task.

**Meditative Focus:** By using this proficiency, a psionic character can focus their mental energy on one discipline. After meditating for two hours, uninterrupted and as if they were sleeping, the character improves their Power Throw while using the focused discipline by 2

points, while penalizing other disciplines by 2. For example, if a 2nd level psionist focuses on Psychometabolism, their Power Throw while using that discipline is 7+ instead of 9+. However, if they decided to use a Psychoportive power, their Power Throw is modified to 11+. This effect lasts 24 hours and cannot be canceled.

**Mental Fortitude:** The character with Mental Fortitude has trained to gird their mind against the assaults of psionic opponents and mind-affecting powers. The character gains a +2 bonus to MAC and a +1 bonus to saving throws versus Death and saving throws versus Spells.

**Rejuvenation:** This proficiency allows a psionic character to recover PSPs at a greatly accelerated rate, as though they were sleeping (12 PSPs per hour). A rejuvenating character is still aware of surroundings and does not suffer penalties on surprise or initiative rolls, nor are they helpless if attacked. They cannot spend PSPs until they end the rejuvenation process, and suffer a -4 penalty to all d20 rolls and throws. Entering a rejuvenating state requires no proficiency throw, but a throw of 11+ (and a round's action, if in combat) is required to end it under stress. If not under stress, the character can cease rejuvenating by taking one turn to concentrate.

A black and white illustration of a mountainous landscape. In the foreground, there are large, rounded hills or mountains. In the background, a small village with a church spire is visible on a hillside. A group of people is standing in the lower right foreground. The overall style is that of a classic book cover illustration.

## **Chapter 5**

# **Psionic Powers**

## Manifesting Powers

The rules for manifesting powers are detailed fully in Chapter 2: Overview, but a brief summary is provided here.

To successfully manifest a power, a manifester must succeed in a power throw and pay the initial cost out of their PSPs. If they have insufficient PSPs, they cannot manifest the power. If they fail to manifest the power for any reason (such as failing their power throw), they must pay half of the initial cost.

A manifester's power throw is modified by their Wisdom modifier and by the Difficulty of the power being attempted. The Wisdom modifier will ideally provide, at least, no penalty, while the Difficulty acts as a penalty. The mechanics are similar to an attack throw; if a manifester has a base power throw of 9+, and a Wisdom of 13 (+1) attempting to manifest a Difficulty 4 power, they must roll a 12+ on their d20 to successfully manifest the power.

Manifesting a power is much like casting a spell; the intent to do so must be declared before rolling initiative, and if the manifester suffers damage before successfully manifesting the power, they fail to do so (and lose their turn for the round).

## Learning Powers

As psionic characters gain levels, they will be allowed to add more powers to their repertoire. A psionic character need not prepare or memorize or otherwise select between their powers known; once they know a power, they can use it any time (of course, assuming they have enough PSPs and are not otherwise prevented from manifesting powers). When a psionic character's number of powers known increases, they may select any powers from within the disciplines they have access to that they meet the prerequisites of, so long as learning that power would not violate the restriction on powers known outside of their primary discipline. Some powers require that the character know one or more other powers

before they can be learned, acting as a prerequisite.

When a psionic character gains access to a new discipline, they do not automatically learn any powers from that discipline. They must select the discipline to gain access to when gaining the level. They may select powers from that discipline immediately; that is, with powers learned at the same level they gained access to the new discipline (remembering of course the restriction on powers known outside of the character's primary discipline).

Metapsionics is considered a discipline for the purposes of organization. However, it is not actually a discipline. Manifesters need not expend one of their known disciplines on Metapsionics. Any manifester may select any metapsionics power that they meet the prerequisites for when learning a new power.

## How To Read A Power

All power descriptions contain the following information.

Name – The name of the power.

Difficulty – The difficulty of manifesting the power.

Range – The range at which the power is effective. Like spells, this range is measured in feet if in an enclosed area such as a dungeon, or yards if an open area such as wilderness.

Initial Cost – The amount of PSPs required to manifest the power.

Maintenance Cost – The cost, if any, to maintain the power's effect over a period of time. Maintenance costs can vary in both value and in period; for example, one power might have a maintenance cost of 1/round while another might cost 4/turn.

## Psionic Powers

The maintenance cost must be paid when the defined unit of time has elapsed since the power was manifested, and again each time it passes again, until the manifester either chooses to let it fade or can no longer pay the cost.

Effect – The meat of the power description, it will tell you what happens when the power is successfully manifested.

A power's discipline is not explicitly contained in the power description, nor is its type (science or devotion). However, the powers presented are sorted, firstly by discipline and secondly by type within the discipline.



# Psychokinesis

## Psychokinetic Sciences

### Create Object

Difficulty 5    Range 60'

Initial Cost 12    Maintenance Cost 6/turn

Prerequisites: Telekinesis

A manifester with this power can force energy and matter from the surrounding area into the shape of an object of his choice. The created object exists only so long as he continues to pay the maintenance cost; when he ceases to pay, the object breaks into its constituent parts.

