Powers of the Mind

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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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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 psionicist, 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 psionicists (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 psionicists. The best-known manifestations of metapsionics are the attack and defense modes, as well as the abilities to create psionically charged items. Any psionicist 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

manifester 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.

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.

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 Soulknife 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.

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 1st-3rd 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, Loremastery, 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+

Soulknife

Prime Requisite: Dex
Requirements: None
Hit Dice: d6
Maximum Level: 14

The soulknife is, essentially, a psionic assassin. Soulknives harness the power of the Way to assist them in their clandestine operations that in no way involve sticking the crystallized power of their mind directly into unsuspecting targets.

A soulknife's attack throws increase by two points every four levels (i.e., as thieves). They may not wear any armor, and are not trained in the use of any weapon save for their mindblade. Like thieves, soulknives may cleave once per two levels. A soulknife may use magic or psionic items usable by any class, as well as magic items usable by thieves. Trained in stealth, though not in skullduggery, soulknives may Hide in Shadows, Move Silently, and Backstab as a thief of the same level.

A soulknife fights using their **mindblade**; a weapon that they have forged into existence by the power of their mind. It takes one round to create a mindblade, and may be created in combat in lieu of attacking for the round. A soulknife's mindblade cannot be damaged or disarmed by any physical means; spells and psionic abilities which dispel or suppress psionic powers will suppress the mindblade. However, if the ability used to suppress it does not do so on an ongoing basis, the soulknife can simply create a new one. A soulknife may forge his mindblade in the form of any one-handed sword, dagger, or axe. He may wield a mindblade in each hand (gaining the dual-wield bonuses) if he so chooses, but may not wield one two-handed.

The soulknife's combat training leaves them with little time to develop their training in the Way, but nonetheless, their psionic powers are a part of their abilities and they should not be ignored. Soulknives learn psionic powers as expressed on the table below. At first level, a soulknife has 3 **psionic strength points** (PSPs). Each level he gains, he gains 3 PSPs. Like a psionicist, at first level, a soulknife must select a **primary discipline**, and he may never know more powers (of sciences or devotions) in any other discipline than he does in his primary discipline. A soulknife begins play without knowledge of any psionic powers, but will learn them as they gain levels. 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). When a soulknife manifests a power that has level-dependent variables, they use 1/3 their class level when calculating them.

Psionic strength points are recovered at varying rates depending on activity. If the soulknife 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 soulknife 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.

A soulknife does not train in psionic combat the way a psionicist does, and will not automatically progress beyond the foundational attack and defense modes. At first level, a soulknife learns the Mind Thrust and Mind Blank attack and defense modes. If he desires to improve his options in psionic combat, he must devote sciences or devotions as appropriate to learning the specific powers he wishes to learn.

At first level, a soulknife is trained in **low-level muscle control** and gains a +1 bonus to AC when capable of moving freely. This bonus increases to +2 at 7th level and +3 at 13th level.

At second level, a soulknife learns how to **channel** his psionic power to increase the damage dealt by his successful attacks. Different soulknives may do this in different ways; a soulknife whose primary discipline is Telepathy may magnify the pain the victim feels, while one whose primary discipline is Psychometabolism may channel a flesh-devouring virus through his mindblade, and one whose discipline is Psychokinesis may simply increase the force of his blade. Regardless of the means taken, the effect is the same; on any successful attack, the soulknife may choose to expend PSPs for additional damage, dealing a bonus 1d6 damage per 4 PSPs expended.

At third level, a soulknife can move as **quickly as thought**, gaining a +1 bonus to initiative and surprise rolls.

At fifth level, a soulknife learns how to manifest an **enhanced mindblade**. Any mindblade manifested by the soulknife strikes as a +1 weapon, granting the soulknife a +1 bonus to attack throws and damage rolls and allowing him to harm creatures only injured by magical weapons. In addition, he can manifest a mind blade more quickly, requiring him to give up only his movement for the round should he manifest it in combat.

At sixth level, a soulknife learns how to enter a state of **enhanced psionic focus**. He may enter this state once per day at sixth level, plus an additional time per day for each level he advances past six. The focused state lasts one turn. While focused, the soulknife receives a +1 bonus to attack throws, proficiency throws, saving throws, and initiative rolls.

At eighth level, a soulknife learns how to **enhance his mindblade** once again. Any mindblade manifested by an 8th level soulknife strikes as a +2 weapon, granting him a +2 bonus to attack throws and damage rolls.

At ninth level, a soulknife may **heal himself from the dying essence** of creatures he kills. Whenever he kills a sentient creature with his mindblade, he may choose to heal himself instead of cleaving. He may restore 1d6 HP per 4 PSPs he spends, but cannot regain more HP than the dead creature's maximum hit points.

Also at ninth level, a soulknife may build a **hideout** and attract followers. This is identical to an assassin's hideout, saving only that his 2d6 1st level followers will be soulknives instead of assassins.

At eleventh level, a soulknife learns how to **imbed a power** into their mindblade. When he manifests a power that would normally target a creature, he may instead target his mindblade, which stores the power until discharged. The power will discharge the next time the soulknife strikes a creature with his mindblade, resulting in both melee damage and the normal effects of the power. The soulknife may only imbed one power at a time, and the power will discharge harmlessly in one turn, or if the soulknife's mindblade ceases to be manifested for whatever reason.

At twelfth level, the soulknife's **mindblade increases in power** again, becoming a +3 magical weapon. It grants the mindblade a +3 bonus to attack throws and damage rolls with it. In addition, he may manifest a mindblade any time he chooses, requiring no action at all should he do so in combat.

Proficiencies: Acrobatics, Alchemy, Alertness, Blind Fighting, Bribery, Cat Burglary, Climbing, Combat Reflexes, Combat Trickery, Contortionism, Disguise, Eavesdropping, Endurance, Gambling, **Harness Subconscious**, Intimidation, **Meditative Focus**, Mimicry, **Rejuvenation**, Running, Seduction, Skirmishing, Skulking, Swashbuckling, Weapon Finesse, Weapon Focus

Soulknife Experience, Hit Die, and Power Progression

Experience	Title	Level	Hit Dice	Total Disciplines	Total Sciences	Total Devotions	Power Throw
0	Finger	1	1d6	0	0	0	10+
1,750	Thumb	2	2d6	1	0	2	10+
3,500	Palm	3	3d6	1	1	3	10+
7,000	Hand	4	4d6	1	1	3	9+
14,000	Arm	5	5d6	1	1	4	9+
28,000	Heart	6	6d6	2	1	5	9+
55,000	Mind	7	7d6	2	1	5	9+
110,000	Soul	8	8d6	2	1	6	9+
210,000	Soulknife	9	9d6	2	2	7	9+
310,000	Soulknife	10	9d6+2	2	2	7	9+
410,000	Soulknife	11	9d6+4	2	2	8	9+
510,000	Soulknife	12	9d6+6	2	2	9	8+
610,000	Soulknife	13	9d6+8	2	2	9	8+
710,000	Master Soulknife	14	9d6+10	2	3	10	7+

Soulknife 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+

Soulknife Thief Skills

Level	Move Silently	Hide in Shadows	Backstab
1	17+	19+	x2
2	16+	18+	x2
3	15+	17+	x2
4	14+	16+	x2
5	13+	15+	x3
6	12+	14+	x3
7	10+	12+	x3
8	8+	10+	x3
9	6+	8+	x4
10	4+	6+	x4
11	2+	4+	x4
12	2+	3+	x4
13	1+	2+	x5
14	1+	1+	x5

Dwarven Battlemind

Prime Requisite: Str, Wis
Requirements: Con 9
Hit Dice: 1d6
Maximum Level: 13

The dwarven battlemind is a doughty combatant whose psionic abilities are merely latent at first, manifesting only in limited ways and enhancing his combat prowess. As he gains in power, his potential unlocks, and when he reaches 8th level the dwarven battlemind will begin to manifest psionic powers.