The object must be constructed entirely from available materials within 60 feet of the manifester. However, if he also has the Molecular Rearrangement power, he may alter the construction of those materials. For example, a manifester with the Molecular Rearrangement power as well as the Create Object power may create a fully functional rope out of plant fibers. A manifester who possesses only the Create Object power could bind together plant fibers into a rope-like shape, but could not create an actual rope, only an improvised rope.

Only unworked or severely damaged materials may be used to construct objects with this power. A manifester could not reshape a chair or an enemy's sword into another item. However, if he broke the chair or sundered the sword, he could then use this power on the broken pieces.

Finally, any object to be created must fulfill at least one of the following conditions.

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

### Disintegrate

Difficulty 6    Range 120'

Initial Cost 30    Maintenance Cost N/A

Prerequisites: Telekinesis, Soften

The Disintegrate power allows the manifester to focus his mind on the destruction of a single creature or object (up to a 10'x10'x10' cube of material). The targeted creature or object is entirely disintegrated, leaving behind only a trace of thin dust. A disintegrated creature's equipment is unaffected.

A creature that makes a successful save vs Death is unaffected.

### Detonate

Difficulty 6    Range 150'

Initial Cost 14    Maintenance Cost N/A

Prerequisites: Telekinesis, Molecular Agitation

A manifester who uses the Detonate power charges an object within range with sufficient energy to cause it to explode. An object up to 10'x10'x10' may be targeted; that object is entirely destroyed, leaving behind only bits and pieces scattered throughout the blast area. Any creature within 30' of the object takes 3d10 points of damage, suffering only half damage with a successful save vs Blast. If an object carried by a creature is targeted, the creature makes a save vs Blast. If they succeed, the explosion lacks force, and the item is not destroyed. They still suffer half of 3d10 damage; other creatures near the explosion suffer no damage. If they fail, the item is destroyed, they suffer full damage, and other creatures within 30' must save for half damage as above. Magical items targeted cannot be destroyed by this power, and will always act as if the wielder had successfully saved.

### **Molecular Rearrangement**

Difficulty 5    Range Touch

Initial Cost 15    Maintenance Cost 10/hour

Prerequisites: Telekinesis, Molecular Manipulation

A manifester with the Molecular Rearrangement power may alter the fundamental nature or properties of a material. This power cannot create matter or mass from nothing, nor can it alter an object's state (from liquid to solid, or solid to gas, and so on). It is best suited for converting one sort of element to another, but can also be used for more complex work, such as neutralizing a poison.

Converting one element to another is usually a simple operation, in which one ounce of material can be changed per hour. Typical conversions include lead to gold or bronze to steel. More complicated conversions, like changing metal to glass or a wooden goblet to a ruby goblet, take four times as long.

The creation of gold or gems from other items is possible, but it is no way to get rich quick. Converting one stone of copper into one stone of gold would take roughly 160 hours, or 20 days of solid work (assuming the manifester can support the expenditure of 8 hours per day of PSPs). This would give one a profit of 33 gp/day, or 990 gp/month. This is certainly a noticeable amount of profit; but no character below 7th level is likely to have the 95 PSPs necessary to work for 8 hours a day, and a 7th-level character's GP threshold is 2,500 GP.

Any gems created by Molecular Rearrangement will be of the lowest quality, and be worth no more than an equal weight of gold.

### **Rend**

Difficulty 5    Range 60'

Initial Cost 12    Maintenance Cost N/A

Prerequisites: Telekinesis, Project Force, Slam

The Rend power allows a manifester to attempt to tear a single target's body apart by the application of brute telekinetic force. The target suffers 1d6 damage per level, to a maximum of 6d6 damage, and must immediately roll on the Mortal Wounds table and suffer the permanent effect. (They do not suffer the effect listed under Conditions and Recovery.) For this mortal wound roll, the only modifier that applies is the target's Con modifier.

A target who successfully makes a saving throw vs Blast suffers half damage, and no mortal wound.

### **Slam**

Difficulty 4    Range 150'

Initial Cost 10    Maintenance Cost N/A

Prerequisites: Telekinesis, Project Force

By means of the Slam power, a manifester can drive an enemy to the ground with a powerful blast of force. The target suffers 1d8 points of damage per level, to a maximum of 5d8, and is knocked prone. A target who successfully saves vs Blast suffers only half damage and is not knocked prone.

### **Telekinesis**

Difficulty 4    Range 60'

Initial Cost 6    Maintenance Cost 1+/round

Telekinesis allows the manifester to move objects or creatures through space without touching them. Moving small, light objects is relatively easy. As the target becomes more massive, the cost increases. A manifester may lift an object or creature weighing up to 1 stone at a maintenance cost of 1/round. For each stone of additional weight lifted in a round, the maintenance cost increases by 1 PSP. A manifester may not lift more than 2 stone per level in a round.

While maintaining Telekinesis, a manifester must concentrate. Each round that he continues to maintain Telekinesis, he may continue to move the same target or select a new target within range. An unwilling target is permitted a saving throw vs Spells to negate the effect on himself or an object he carries.

The manifester may move the target 20' in any direction each round.