Until then, he is a trained warrior. The dwarven battlemind at first level strikes an unarmored opponent on an attack throw of 10+. His attack throw increases by 2 points every 3 levels, just as a fighter does. He may wear any armor and wield a variety of weapons, including the traditional dwarven weapons of any axe, flail, hammer or mace, as well as any missile weapon. He may fight wielding a weapon two-handed, with a weapon and shield, or with two weapons. In addition, he receives a +1 bonus to damage rolls with all weapon attacks at first level, and an additional +1 every three levels thereafter. If he slays an opponent, he may cleave up to one time per level. A dwarven battlemind may use any magic item usable by fighters, as well as magic or psionic items usable by any class.

At third level, a dwarven battlemind's psionic potential begins to slowly **regenerate his flesh** whenever he suffers injury. Whenever he is required to roll on the Mortal Wounds table, he may roll twice and select the better result. He reduces the amount of bed rest required after suffering a mortal wound by a number of days equal to his class level.

At fifth level, a dwarven battlemind's psionic potential ruthlessly **seeks out and destroys** any poison which might harm him. He gains immunity to all poisons, including magical poisons.

At seventh level, a dwarven battlemind's psionic potential may begin to reach outside of his body to protect him from harm. He gains an **inertial field** which protects him from harm, granting him +1 to AC.

At eighth level, a dwarven battlemind may begin to manifest powers as if he were a first level psionicist. For all purposes, he is treated as a psionicist of level equal to his class level minus seven. As he advances in level past eight, his psionic powers advance as well. Like a psionicist, he has 10 PSPs at eighth level, and gains 10 PSPs for each level he gains afterward. Note, however, that a dwarven battlemind is focused on reality, and does not gain any free advancement in psionic combat modes; a dwarven battlemind who wishes to learn attack or defense modes must learn them with his sciences and devotions. Like a psionicist, a battlemind who reaches 8th level must select one discipline as his **primary discipline**; he may never know more powers in each category (devotions or sciences) in any other discipline than he knows in his primary discipline. Upon reaching 8th level, a dwarven battlemind learns one science and three devotions from their primary 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).

Like all dwarves, dwarven battleminds are **sensitive to earth and stone**. This sensitivity grants them a +1 bonus to surprise rolls when underground. Dwarven battleminds have learned the languages of their allies and enemies, speaking four bonus languages; Dwarf, Gnome, Goblin, and Kobold. Dwarven battleminds may detect traps, false walls, hidden construction, and sloped passages with a proficiency throw of 14+.
Finally, like all dwarves, battleminds are **hardy people**, receiving a +3 bonus on saving throws vs Blast & Breath and a +4 bonus on all other saving throws. These modifiers have already been included in the Dwarven Battlemind Saving Throws below.

At ninth level, a dwarven battlemind may build an underground **vault**. Dwarves of the character's clan will be the first to live under his roof, but dwarves from other clans will also come and live nearby to be ruled by the character. A total of 3d6x10 1st level dwarves will move in to help maintain and defend the vault at no cost to the character. A Battlemind is expected to employ only soldiers of dwarven descent, but may hire members of other races for other tasks. Additional rules for dwarven vaults are detailed in the Campaigns chapter of ACKS™.

Proficiencies: Alertness, Berserkergang, Blind Fighting, Caving, Combat Reflexes, Combat Trickery (force back, knock down, overrun, sunder), Command, Craft, Divine Health, Dungeon Bashing, Dwarven Brewing, Endurance, Engineering, Fighting Style, Gambling, Goblin-Slaying, Illusion Resistance, Intimidation, Land Surveying, Leadership, Manual of Arms, Mapping, **Mental Fortitude**, Military Strategy, Mountaineering, Siege Engineering, Unflappable Casting, Weapon Focus

Battlemind Experience, Hit Die, and Power Progression

Experience	Title	Level	Hit Dice	Total Disciplines	Total Sciences	Total Devotions	Power Throw
0	Observation	1	1d6	-	-	-	-
2,400	Awareness	2	2d6	-	-	-	-
4,800	Perception	3	3d6	-	-	-	-
9,600	Discernment	4	4d6	-	-	-	-
19,200	Insight	5	5d6	-	-	-	-
38,400	Judgment	6	6d6	-	-	-	-
75,000	Clarity	7	7d6	-	-	-	-
150,000	Focus	8	8d6	1	1	3	10+
280,000	Battlemind	9	9d6	2	1	5	9+
410,000	Battlemind	10	9d6+3	2	2	7	9+
540,000	Battlemind	11	9d6+6	2	2	9	8+
670,000	Battlemind	12	9d6+9	2	3	10	7+
800,000	Battlemind	13	9d6+12	3	3	11	7+

Battlemind Attack and Saving Throws

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

Elven Ardent

Prime Requisite: WIS
Requirements: Int 9
Hit Dice: 1d4
Maximum Level: 13

The elven ardent has forsaken their natural connection to magic in order to focus the power of their mind. The majority of elven ardents gain their power by allowing their emotions to rage unlimited within their mind, harnessing the energy generated this generates. In terms of appearance, this means that elven ardents almost always appear to others as one of two extremes; either wildly emotional if they allow others to see, or completely unemotional if they hide them all. Rare is the ardent who can allow only some of his emotions to show.

Elven ardents have no combat training of any kind. At first level, they strike an unarmored opponent with an attack throw of 10+. Thereafter, their attack throw improves by two points every six levels (as mages). They may not wear armor, and may fight only with a dagger, dart, sling, or club. They may not use a shield, wield a weapon two-handed, or fight with two weapons. Elven ardents may use magic items usable by any class, as well as any psionic item.

Elven ardents may manifest powerful psionic powers. At 1st level, the ardent 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, an ardent has 13 PSPs. Every time an ardent advances to a new experience level, their PSPs increase by 13.

Psionic strength points are recovered at varying rates depending on activity. If the ardent 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 ardent 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.