## Psychokinetic Devotions

### **Animate Object**

Difficulty 1 Range 120'

Initial Cost 6 Maintenance Cost 3/round

With the Animate Object power, a manifester may target an object within range and bring it to life. An object weighing no more than 10 stone may be animated. Once animated, the object is mentally controlled by the manifester and acts as a 1 HD construct; it may attack with an attack throw of 10+ dealing 1d6 damage on a successful hit. It has 4 hit points, an AC of 1, and the standard construct immunities. Its combat movement rate is 20'. An animated object does not move fluidly, but jerks and hops around. A manifester does not need to maintain concentration, but may not animate more than one object at a time.

### **Animate Shadow**

Difficulty 2 Range 30'

Initial Cost 6 Maintenance Cost 3/round

The Animate Shadow power is largely what its name describes; it allows the manifester to take control of a targeted shadow within range and move or alter it. The shadow must remain flat on a two-dimensional plane (such as a wall or floor), and must remain within range of the manifester at all times. It cannot make noise or interact with any creature other than visually. Within these limitations, the manifester has complete control over the shadow, and may make it appear to be a

different type of shadow (the shadow of a dragon, for example, or the shadow of a table), or may move it, or may make it disappear entirely. When the manifester ceases to maintain Animate Shadow, the creature's shadow returns to normal.

### **Ballistic Attack**

Difficulty 1 Range 120'

Initial Cost 2 Maintenance Cost N/A

The Ballistic Attack power allows the manifester to rapidly accelerate a projectile at a target within range. The manifester must be holding a valid projectile of some kind (whether it be a dagger, an arrow, a rock, or even a coin or any other small, hard object; a pillow will not serve as a projectile). The manifester must make a successful attack throw to hit his target with this projectile. If he succeeds, he deals 1d6 damage per level to the target, to a maximum of 3d6.

### **Control Body**

Difficulty 3 Range 120'

Initial Cost 8 Maintenance Cost 8/round

The Control Body power allows the manifester to seize control of the target's body by means of attaching strands of force to his limbs, like a marionette and his puppet. The target is allowed a saving throw vs Spells to negate the effect. Should he fail, he retains control of his body from the neck up and retains his ability to make decisions. However, the manifester controls the actions of his body from the neck down, including the ability to make attacks. The target's attack throw is used, but suffers a -2 penalty.

The manifester must maintain concentration for the duration, or the effect is broken. If the target is forced to move outside the power's range, the effect is broken. If the target is forced to do something obviously suicidal, they are allowed an additional saving throw; if it succeeds, the effect is broken. Actions that are especially suicidal or against the target's nature may provide a bonus to the saving throw, at the Judge's discretion.

### **Control Flames**

Difficulty 2    Range 60'

Initial Cost 6    Maintenance Cost 3/round

The Control Flames power allows a manifester to enhance, reduce, or animate an existing natural fire. A fire's size can be increased by up to 100% or decreased by up to 50%, with a commensurate change in damage (+100% size will cause the fire to deal double damage, while -50% will cause it to deal half damage).

An animated fire can move up to 60 feet per round, and may be shaped like a person or an animal, or any other shape of the manifester's choice, as long as it covers no more than 10 square feet of ground. If a fire is moved away from a fuel source, it will burn for one more round, then go out.

An animated fire may also be used to engulf an opponent, dealing damage. Any creature in the area of an animated fire suffers a base of 1d6 points of fire damage per round. The Judge should alter the damage as appropriate for the size of fire (while a campfire may deal 1d6, a bonfire may deal 7d6 or more.)

### **Control Light**

Difficulty 2    Range 30'

Initial Cost 6    Maintenance Cost 4/round

A manifester with the Control Light power can manipulate existing light. He cannot create light from darkness, but he can create darkness from light. Some example effects of this power follow; the Judge may allow other similar uses.

- Deepen existing shadows, making them inky black. A thief or similar character Hiding in Shadows in the area gains a +4 bonus to his skill throw.
- Lighten existing shadows, making them light grey. A thief or similar character Hiding in Shadows in the area suffers a -4 penalty to his skill throw.
- Brighten a light source until it hurts to look at it. Anyone in the area suffers a -2 penalty to attack throws.

- Dim a light source until it resembles twilight. This is not sufficient to confer a penalty to attack throws, but will darken the area sufficiently to allow a thief or similar character to Hide in Shadows.
- Extend shadows into areas that are otherwise well lit. Only existing shadows can be extended, but their size can be increased by up to 200%.
- Extend light into areas that would otherwise be shadowed. A shadowed area can have its size reduced by up to 50%.

### **Control Sound**

Difficulty 2    Range 480'

Initial Cost 6    Maintenance Cost 3/round

A manifester using the Control Sound power can alter existing sounds within 480' of him. He cannot, however, create sound out of nothing. A sound may have its sound increased or decreased by up to 100% (making it double the volume or silent), or may be altered on a more subtle level; the words spoken by a person within the area may be changed to different words, for example. Any character who can see the source of the original sound is entitled to a saving throw vs Spells to recognize that the new sound is coming from the wrong place and has been altered somehow. (A character with the Lip Reading proficiency who can see a speaker's lips when the speaker's words are being altered automatically succeeds on this saving throw.)

### **Control Wind**

Difficulty 3    Range 480'

Initial Cost 8    Maintenance Cost 4/round

A manifester using the Control Wind power can alter the existing wind state by up to 10 miles per hour or 25%, whichever is greater. The direction of the wind can also be changed by up to 90 degrees. This alteration is temporary and lasts only as long as the manifester continues to pay the maintenance cost.

Winds above 19 miles per hour prevent anything smaller than man-sized from flying and impose a



-4 penalty on missile fire. Winds gusting at over 32 miles per hour can cause damage to ships and buildings, as well as making missile fire impossible, flight impossible for anything smaller than an ogre, and kicking up great clouds of dust. Winds over 55 miles per hour prevent all flight, knock down trees and wooden buildings, and threaten to swamp ships. Winds over 73 miles per hour are hurricane gales.

### **Create Sound**

Difficulty 1 Range 150'

Initial Cost 4 Maintenance Cost 2/round

The Create Sound power does exactly what it says it does; it allows the manifester to create sounds out of nothing. The manifester may choose the location and source of the sound from anywhere within range. The sound can be as soft as a whisper or as loud as the manifester can yell. The manifester may alter the sound as he wishes each new round, as long as he continues to pay maintenance.

If the manifester wishes to mimic a specific voice (other than his own), any listeners familiar with the voice are entitled to a saving throw vs Spells. If they succeed, they recognize that the mimicry is not quite true. Obviously, a manifester must know what the voice to be mimicked sounds like; he cannot simply mimic the voice of the Emperor of Man without having heard said voice.

### **Inertial Barrier**

Difficulty 3 Range 5' radius

Initial Cost 8 Maintenance Cost 4/round

The Inertial Barrier power summons an elastic sphere 5' in radius around the manifester. Any nonmagical weapon, as well as any acid or fire attack, that passes through the barrier (in either direction) deals half damage. Note that the barrier is large enough to allow enemies to walk through it and attack the manifester directly without being impeded.

The manifester must remain stationary while maintaining the barrier, but may act normally otherwise.

### **Levitation**

Difficulty 2 Range Touch

Initial Cost 6 Maintenance Cost 2/round

Levitate allows the manifester to move himself, another creature, or an object up and down as desired. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. The manifester can mentally direct the subject to move up or down as much as 20' each round, by concentration. The manifester cannot move the subject horizontally, but the subject could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its normal land speed). A creature can carry its normal amount of weight when levitating (possibly including another creature).

A levitating creature that attacks with a weapon finds itself increasingly unstable; the first attack throw has a -1 attack penalty, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

### **Molecular Agitation**

Difficulty 2 Range 90'

Initial Cost 6 Maintenance Cost 3/round

The Molecular Agitation power allows the manifester to heat up the targeted creature or object. Skin blisters, water boils, etc. This deals 1d4 points of damage per level (to a maximum of 2d4), per round that the power is maintained, to the creature or object.

Objects that take a particular amount of damage from this power will light on fire or reach relevant heat thresholds, as shown below.

1 point - Paper, tinder, or other readily flammable materials ignite. Skin becomes red and irritated. Wood begins to darken.

5 points - Wood smolders and smokes. Metal becomes hot to the touch. Skin blisters. Hair smolders. Paint shrivels.

## Psionic Powers

10 points - Wood ignites. Metal heated to this point or beyond deals 1d4 points of damage per round to anyone touching it. Skin burns away. Water boils. Lead melts.

15 points - Wet wood ignites. Gold melts.

30 points - Steel melts.

If the targeted item is being wielded by a creature, that creature is entitled to a saving throw vs Spells. Should the creature succeed in their saving throw, the item remains hot, but does not melt.

### **Molecular Manipulation**

Difficulty 3    Range 15'

Initial Cost 8    Maintenance Cost 4/round

Molecular Manipulation allows the manifester to weaken the molecular bonds within an object or structure. When someone stresses the object or strikes a blow to it, it snaps.

The manifester can create a breaking point of approximately two square inches per round. Deterioration occurs in a plane (in two dimensions, not in three). One round's work is enough to fatally weaken most small objects; short swords, daggers, ropes, saddle straps, and the like. Two round's work will fatally weaken most carryable objects, including two-handed swords, spears, bows, backpacks, and the like. Larger objects will require more time and be at the Judge's discretion.

It is up to the Judge how this power affects large or oddly shaped items such as shields or doors. They should keep in mind that an object need not be in two pieces to be useless; for example, a boat at sea with a crack in its hull is unsafe regardless of the fact that it remains nominally in one piece, and a shield that is split halfway across offers little protection.

If the object being targeted is wielded by a creature, that creature is entitled to a saving throw vs Spell to negate the effects of this power. Even if that saving throw fails, an object being wielded may not break immediately; each

time it is used, the wielder receives a saving throw vs Paralysis at a -4 penalty. If he fails, the object breaks.

### **Project Force**

Difficulty 3    Range 360'

Initial Cost 8    Maintenance Cost N/A

Prerequisites: Telekinesis

The Project Force power allows a manifester to deliver an instantaneous blast of force at a creature or object within range. The blast of force will deal 1d6 damage, and may knock a creature down or back. Tiny creatures (the size of a house pet or smaller) are knocked down and rolled 1d4x10 feet, taking 1d4 points of nonlethal damage per 10'. If flying, a tiny or smaller creature is blown back 2d6x10 feet and takes 2d6 points of nonlethal damage due to battering and buffeting. Small creatures, such as halflings or goblins, are knocked prone by the force of the power, or if flying are knocked back 1d6x10 feet. Man-sized creatures are unable to move forward for 1 round as they brace themselves against the force, or if flying are knocked back 1d6x5 feet. Creatures of ogre size or larger are not affected by the blast of force (except in taking damage).