All ardents are **masters of psionic combat**, and receive a +1 bonus to power throws when using psionic combat modes, a +1 bonus to MAC, and a +1 bonus to all saving throws against psionic powers. In addition, ardents automatically learn attack and defense modes as they increase in level; at first level, the ardent learns the foundational attack and defense modes of Mind Thrust and Mind Blank. At third level, the ardent learns the attack and defense modes Ego Whip and Thought Shield. At fifth level, the ardent learns the attack and defense modes Id Insinuation and Mental Barrier. At seventh level, the ardent learns the attack and defense modes Psychic Crush and Intellect Fortress. Finally, at ninth level, the ardent masters all of the forms of psionic combat, learning the attack and defense modes Psionic Blast and Tower of Iron Will.

If an ardent 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.

The elven ardent, like all elves, is **attuned to nature** and gains a +1 bonus to surprise rolls in the wilderness. Their language training in youth taught them the languages Elf, Gnoll, Hobgoblin, and Orc. They may **detect hidden and secret doors** with a throw of 8+ on 1d20

when actively searching, or 14+ on casual observation.

They gain a +1 bonus to saving throws vs Petrification/Paralysis and Spells (already factored into the table below), and are immune to the paralysis a ghoul can inflict. Finally, when they build a fastness (see below), all normal animals within 5 miles will become friendly and helpful.

Upon reaching 9th level (Ardent Inferno), an elven ardent may found an **elven fastness** in a natural setting. Rather than impose upon nature, this keep must blend seamlessly with it. A total of 3d6x10 1st level elven NPCs will move in to help with it and defend the fastness at no cost to the character. Additional rules for elven fastnesses are detailed in the Campaign chapter of ACKS™. Also at 9th level, an ardent may perform psionic research to empower items or perform psychic surgery.

Additional information on psionic research can be found in the Psionic Campaigns chapter (page 74).

Proficiencies: Alertness, Alchemy, Animal Husbandry, Animal Training, Arcane Dabbling, Battle Magic, Beast Friendship, Craft, Diplomacy, **Harness Subconscious**, Healing, **Hypnosis**, Illusion Resistance, Knowledge, Language, Loremastery, Magical Engineering, Magical Music, **Meditative Focus**, **Mental Fortitude**, Mystic Aura, Naturalism, Quiet Magic, Profession, Prophecy, **Rejuvenation**, Sensing Power, Soothsaying, Unflappable Casting

Ardent Attack Throws	
Level	Attack Throw
1-3	10+
4-6	9+
7-9	8+
10-12	7+
13	6+

Ardent Experience, Hit Die, and Power Progression

Experience	Title	Level	Hit Dice	Total Disciplines	Total Sciences	Total Devotions	Power Throw
0	Ardent Char	1	1d4	1	1	4	10+
2,325	Ardent Ember	2	2d4	2	1	7	9+
4,650	Ardent Coal	3	3d4	2	3	9	9+
9,300	Ardent Spark	4	4d4	2	3	12	8+
18,600	Ardent	5	5d4	2	4	13	7+
37,200	Ardent Flame	6	6d4	3	4	15	7+
75,000	Ardent Blaze	7	7d4	3	5	16	6+
150,000	Ardent Pyre	8	8d4	3	5	17	5+
300,000	Ardent Inferno	9	9d4	3	7	19	5+
450,000	Ardent Inferno	10	9d4+1	4	7	20	4+
600,000	Ardent Inferno	11	9d4+2	4	8	21	3+
750,000	Ardent Inferno	12	9d4+3	4	8	23	3+
900,000	Ardent Inferno	13	9d4+4	4	9	24	2+

Ardent Saving Throws

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

Psionic Value

The Psionic Value determines the extent of the class's psionic abilities, if any. Assign 0 to 4 build points to the class's Psionic Value, noting down the appropriate powers and the XP Cost.

Value	Psionic Power	XP Cost
4	Psionicist x133%	2200
3	Psionicist	1650
2	2/3 level psionicist	1100
1	1/3 level psionicist	550
0	none	0

Psionic 1: A Psionic Value of 1 gives the class the ability to learn powers and earn PSPs as a psionicist of 1/3 the character's class level, rounded down. For example, at 3rd level, the character has the abilities of a 1st level Psionicist. The class uses its effective Psionicist level (1/3 its level of experience) for purposes of level-dependent power ranges, durations, damage, and other such values, and receives 3 PSPs per level of experience. The class knows one psionic attack mode and one psionic defense mode automatically, learned at 3rd level. They must spend devotions or sciences where applicable to learn additional psionic combat modes. Alternately, the class may exchange manifestation at 1/3 level for manifestation at the 1st level of ability, unlocked when the character reaches 8th level. The class will then manifest powers, earn PSPs, learn psionic combat modes, and engage in psionic research as a psionicist seven levels below their class level. The soulknife and dwarven battlemind are examples of classes with a psionic value of 1. Note that the soulknife power progression is smoothed, allowing them to learn devotions one at a time, instead of in pairs, as a psionicist does. When creating a class with Psionic Value 1, the Judge may choose to use the smoothed progression or not, at their preference. If not using a smoothed progression, the class should gain 10 PSPs every third level, instead of 3 PSPs every level.

Psionic 2: A Psionic Value of 2 gives the class the ability to learn powers and earn PSPs as a psionicist of 2/3 the character's class level, rounding fractions of .5 or greater up to the next full number. For example, at 6th level, the character has the abilities of a 4th level Psionicist. The class uses its effective Psionicist level (2/3 its level of experience) for purposes of level-dependent power ranges, durations, damage, and other such values, and gains 7 PSPs per level gained. The class knows three psionic attack and defense modes, earning one at 1st level, one at 5th level, and one at 9th level. They must spend devotions or sciences where applicable to learn additional psionic combat modes. Alternately, the class may exchange manifestation at 2/3 level for manifestation at the 1st level of ability, unlocked when the character reaches 4th level. The class will then manifest powers, earn PSPs, learn psionic combat modes, and engage in psionic research as a psionicist three levels below their class level. Since this book does not include a class with a psionic value of 2, below is the psionic progression table such a class would use. If preferred, instead of gaining 7 PSPs per level, the class may gain 10 PSPs every level at which their psionic abilities improve.

Level	Total Disciplines	Total Sciences	Total Devotions	Power Throw
1	1	1	3	10+
2	1	1	3	10+
3	2	1	5	9+
4	2	2	7	9+
5	2	2	7	9+
6	2	2	9	8+
7	2	3	10	7+
8	2	3	10	7+
9	3	3	11	7+
10	3	4	12	6+
11	3	4	12	6+
12	3	4	13	5+
13	3	5	14	5+
14	3	5	14	5+

Psionic 3: A Psionic Value of 3 gives the class the ability to learn powers and earn PSPs as a psionicist. The class knows all psionic combat modes, earning its first at 1st level, another at 3rd, a third at 5th, a fourth at 7th, and the last at 9th. The psionicist is an example of a class with a psionic value of 3.