An object targeted will be affected in whatever way you might imagine for a quick, intense force being applied; a lever may be pushed, a door slammed shut, a window broken, and so on.

### **Soften**

Difficulty 1    Range 30'

Initial Cost 4    Maintenance Cost 2/round

This power resembles Molecular Manipulation, except that it weakens the entire object instead of across a small plane. The object softens overall, losing its rigidity and strength. Specific effects vary depending on the construction of the object.

*Metal:* For each round of softening, a metal object suffers a -1 penalty to attack throws and a -1 penalty to damage. The AC of metal armor is reduced by 1 point per round of softening. After 10 rounds, metal becomes soft and rubbery, but

retains its general shape and will bounce back if it is manipulated.

*Wood:* Like metal, weapons made of wood (with either striking surface or haft being constructed of such) suffer a -1 penalty to attack throws and damage rolls per round of softening. After six rounds, wood becomes stringy and rubbery, but retains its shape. After ten rounds, the grain can be split easily and a punch can break through even the hardest and thickest chests or doors.

*Stone:* After two rounds, stone becomes noticeably soft to the touch. After five rounds, it can be worked like stiff clay, but this is as soft as it gets. A weapon made of stone suffers a -1 penalty to attack throws and damage rolls if it is softened for two rounds, and an additional -1 (for a total of -2) if it is softened for five rounds.

If a magical item being wielded is targeted by this power, the user is allowed a saving throw vs Spell to negate the effect. In no case can living tissue (including a living tree) be affected by this power.

A black and white illustration of a mountainous landscape. In the foreground, there are large, rounded hills or mountains. In the background, a small village with a church spire is visible on a hillside. A group of people is standing in the lower right corner. The overall style is that of a classic book illustration.

## Chapter 6

# Psionic Campaigns

This section offers excerpts from the Psionic Campaigns chapter. Mishaps and Breakthroughs are a preview of the vagaries awaiting manifesters who perform psychic surgery to modify their powers. The Alternate Psionic Systems section contains only some of the alternate psionic systems presented in the full version, but every alternate system presented is full and complete.

## Mishaps and Breakthroughs

### Mishaps

Sometimes, a manifester performing psychic surgery makes a mistake. When a manifester fails by 10 or more, a mishap occurs. When this happens, roll 2d10 and consult the Mishaps Table.

### Breakthroughs

Sometimes, a manifester performing psychic surgery discovers something unintended, but usually helpful! When a manifester succeeds by 10 or more, a breakthrough occurs. When this happens, roll 2d10 and consult the Breakthrough table. The Breakthrough table will tell you

whether the breakthrough achieved was minor, major, or supreme, and how to determine which breakthrough occurred. There are general breakthroughs, applicable to all Disciplines, as well as specific breakthroughs for each Discipline. If choosing an effect randomly, first roll 1d2 (evens or odds) to choose whether the effect is general or specific to the power's Discipline, then roll among the appropriate results. Not all effects may be appropriate for all powers. If an effect is randomly generated that makes no sense for the power being modified, reroll. (Obviously, when picking effects, don't pick one that makes no sense.)

A power may not benefit from more than one breakthrough. If a second breakthrough occurs on a power that already has one, generate it as normal. The manifester may then choose which breakthrough the power benefits from; the other is lost.

Mishaps	
Roll (2d10)	Result
2	The manifester loses complete control of the powers involved and dies, usually via cranial explosion.
3-5	The manifester is driven permanently insane.
6-8	The manifester forgets the power being modified. It cannot be relearned, ever. In addition, the manifester loses the slot; if it was a devotion, their maximum devotions known is permanently reduced by one, or sciences if it was a science.
9-12	The manifester forgets the power being modified. It cannot be relearned, ever. A new power may be learned to fill the slot.
13-15	The manifester is driven insane for 1d6 months.
16-19	The manifester loses the ability to manifest psionic powers for 1d6 weeks.
20	The manifester manages to avoid any negative effects, and is left with a feeling of relief after their near miss.
Breakthroughs	
Roll (2d10)	Result
2-4	Minor effect, Random
5-7	Minor effect, Judge picks
8-12	Minor effect, Player picks
13-14	Major effect, Random
14-15	Major effect, Judge picks
16-17	Major effect, Player picks
18-19	Supreme effect, Random
20	Supreme effect, Judge picks