Psionic 4: A Psionic Value of 4 gives the class the ability to learn powers and earn PSPs as a psionicist, learning additional powers and more PSPs. The class uses its class level for all level-dependent values (where applicable), but knows 33% more powers and has 33% more PSPs (gaining 13 PSPs per level of experience). Fractions are rounded down. Power Throws are not affected by this increase in potential. The class knows all psionic combat modes, earning its first at 1st level, another at 3rd, a third at 5th, a fourth at 7th, and the last at 9th. The elven ardent is an example of a class with a psionic value of 4.

Psionic classes have identical saving throws to thieves. The priority for Psionic is immediately above Thievery; that is, a class with Psionic Value 2 and 2 in any other class will use the saving throw values for the other class if it is Arcane or Divine, and use the psionic saving throw values if it is Thievery or Fighting.

Psionic classes gain 1 hit point per level after 9th, and require 100,000 xp per level after 9th.

A class with a psionic value of 2 or higher qualifies for a psionic academy as their stronghold when they reach 9th level. See Chapter 6 (page 86) for details on psionic academies.

A class with a psionic value of 2 or higher has Wisdom as a prime requisite, as does any class using the psionic saving throw progression.

Psionic Tradeoffs

A psionic character may trade off their acquisition of attack and defense modes by the following progression.

Reduced from 5 to 3: One custom power.
Reduced from 3 to 1: One custom power.
Reduced from 1 to 0: One custom power.

Thus, a class with a psionic value of 3 may gain three custom powers by entirely giving up their automatic acquisition of attack and defense modes.

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 psionicist 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.

Chapter 4

The Disciplines

Disciplines

Psionic powers are divided into six disciplines. The disciplines can be thought of as styles of manifesting power. They are not more powerful than each other, but they are good at different things.

The six disciplines are Psychometabolism, Psychoportation, Metapsionics, Psychokinesis, Clairsentience, and Telepathy. A short description of each was provided in Chapter 2, but here we will discuss their abilities and limitations in greater detail.

A manifester has access to only a limited number of disciplines (based on class and level) and must select their powers from within those disciplines that they have access to. The specialization inherent in disciplines necessarily means that all psionic characters are specialized to some degree. This specialization is enhanced by the concept of the primary discipline. All manifesters are required to select a primary discipline when they first gain the ability to manifest psionic powers. They may never know more powers in a category (sciences or devotions) than they know in their primary discipline. Many manifesters know almost no powers outside of their primary discipline. (Note that metapsionics is not truly a discipline, and is not subject to this restriction on powers known, though it is referred to as a discipline for simplicity in organization.)

Each discipline tends to appeal to a particular kind of person. As a result, although these are by no means mandatory or even necessarily the majority, there is a stereotype for each discipline of the type of manifester who selects it as their primary discipline. Psychometabolists, for example, tend to be stronger and more physically inclined than other psionic characters. Players need not conform to these stereotypes, but they should be aware that that is what characters may expect of them, and may be surprised if they differ greatly from the stereotype.

Psychometabolism

A psychometabolist (also known as an egoist or a shifter) is a manifester who specializes in the discipline of Psychometabolism. Psychometabolism deals with the alteration of living beings, including healing and shapeshifting. Psychometabolic powers are among the least subtle and the most directly applicable to combat of all the psionic powers. A psychometabolist can leap into combat sprouting a tiger's claws, turn his flesh into armor, graft a weapon to his arm, and much more.

Psychometabolists tend to be the most physically inclined of all manifesters. Their powers generally work best when augmenting existing traits; growing claws is much more useful on a hulking brute than it is on a 98-pound weakling. Powerful psychometabolists are capable of affecting life energy directly, whether to sustain it or to drain it, and of modifying themselves in non-obvious ways such as transforming into living shadow or absorbing fire to convert it into harmless light, and a robust constitution is valuable for such things.

The typical psychometabolist is not subtle when solving problems. He may be heard to remark that if brute force isn't working, you're not using enough. His definition of force may differ from others; when presented with a castle, traveling under the walls by transforming into shadow is as viable to him as kicking down the front door; but he is unlikely to be interested in complicated multi-phase plans or complicated social maneuvering when a direct route to the destination exists.

Psychoportation

A psychoporter (also known as a nomad or a dancer) is a manifester who specializes in the discipline of Psychoportation. Psychoportation deals with movement of all kinds, including teleportation and temporal manipulation. Psychoportation powers vary in their ability to be directly applicable to combat, but there is no combat without movement; a fact that psychoporters know well. A psychoporter can cross distances in the blink of an eye, stop enemies entirely, travel into the future, and many more tricks. They would not fare well in a fight where all participants stood relatively still and hacked at each other, but fortunately, their particular specialty means they never need to enter that fight.

Psychoporters tend to be wanderers, moving around from place to place. Even when not traveling, they are famous for being jittery and unable to keep entirely still. Due to the inherent complexity in their trickery with time and space, they tend to be among the most intelligent of manifesters. A high level of intelligence is not required, but clever usage of their powers can make the difference between a mediocre psychoporter and a legendary one.

The typical psychoporter never wants to tackle problems head-on, always looking for some way to slide around to the side or take a shortcut. If a castle needs storming, he is the one asking if they actually need to storm the castle, or if they can reach their ultimate goal some other way. Once convinced that a thing is valuable to do, however, they will be happy to use their powers to shorten the distance (literal or metaphorical) between their current position and their goal.

Psychokinesis

A psychokineticist (also known as a kineticist or a dynamo) is a manifester who specializes in the discipline of Psychokinesis. Psychokinesis is the discipline of forces and their interaction. A psychokineticist can lift and hurl objects, light things on fire, create barriers, and many more similar powers. Psychokinesis is the least subtle discipline, and the one most given to creating large effects within reality.

Psychokineticists are commonly on the watch for opponents. They are the most likely of all manifesters to have a hair-trigger temper and to blast someone out a window when displeased. Stories are told about how it is not wise to anger a psychokineticist; they might telekinetically rip your arms off. The veracity of these stories is debated, but the message remains; people fear psychokinetic powers and their ability to affect the world.

Psychokineticists can commonly be found as adventurers, mercenaries, henchmen, or other similarly dangerous and combative professions. Not all of their powers are blasts of force or similar effects, but melting an opponent's weapon is no less useful. Psychokineticists are known for seeing combat, or at least the application of force, as the answer to all problems.

Metapsionics

Metapsionics is not a true discipline, but is worth discussing here as it is a collection of powers like any of the disciplines. Since it is not a discipline, no manifesters have it as their primary discipline. Some manifesters do specialize in metapsionic powers (since it is not a discipline, learning new metapsionic powers is not restricted by the limitations of non-primary disciplines), but they are extremely rare.

By far the most common and widely used metapsionic powers are the psionic attack and defense modes, as well as any other power relating to psionic combat. The creation of psionic items and other effects related to psionic strength points or other types of psionic strength also falls under the purview of metapsionics.

While there are none with metapsionics as their primary discipline, there remains a stereotype about the type of manifester who learns a great many metapsionic powers. They tend to be viewed as academics with great theoretical knowledge but poor ability to apply it, or absent-minded inventors, or similar stereotypes. It's not entirely wrong, as their focus on the mental realm can lead to a dismissal of the physical world.

Clairsentience

A clairsentient (also known as a seer or an oracle) is a manifester who specializes in the discipline of Clairsentience. Clairsentience deals with information, perception, and the senses. Clairsentient powers, while rarely directly applicable to combat (although there are a few, such as Recall Agony, that can use sensory information as a weapon), are invaluable in any reconnaissance operation or solving a mystery. When storming a fortified goblin hole, it is the clairsentient who will tell you when the guards are no longer paying attention, and which paths to take to avoid their view for as long as possible. Of course, their powers can be extraordinarily in entirely non-combat situations as well, such as blackmailing the Duke with your knowledge of his affair (and the clairsentient's knowledge that the Duke's wife is the daughter of his liege-lord may make this information even more valuable.)

Clairsentients tend to be detail-oriented. They are famous for demanding a complete plan before any action be taken; a clairsentient will generally dislike 'kick down the door and see what happens' as a strategy. They combine this with an innate curiosity; when told that curiosity killed the cat, a clairsentient will invariably respond 'but satisfaction brought it back' and go back to their information-gathering.

Because of their constant information-gathering (or perhaps in spite of it), clairsentients are famous for their interest in games. Whether card games, dice games, or board games, clairsentients love to test their strategic abilities in the small-scale. Of course, those who win too often have problems finding opponents who believe they are cheating. A clairsentient might argue that it's not cheating just because they know what cards are in the opponent's hand; it's not like they peeked, after all, they just looked forward to when the opponent revealed them! Very few non-clairsentients have ever agreed with this argument.

Telepathy

A telepath (also known as a psychic or a reader) is a manifester who specializes in the discipline of Telepathy. Telepathy is the discipline of reading and affecting the minds of sentient beings. It is a relatively narrow discipline, but possibly the most feared and mistrusted; once a telepath has achieved contact with a mind, it can be very difficult for that mind to recover from his influence.

Telepathic powers are powerful in or out of combat, especially in the hands of a clever manifester. Of course, seizing control of an enemy's mind and turning it to your side is obviously a valuable skill, but taking a prisoner and altering their memory before they awaken can be even more valuable. Very few telepathic powers can be used without achieving contact with the mind to be affected, however; a mind that can resist contact will not be able to be affected by a telepath. (Remember that contact is achieved through use of the psionic attack modes and resisted by different means for each attack mode, modified by defense modes if appropriate). Telepaths tend to be social creatures, friendly and outgoing. They'd have to be, given the general stigma against telepathy; telepaths who aren't able to make friends usually need to conceal their powers, lest they be lynched as a scapegoat even when they have done nothing. And, of course, very few manifesters never use their powers; most telepaths have done something that someone might reasonably object to. Adventuring telepaths are the most likely to avoid that temptation, as they can use their powers only on enemies, but of course, the definition of enemy can become more and more broad over time.

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.

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.

Psychometabolism

Psychometabolic Sciences

Animal Affinity
Difficulty 4   Range Self
Initial Cost 8   Maintenance Cost 4+/round

When a manifester learns the Animal Affinity power, the specific animal he has an affinity for will be determined by the Judge, who may either choose or roll on the table provided. Once this is determined, you may manifest Animal Affinity to take on one or more qualities of the animal in question.

Choose any number of the following:

- Armor Class
- Movement rate and mode
- Attacks and damage
- Any single special ability

Animal Affinities	
Roll	Animal
1	Ape, White
2	Piranha, Giant
3	Boar, Giant
4	Elk (Herd Animal, 4 HD)
5	Crocodile
6	Eagle, Giant
7	Elephant
8	Falcon, Giant
9	Griffon
10	Bear, Grizzly
11	Lion
12	Panther
13	Horse, Heavy
14	Hawk, Giant
15	Snake, Giant Rattler
16	Scorpion, Giant
17	Shark, Great White
18	Stag (Herd Animal, 3 HD)
19	Tiger
20	Wolf

You gain those qualities of the animal for the duration of the power, with commensurate physical changes to your body. For example, if your animal is a grizzly bear, and you choose to gain their attacks and damage, your arms will transform into bear arms and your face will become a hybrid of bear and your own race, to give you the necessary equipment to claw, claw, and bite.

The maintenance cost of this power is 4 PSPs, plus 2 PSPs for each quality gained beyond the first. For example, a manifester who chooses to gain both the Armor Class and the attacks and damage of their animal must pay 6 PSPs/round to maintain the power.

(Note to Judges: Some of these are significantly more powerful than others. The table is provided as legacy support and as a place to get started; it is recommended that you select an animal that fits the character and has an appropriate power level yourself.)

Complete Healing.
Difficulty 6   Range Self
Initial Cost 30   Maintenance Cost N/A
Prerequisite: Cell Adjustment

The manifester who has mastered the Complete Healing power can heal himself completely of all aliments, wounds, and normal diseases. He must place himself in a trance for 24 hours to accomplish this healing; the trance is deep, and cannot be broken unless the manifester loses 5 or more hit points. At the end of the 24 hour period, the manifester wakes, restored to complete health (as though Regeneration had been cast on him) except for the 30 PSPs he used to manifest this power.

If the manifester's power check fails, he awakens after 24 hours and realizes that he has not healed at all, not even the natural healing he would have received for a day of rest.

Death Field
Difficulty 6   Range Self
Initial Cost 20   Maintenance Cost 0/round
Prerequisite: Life Draining

The horrifying Death Field power allows the manifester to destroy the life force of every living thing within 30 feet of him. Unfortunately, this includes himself.

At the time of manifestation, the manifester may choose how much damage this power deals in d8's, up to a maximum of 1d8 per level. (Thus, a 14th level manifester may choose to do 1d8, 10d8, or 14d8, and so on.) Damage is rolled once per round on the manifester's initiative, and every creature in the area suffers that much damage (as noted, this includes the manifester), for as long as the manifester maintains concentration. Note that damage taken from a manifester's own Death Field does not break his concentration.

Energy Containment
Difficulty 6   Range Self
Initial Cost 12   Maintenance Cost n/a

When a manifester who knows the Energy Containment power is attacked by an elemental attack (acid, cold, electricity, or fire) that allows a saving throw, they may be able to reflexively absorb it. The manifester may attempt to manifest Energy Containment in place of making a saving throw. If they successfully manifest the power, they take no damage from the attack. If they fail to manifest it, they are treated as if they failed their saving throw.