# Psionic Campaigns - Preview

Number	Effect	Minor	Major	Supreme
General Breakthroughs				
1	The power's maintenance cost is significantly reduced, but it now requires concentration to maintain.	-50% maintenance cost.	-75% maintenance cost.	-100% maintenance cost (free).
2	The power's initial cost is significantly reduced, but it now requires two full rounds to manifest.	-50% initial cost.	-75% initial cost.	-100% initial cost (free).
3	The power no longer requires a power throw to manifest, but its initial cost is significantly increased.	Initial cost raised to 300% normal.	Initial cost raised to 200% normal.	Initial cost raised to 125% normal.
4	You become resistant to harmful effects of the power, gaining a power resistance throw against it (whether or not those effects are self-inflicted).	Power resistance 15+.	Power resistance 11+.	Power resistance 5+.
5	After being manifested, the power automatically maintains itself a limited number of times for free.	Once.	1d4 times.	1d8 times.
6	The power gains an enhanced effect appropriate to the power, at the Judge's discretion. <sup>1</sup>	Minor increase.	Major increase.	Game-changing increase.
Psychometabolism Breakthroughs				
1	The power's range changes from Self to Touch, but the maintenance cost is significantly increased.	Maintenance cost raised to 300% normal.	Maintenance cost raised to 200% normal.	Maintenance cost raised to 125% normal.
2	You regain a small number of hit points after manifesting the power.	1d4 hit points.	1d8 hit points.	2d10 hit points.
3	If you fail your power throw, you may choose to suffer damage to succeed instead.	2d10 damage.	1d8 damage.	1d4 damage.
4	You may choose to suffer damage to increase the power's effect.	1d10 damage for +25% Potency.	1d10 damage for +50% Potency.	1d6 damage for +50% Potency.
5	After manifesting the power, your next attack with a melee weapon (including a natural weapon) deals bonus damage. <sup>2</sup>	1d6 bonus damage.	2d6 bonus damage.	4d6 bonus damage.
6	As long as you know the modified power, you gain increased natural healing.	Additional 1d3 hit points for a day of rest.	Additional 2d3 hit points for a day of rest.	Additional 2d3 hit points, and natural recovery regardless of resting.
Psychoportation Breakthroughs				
1	The power can be manifested more quickly.	Move half your speed after manifesting the power.	Move your full speed after manifesting the power.	You do not need to declare the use of a power when rolling initiative, and require only the use of your action.
2	After manifesting the power, you gain a temporary bonus to AC.	+1 AC for 1d4 rounds.	+1 AC for 1d6 rounds.	+2 AC for 1d10 rounds.
3	The power may take effect after a short delay, instead of immediately when manifested. <sup>3</sup>	Up to 1d4 rounds.	Up to 1d6 rounds.	Up to 2d6 rounds.
4	After manifesting the power, you gain alternate movement modes for 1d6 rounds.	You may run on vertical surfaces during your movement.	You may walk on water or other liquids during your movement.	You may fly during your movement.
5	After manifesting the power, you gain a temporary bonus to speed.	+30' (10' combat) for 1d4 rounds.	+30' (10' combat) for 1 turn.	+60' (20' combat) for 1 turn.
6	As long as you know the modified power, you regain PSPs for traveling. <sup>4</sup>	1 PSP per mile traveled.	2 PSPs per mile traveled.	5 PSPs per mile traveled.

## Psionic Campaigns - Preview

### Psychokinesis Breakthroughs

1	The variable numeric effects of the power are increased.	After rolling the effects, reroll up to half the dice.	Roll the effects twice and use the better roll.	The variable numeric effects are maximized.
2	The power gains a bonus to penetrate power resistance.	The target's power resistance value is increased by 2.	The target's power resistance value is increased by 4.	The target's power resistance value is increased by 8.
3	The power applies a penalty to saving throws made against it.	-1 penalty.	-2 penalty.	-4 penalty.
4	After manifesting the power, your next attack with a ranged weapon deals bonus damage. <sup>2</sup>	1d6 bonus damage.	2d6 bonus damage.	4d6 bonus damage.
5	The power's effect is elemental, chosen when manifested from the known list of elements.	One element known.	Two elements known.	All elements known.
6	As long as you know the modified power, you may telekinetically hurl objects as attacks <sup>5</sup> .	1d4 damage, 60' range.	1d6 damage, 60' range.	1d10 damage, 60' range.

### Clairsentience Breakthroughs

1	After manifesting the power, you learn something. <sup>6</sup>	Judge's discretion – trivial fact.	Judge's discretion – important fact.	Judge's discretion – ancient secret man was not meant to know.
2	After manifesting the power, you gain a bonus to initiative rolls for 1d4 rounds.	+1 bonus.	+2 bonus.	+3 bonus.
3	After manifesting the power, you gain a bonus to their next attack throw.	+2 bonus.	+4 bonus.	The attack automatically hits on any roll but a natural 1.
4	After manifesting the power, you gain alternate senses as long as it is maintained.	Can see in the dark.	Can see invisibility.	As true seeing.
5	After manifesting the power, you glimpse the future, gaining a bonus on a future d20 roll. <sup>7</sup>	+2 bonus to a roll of your choice within 2 hours.	+2 bonus to a roll of your choice within 24 hours.	+4 bonus to a roll of your choice within 24 hours.
6	The power's cost is reduced if you know a secret about a target (Judge's discretion).	-25% initial cost.	-25% initial and maintenance cost.	-50% initial and maintenance cost.