When a character absorbs energy, he radiates visible light for a number of rounds equal to the points of damage he absorbed. The glow is definitely noticeable, but it is soft, and illuminates only an area with a 2-yard radius. If Energy Containment is manifested again before all of this energy has dispersed (and the glow faded), the remaining energy detonates, and the manifester suffers the damage. For example, a psionicist manifests Energy Containment and absorbs 20 points of fire damage. Five rounds later, he is caught in a much larger Fireball, and

decides to manifest Energy Containment again. If he successfully manifests it, the stored energy immediately detonates, dealing him 15 points of fire damage. (The power would then have its normal effect against the new source of damage, the giant Fireball in this case.)

Life Draining
Difficulty 4   Range Touch
Initial Cost 12   Maintenance Cost 6/round

A manifester who knows the Life Draining power can absorb health from another creature. He must touch the creature to be drained from (requiring an attack throw if the target is unwilling), and must concentrate to maintain the power thereafter. If the target moves more than 60' away from the manifester, the power ends, even if he had maintained concentration and continued to pay the maintenance cost.

While the draining continues, the target suffers 1d6 points of damage per round and the manifester regains hit points equal to the damage dealt.

Metamorphosis
Difficulty 6   Range Self.
Initial Cost 20   Maintenance Cost 10/turn.
Prerequisite: Animal Affinity

This science resembles polymorphing, but it has a much wider application. The manifester can change himself into anything with roughly the same mass as his body; a wolf, a condor, a chair, a rock, a tree. While in another form, he retains his own hit points and attack throw value, but gains the armor class, physical characteristics, and attack modes of the new form, if applicable. (A rock has a good armor class, but no attack modes or ability to move under its own power. A rock with legs is, however, a legal thing to metamorphose into.)

The manifester may continue to change into other forms while maintaining the power, but each change requires a minimum of one full round of concentration, and may require much longer as determined by the Judge (altering

oneself from a rock to a tree is more difficult than altering from a human to an elf). In general, it will take one round to transform from one creature of the same type to another, five rounds to change to a different kind of creature, one turn to change from a creature to an object, and two or more turns for extremely complicated transformations (such as a rock with legible writings carved into it).

Shadowform
Difficulty 5   Range Self
Initial Cost 12   Maintenance Cost 3/round
Prerequisite: Ectoplasmic Form

The Shadowform power allows the manifester to transform himself into living shadow, along with his clothing, armor, and up to 2 stone per level of carried equipment. He can blend perfectly into shadow and travel with a movement rate of 120'. However, he can only travel through darkness and shadow; areas of bright light are impassable.

While in shadowform, the manifester is invisible, and can be detected only by those means which would detect an invisible creature. He is also incorporeal, and cannot harm anyone physically (nor be harmed by them) or manipulate any corporeal object, but he can use any psionic power that does not require him to interact with a material object normally. (Telekinesis would be fine, but Graft Weapon would not.)

Psychometabolic Devotions

Absorb Disease
Difficulty 1   Range Touch
Initial Cost 12   Maintenance Cost N/A

A manifester who manifests the Absorb Disease devotion may touch a creature suffering from a nonmagical disease and cure that disease. For them, anyway; he himself is infected with the disease in their place.

(This devotion is most commonly used by manifesters who know the science Complete Healing.)

Adrenalin Control
Difficulty 2   Range Self
Initial Cost 6   Maintenance Cost 3/round

The manifester who can control his own adrenalin can increase his strength to that of an ogre temporarily, gaining a Strength score of 18 for the duration. This grants him a +3 bonus on attack throws and damage rolls, as well as all other benefits of an 18 Strength.

Aging
Difficulty 3   Range Touch
Initial Cost 6   Maintenance Cost N/A

With the Aging power, a manifester can age a living creature they touch by 1d4 years. (x1.5 for dwarves or gnomes, x2 for elves and similarly long-lived races.) This aging is much more gentle than other, similar but more powerful, effects; there is no chance of any adverse effect (such as sudden death) occurring except those that may occur as a direct result of the target's age increasing. (If, for example, their age is increased past the base maximum for their race, they are affected exactly as if that had occurred naturally. On the other hand, if someone is aged from 20 to 21, they are merely a year older with no other effects.)

Biofeedback
Difficulty 2   Range Self
Initial Cost 6   Maintenance Cost 3/round

The Biofeedback power allows the manifester to control their own body on a low enough level to assist them in combat. By cushioning vulnerable places with additional blood, or by flexing muscles, Biofeedback increases the manifester's AC by 1 point and causes him to suffer only half damage from nonmagical weapons (both missile and melee).

Body Control
Difficulty 2   Range Self
Initial Cost 6   Maintenance Cost 6/turn

This power allows a manifester to adapt his body to a hostile environment. The change must be keyed to a specific surrounding (usually one that the manifester is in or planning to enter soon), such as water, acid, extreme heat, extreme cold, etc. If the power is successfully manifested, the manifester not only survives, he fits in like a native organism. He can breathe and move normally, and he suffers no damage simply from being in that environment.

An attack in any form does not constitute an environment. A manifester adapted to subarctic temperatures is still vulnerable to a cone of cold as normal.

Body Equilibrium
Difficulty 1   Range Self
Initial Cost 2   Maintenance Cost 2/round

The Body Equilibrium power allows a manifester to adjust the weight of his body to adapt to whatever surface he is standing on. Thus he can walk on water, quicksand, or even a spider's web without breaking through, though he moves at half speed when walking across water or any other liquid. If he is falling when he manifests this power, he will fall at only 120 feet per round, slow enough to escape injury.

Because of his lightness, the manifester is treated as a Tiny creature for the purposes of Gust of Wind, Project Force, or similar effects while this power is active.

Body Weaponry
Difficulty 2   Range Self
Initial Cost 6   Maintenance Cost 3/round

Body Weaponry allows the manifester to convert one of his arms into a weapon. Any one-handed melee weapon may be so created. His arm is converted into wood or metal as appropriate for the weapon, and behaves in every respect like a normal weapon of the chosen type, except that it cannot be disarmed or otherwise stolen from the manifester. (This does make the manifester's arm vulnerable to such spells as warp wood and such attacks as a rust monster; if the manifester's arm is destroyed while it is a weapon, it will not regenerate when the power ends. It is recommended that you not alter your arm into a metal weapon when facing a rust monster.)

Spider's Leap
Difficulty 1   Range Self
Initial Cost 4   Maintenance Cost N/A

A manifester who manifests this power may make a single mighty leap. He may leap up to 10' vertically and 30' horizontally from a standing start. In addition, during this leap, he suffers no damage for falling up to 60'; if he falls further than 60', treat the fall as 60' shorter.

Cause Decay
Difficulty 2   Range Touch
Initial Cost 8   Maintenance Cost N/A

The Cause Decay power allows a manifester to destroy an inanimate object touched, up to 5' by 5' by 5'. Note that the entire object must be no larger than 5' on a side; this power cannot be used to destroy part of a larger object. An unattended object receives no saving throw. An object currently being wielded requires the manifester to make a successful attack throw to touch it. After a successful touch, a nonmagical item is destroyed; a magical item allows the wielder to make a saving throw vs Death, and if successful, the item is unaffected.