### Telepathy Breakthroughs

1	After manifesting the power, you can temporarily detect lies.	For 10 minutes.	For 1 hour.	For as long as you know the modified power.
2	After manifesting the power, you gain a bonus to reaction rolls for 3 turns.	+1 bonus.	+2 bonus.	+4 bonus.
3	After manifesting the power, your next psionic attack mode benefits.	Refunds the PSP cost if it achieves contact.	Ignores the target's defense mode.	Both previous benefits.
4	After manifesting the power, you may send a short telepathic message to a nearby creature.	Up to 5 words to a creature within 20 feet.	Up to 25 words to a creature within 60 feet.	Up to 50 words to any creature you can see.
5	If your power throw fails, you may spend extra PSPs to succeed instead.	4 PSPs per point the power throw failed.	2 PSPs per point the power throw failed.	1 PSP per point the power throw failed.
6	You may choose to end contact with the target to increase the power's effects.	-2 to saving throws.	-4 to saving throws.	The power lasts until you contact them again.

Notes

1 – This breakthrough is intentionally vague and is an opportunity for the Judge to exercise creativity. As an example, if a manifester modifies the Animal Affinity power, a minor increase might allow them to gain an affinity for a second animal. A major increase might allow them to meld features from two or more animals at once. A game-changing increase might allow them to gain an affinity for a truly powerful animal or fantastic beast, such as a (young) dragon.

2 – The bonus damage does not stack if the power is used multiple times before attacking. If no attack is made for 1 minute, the bonus damage expires. Missing does not consume the bonus damage; it will last 1 minute or until an attack is successful.

3 – The manifester may choose when the power manifests when benefiting from this breakthrough, up to the limit given. It requires no action or time to let the power manifest. If the power is not allowed to manifest by the time limit, the power dissipates harmlessly. (No PSPs are refunded.)

4 – Only miles traveled in ‘reality’ count, not teleportation, dream or probability travel, or the like.

5 – Telekinetically hurling objects as attacks uses a Difficulty 0 power throw in place of an attack throw. If the power throw is successful, the attack hits and deals the listed damage. Only relatively small and hard objects can be thrown as attacks (pillows do not deal significant damage, and tables are too large to be thrown by this ability).

6 – Judge’s discretion. Facts learned should be relevant to the power usage somehow. Trivial facts might be useful at some point, but are usually not immediately helpful (the manifester might learn the favorite color of someone in the area of effect). Important facts are usually immediately relevant (that bounty hunter is holding a THERMAL DETONATOR!) Ancient secrets man was not meant to know are not necessarily restricted to things knowable at the current time; it may reveal, for example, that someone in the area of effect betrayed and murdered their partner fifteen years ago.

7 – Only one bonus at a time can be ‘held’ from this breakthrough. If the power is manifested again before the first bonus is used or expires, no additional benefit accrues. The bonus can be applied after the roll is made, but before success or failure is announced.



## Alternate Psionic Systems

From this point on, this chapter describes ways to customize psionics in your campaign and to alter existing rules to better suit your campaign. As in all cases, but especially with optional and alternate rules, these rules are recommendations. Another way to phrase it would be as a starting point. As the Judge, you are the best equipped to decide what fits your campaign and what does not. If you like most of one option, and part of another option, you should feel free to combine them as you wish. Just as with any houserule, it is possible to cause balance issues by selecting specific sets of optional rules or when modifying them, and as Judge you should be aware of that and keep your eye on the effects on your campaign. Do not fear to make whatever modifications are necessary. These rules are designed carefully, but not every interaction can be predicted, and in some cases (such as randomness), problems can arise because it will not always follow the average case.

As always, your campaign is your own. Use whatever options or inspiration you like and discard the rest.

### Psionic and Magic Interactions

The methods of interaction between psionics and magic are the source of a great deal of the conflict about psionics. Therefore, I present you with three different options. All three are excellent choices. The Judge should decide which option fits what they want out of psionics in their campaign.

In general, if you want to treat psionics as rare but not unknown, you should default towards Shadows on the Wall. If you want psionics to be an ordinary thing that is just another branch of magic, you should default towards Magic of the Mind. If you want psionics to be unknown mental powers from Outside Reality, you should default towards Ghost in the System. Each set of mechanics is best at supporting a specific story of psionics, and should be selected to

enhance the lineup between the mechanics and the story.

#### Option 1: Shadows on the Wall: Psionics and Magic Interact, With Difficulty

In Shadows on the Wall, which is assumed to be the default, psionics and magic can interact but are not considered to be the same thing. A dispel magic spell will have no effect on psionics, because psionics are not magic; similarly with a disrupt psionics power, magic will not be affected. A creature with power resistance has no resistance to magic, and a creature with magic resistance has no resistance to psionic powers. However, if a spell or power references an effect, then it does not care whether the source is psionic or magic. For example, a see invisibility spell allows the recipient to see through invisibility; it does not care whether the source of the invisibility is psionic or magical. An undead creature immune to charm and fear spells is also immune to any powers that create a charm or fear effect, because their immunity is based on the effect and not a resistance to magic. If there is any doubt whether or not a resistance or immunity is based on an effect or a source, assume it is based on an effect. If a creature would be immune to a power were it a spell, and it is not described as being specifically resistant to or immune to magic, it is immune to the power as well.

#### Option 2: Magic of the Mind: Psionics and Magic are Equivalent

In Magic of the Mind, psionics and magic are the same thing. Psionics is merely a branch of magic. Any power or effect that references either magic or psionics affects both. A dispel magic spell will act as a disrupt psionics on powers, and a disrupt psionics will act as a dispel magic. Any creature that has either magic resistance or power resistance has an identical resistance throw against both magic and psionics. In all cases, simply treat psionic powers as if they were spells.

### **Option 3: Ghost in the System: Psionics and Magic Cannot Interact**

In Ghost in the System, psionics and magic are entirely different things and cannot affect each other at all. A see invisibility spell would be unable to pierce psionic invisibility. A mind bar power would not protect you against the Enslave spell, and so on. Creatures with immunities to spells or effects may or may not be immune to psionic powers that do similar things, at the Judge's discretion. (It is recommended that creatures mindless or immune to charms, such as golems, not be affected by psionic charms and other effects even under this option. However, it is your campaign, and if you disagree, have at it.)

### **Alternate Psionic Combat**

#### **Method 1: Psionic Arm Wrestling: Opposed Rolls (Complicated)**

The Psionic Arm Wrestling method of psionic combat places the participants against each other in a battle of wits, reflected by their ability to roll a d20 and get a bigger number. The attacker rolls  $1d20 + \text{Psionic Attack Modifier}$ . The defender rolls  $1d20 + \text{Wisdom modifier}$  (with potential other modifiers to either roll; see later). A manifester's psionic attack modifier is equal to  $10 - \text{their base power throw, plus their Wisdom modifier}$ . (Thus, a psionist with a base power throw of 9+ and a Wisdom of 13 has a psionic attack modifier of +2. Characters who expect to regularly engage in psionic combat should calculate this modifier ahead of time and write it down.)

The attack and defense mode used applies a modifier to the attacker's roll (see table). This means that a positive number is good for the attacker, and a negative number is good for the defender. (An attacker using Psychic Crush would be very happy to face a defender using Mind Blank, and very unhappy to face a defender using Tower of Iron Will.) Note that 'no defense mode' is an option on the table; this is different from nonpsionic. A nonpsionic character always offers a +0 modifier to the

attacking manifester. At the Judge's discretion, wild talents (if being used; see Appendix 1, page 98) may count as nonpsionic, or may count as offering no defense.

If the attacker's roll beats the defender's, then contact has been established. (Under this method, all attack modes function identically; one successful roll achieves contact.) Note that the defender wins in a tie; if both rolls generate the same result, the attacker fails to establish contact.

Some proficiencies and class features can modify the defender's roll. An elven ardent receives a +1 bonus to all their psionic defense rolls. A character with the Mental Fortitude proficiency receives a +2 bonus. A character with the Divine Blessing proficiency receives a +1 bonus, and a character with the Hardy People trait or custom power (dwarves, by default) receives a +2 bonus. All of these modifiers stack. For any proficiency or feature not mentioned here, in general, a bonus to their defense roll should be applied equal to half of their bonus to saves vs Death or Spell, plus half of any bonus to MAC normally applied. (For example, Mental Fortitude grants +2 to MAC, +1 to saves vs Spell, and +1 to saves vs Death, a total of +4. Half of this is a +2 bonus to their defense roll.)

Some effects can modify the attacker's roll, as well. Any trait or power which would add a bonus to a manifester's power throw for psionic attack modes applies directly to their psionic attack roll. For example, an elven ardent receives a +1 bonus to all power throws to manifest attack modes; they gain a +1 bonus to their psionic attack modifier.

	Mind Blank	Thought Shield	Mental Barrier	Intellect Fortress	Tower of Iron Will	No Defense	Not Psionic
Mind Thrust	+1	+4	+0	+0	-8	+2	+0
Ego Whip	+1	+0	+4	-2	+0	+2	+0
Id Insinuation	-1	-2	-4	+2	+2	+2	+0
Psychic Crush	+4	+2	+0	-4	-4	+8	+0
Psionic Blast	+0	-4	-4	+4	-4	+2	+0

### Method 2: Simplicity Itself: No Psionic Combat

In the Simplicity Itself method, psionicists do not use attack and defense modes for psionic combat. Instead, any power which requires contact allows a saving throw vs Spell to negate its effect. (For those powers that already allow a saving throw, the Judge may choose whether it allows two saving throws or is unchanged. Generally, one saving throw is sufficient; obtaining contact is cheaper and easier than manifesting, say, Switch Personality, and so allowing two saving throws vs it would make it significantly weaker than requiring contact, while leaving it at only one saving throw does not make it as much stronger. (That is, in made-up numbers, it might suffer -10 power for being given a second save but gain +5 power for being down to just the one save.)

It is recommended that, if using this method of psionic combat, the Judge utilize psionic tradeoffs so that psionic classes do not automatically learn attack and defense modes, and give them appropriate custom powers in their place. Without contact being required for powers, the attack and defense modes are not especially useful powers (although not totally useless). If the Judge wants to have them still be automatically learned, psionic classes should be given one custom power to account for the decrease in usefulness of these powers.

This concludes the Free Starter Edition of Powers of the Mind. If you liked it, the full version has much more content to explore!

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