An item destroyed by this power decays into nothingness and is disintegrated.

Cell Adjustment
Difficulty 3   Range Touch
Initial Cost Up to 20; see text   Maintenance Cost Up to 24/round; see text

Cell Adjustment allows the manifester to heal wounds and cure nonmagical diseases. Only one of the two functions may be performed each time the power is manifested.

Attempting to cure a disease incurs an initial cost of 20 PSPs. Maintenance is not possible; the disease is either cured with a successful manifestation, or the manifester fails and it is not cured, though he may try again.

Healing wounds (restoring HP) incurs an initial cost of 6 PSPs, and immediately heals the target 1 hit point. The manifester may then spend up to 24 PSPs per round, to restore one hit point per 4 PSPs expended.

Cell Adjustment does not use positive energy and cannot be used to damage undead.

Chameleon Power
Difficulty 1   Range Self
Initial Cost 4   Maintenance Cost 4/turn

The manifester who manifests this power can blend into his surroundings, to the point of becoming nearly invisible. He gains a +8 bonus to throws to hide in shadows, and can always hide in shadows on a throw of 12+ even if he has no other ability to do so.

Chemical Stimulation
Difficulty 2   Range Self
Initial Cost 6   Maintenance Cost 3/round

The Chemical Stimulation power allows the manifester to secrete a powerful acid from his hand. Any object that he holds in his hand will be damaged, and be destroyed after three full rounds in his grasp.

In addition, any creature touched by the manifester (requiring an attack throw) will suffer 1d4 points of damage, and must make a successful saving throw vs Poison or be crippled by pain (helpless) for 1d4+1 rounds.

Displacement
Difficulty 2   Range Self
Initial Cost 6   Maintenance Cost 3/round

The manifester who manifests this power appears to be slightly off from his true location. The result is that he gains a +2 bonus to Armor Class and saving throws.

Ectoplasmic Form
Difficulty 2   Range Self
Initial Cost 10   Maintenance Cost 8/round

With this power, the manifester converts himself to ectoplasm (a fine-spun, smoky substance). While in ectoplasmic form, the manifester cannot attack (though he may manifest psionic powers that do not require him to interact with the physical world). He may move 30' per round, and can flow below doors and through any other space that is not airtight. While in ectoplasmic form, the manifester has an AC of 11 and is immune to nonmagical weapons.

Enhanced Strength
Difficulty 3   Range Self
Initial Cost 8   Maintenance Cost 4/round

When he manifests this power, the manifester vastly increases his strength. His attacks deal double normal damage. In addition, he may hurl boulders up to 100' for 2d6 damage, and gains a +8 bonus to open doors. The Strength bonus granted by this power may not be stacked with any other powers or magical effects which enhance strength, but it does stack with a manifester's natural strength.

Expansion
Difficulty 1   Range Self
Initial Cost 6   Maintenance Cost 1/round

The manifester who manifests this power can expand his own body proportions in any dimension; height, length, width, or thickness. He may expand any or all of these dimensions by up to 50% (of normal) each round, to a maximum of triple normal size (taking a minimum of four rounds).

An expanded character gains a bonus to his throws to open doors (+4 per 100% size increase) due to increased leverage, but does not deal any additional damage as his strength has not actually increased.

Flesh Armor
Difficulty 2   Range Self
Initial Cost 6   Maintenance Cost 4/round

Manifesting this power transmutes the manifester's skin into a protective substance, granting him AC 7. If he is wearing armor, the benefit of Flesh Armor replaces that of his armor (thus, if a manifester is wearing leather and normally has AC 2, manifesting Flesh Armor grants him AC 7, not AC 9.)

The protection granted by Flesh Armor weighs nothing, has no magnetic properties, and in no way encumbers the manifester.

Graft Weapon
Difficulty 3   Range Touch
Initial Cost 8   Maintenance Cost 1/round

A manifester who manifests the Graft Weapon power melds the touched one-handed melee weapon into his arm. The weapon becomes an extension of his arm, granting him bonuses to attack throws and damage rolls of +1, plus an additional one per five levels of experience (to a maximum of +3 at 10th level or higher).

If a magical weapon is grafted, the bonus is instead only an additional +1 to attack throws and damage rolls.

While this power is being maintained, as may seem obvious, the manifester has only one hand.

Heightened Senses
Difficulty 3   Range Self
Initial Cost 6   Maintenance Cost 1/round

This power allows the manifester to heighten all five of his senses, with the following effects.

- He may see 100 times as far as normal, and suffers only a -1 penalty to attack throws at medium range and -2 at long range.
- He may track groups by scent, as if he had the Tracking proficiency.
- He gains a +4 bonus on throws to hear noises and detect secret doors.
- He may notice secret doors that he passes by on a roll of 18+.
- He gains a +1 bonus to avoid surprise.

Immovability
Difficulty 1   Range Self
Initial Cost 4   Maintenance Cost 2/round

A manifester who manifests this power greatly resists being moved. A Strength throw of 30+ is required to forcibly move him (this Strength throw is modified as if it were a throw to open doors).

A manifester who is currently immovable cannot be forced back or knocked down.

Lend Health
Difficulty 1   Range Touch
Initial Cost 4   Maintenance Cost N/A

The Lend Health power allows the manifester to heal others by expending his own life force. He may transfer up to 10 hit points each time he manifests this power (taking up to 10 damage and healing the target by an equal amount).

Lend Health does not use positive energy and cannot be used to damage undead.

Mind over Body
Difficulty 3   Range Touch
Initial Cost 2   Maintenance Cost 10/day

The Mind over Body power allows the manifester to suppress his need for food, water, and sleep. So long as he maintains the power and meditates for a minimum of one hour per day, he suffers no ill effects for the lack of any of these three things. The manifester may maintain this power for a maximum of one day per level, or five days, whichever is more.

When this power ends, the manifester collapses in exhaustion, and must have complete bed rest, along with appropriate food and water, for a duration equal to twice the duration he spent maintaining this power.

The manifester may extend this power to others as well. To do so, he must pay an additional 10 PSPs per person for each day, and must spend an additional hour of meditation per day for each person beyond the first. Each person being aided must be in physical contact with the manifester during the entire period of meditation. When this power ends, all persons being aided are exhausted just as the manifester is.

Reduction
Difficulty 1   Range Self
Initial Cost 6   Maintenance Cost 1/round

The Reduction power allows a manifester to shrink himself to tiny size, the reverse of expansion. He may shrink to as small as six inches tall. If he remains motionless while smaller than one foot in height, he can avoid being spotted with a throw of 3+ on d20. When his height is below two feet, he can only deal normal damage to opponents less than or equal to twice his height; larger opponents suffer only 1 point of damage per successful hit.

Share Strength
Difficulty 3   Range Touch
Initial Cost 6   Maintenance Cost 3/round
Prerequisite: Enhanced Strength

The manifester who manifests this power enhances the strength of the touched creature at the expense of his own. The touched creature has their strength vastly increased (as per Enhanced Strength), while the manifester becomes as weak as a pixie. He may carry no more than 5 stone of weight, and may deal no more than 1 point of damage with any successful attack for the duration.

Suspend Animation
Difficulty 3   Range Touch
Initial Cost 12   Maintenance Cost N/A

The manifester using this power can place himself or another willing creature touched into a state of suspended animation for a length of time at most equal to one week per level. When using the power, he declares how long it will be until he wakes.

The target of this power cannot be prematurely woken except by dispelling the power. The target is unconscious (as if asleep). While in suspended animation, the target's physical state completely mimics death to any observer (although magical or psionic detection of life or thoughts or the like will reveal that the creature is alive). Damage inflicted to a creature in this state is reduced by 50%, and poison, paralysis, or energy drain attacks are ineffective. However, any poison that retains its effective duration after the power ends will affect the creature upon waking (though this poison would have to be applied very near the end of the power to have any chance of lasting that long). The creature does not need to eat, drink, or breathe while in suspended animation.

Psychoportation

Some Psychoportation powers create a rapid travel ability that may not be suitable for all campaigns or settings. The most egregious of these offenders are Teleport and Wormhole. A Judge should feel no qualms about informing his players that such powers are not accessible in his campaign. If such a power is a prerequisite for a power that the Judge feels is appropriate, simply allow the power without the prerequisite.

Psychoportive Sciences

Banishment
Difficulty 5   Range 60'
Initial Cost 12   Maintenance Cost 6/round
Prerequisites: Pocket Dimension

The Banishment power allows the manifester to hurl a targeted creature into a pocket dimension. The creature to be targeted must have no more than two HD per level of the manifester, and is entitled to a saving throw vs Spell. If it fails the save, it will be banished for as long as the power is maintained.

While banished, the creature cannot affect anything but itself and cannot be affected by anything but itself. If it has abilities that it would like to use while banished (for example, a banished cleric may heal themselves), time passes at the same rate inside the pocket dimension as outside, allowing them to take one action per round as normal. When the manifester ceases to maintain the power, the creature will return to the exact location it left, unless that location has changed. If the location is occupied or has become otherwise unsafe (for example, digging a pit below it, lighting it on fire, etc.), the creature will return to the nearest unoccupied safe location. (When multiple locations are equally valid, determine the exact return point randomly.)

Dimensional Screen
Difficulty 6   Range Self
Initial Cost 12   Maintenance Cost 12/round
Prerequisites: Dimensional Door

 The Dimensional Screen power allows the manifester to surround himself at a radius of 5' with a protective screen. Almost any matter or energy which touches this screen from the outside is teleported to the other side of the manifester. Almost any matter or energy which touches the screen from the inside is destroyed. The screen will permit the passage of light and air, as well as anything carried on air (that is to say, the screen does not filter the air, and will provide no protection against poisonous gases).

The result of this screen is to provide the manifester immunity to all attacks which are not based on light, air, or are purely mental; they are teleported past him as if he did not exist. However, he also may make no attack which is not based on light, air, or is purely mental.

Probability Travel
Difficulty 6   Range Touch
Initial Cost 20   Maintenance Cost 10/turn/creature
Prerequisites: Dimension Walk

Probability Travel is almost identical to the Dimension Walk devotion, excepting that the manifester may bring along up to one creature per level. The maintenance cost is based on the number of creatures traveling, including the manifester (thus, a manifester bringing along two creatures would need to pay 30 PSPs/turn maintenance.)

The power is otherwise identical to Dimension Walk (below).

Summon Outer Creature
Difficulty 5   Range 10'
Initial Cost 12   Maintenance Cost 6/round
Prerequisites: Teleport

The Summon Outer Creature allows the manifester to reach outside the bounds of his current reality to bring back a creature from elsewhere. The creature summoned must have no more HD than twice the manifester's level, to a maximum of 18 HD, and may have no more than three special abilities.

If the Judge desires, a specific list of creatures to summon may be created. If not, any elemental or fantastic creature is appropriate. Creatures from outside may appear normal, or may appear as horrors, at the Judge's discretion.

The manifester must concentrate to control the creature, which appears within 10' of him. Should he lose concentration, the creature will seek to attack him. (This is less of a threat than it appears, as the manifester may simply stop maintaining the power and the creature will disappear.)

Summon Elemental Energy
Difficulty 6   Range 0'/Touch (See text)
Initial Cost 20   Maintenance Cost Varies
Prerequisites: Teleport

The Summon Elemental Energy power allows the manifester to call forth an idealized incarnation of an element of his choice. Each of the four elements has its own manifestation.

Air - The energy of air comes forth as a great blast of wind that affects all creatures in a cone 40' long and 20' wide from the manifester. The effect depends on the size of the creature. Tiny creatures (the size of a house pet or smaller) are knocked down and rolled 1d4x10', 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 wind, or if flying are knocked back 1d6x10' feet. Man-sized creatures are unable to move forward against the force of the wind, or if flying are knocked back 1d6x5' feet. Creatures of ogre size or larger may move normally within a gust of wind. In addition, the blast of wind deals 3d6 points of damage to creatures caught within it regardless of size. A successful saving throw vs Blast negates both the damage and any buffeting effects the wind might have.

Missile attack throws within or through a gust of wind are at a -4 penalty, as are proficiency throws to hear noise. The force of the gust automatically extinguishes any candles, torches, or other unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly, with a 50% chance of being extinguished. A gust of wind will also do anything that a sudden blast of 50mph wind would be expected to do, such as fan a large fire, overturn delicate awnings, create a spray of dust, or blow vapors out of range (Judge's discretion).

Earth - The energy of earth forms a wall of stone where the manifester touches the ground. He must touch the ground, and the wall grows out of it. The wall is 1' thick, 15' tall, and 50' wide. The wall will last as long as the manifester maintains it, at a cost of 2/round.

Water - The energy of water forms a wall of water, appearing much as a tsunami, that appears in front of the manifester and moves away from him at 20'/round. The wall is 60' wide and 10' high. Any creature that the wall passes through must save vs Blast or be caught up in the wall and dragged along for one round. A creature being dragged along may take no action. After one round of being dragged along, the creature will be left behind; they will be prone, but able to take actions normally. The wall lasts so long as the manifester maintains it, at a cost of 10/round.

Fire - The energy of fire manifests as a line of flame, 60' long and 5' wide, emanating from the manifester's outstretched hand. It deals 1d6 damage per level of the manifester, to a maximum of 7d6. Creatures caught in the flame are entitled to a save vs Blast for half damage.

Teleport
Difficulty 5   Range Touch
Initial Cost 24   Maintenance Cost N/A
Prerequisites: Dimension Slide, Summon Object

By means of the Teleport power, the manifester may transport the touched creature to a designated destination, which may be any distance away. When the power works properly, the transported creature, carrying up to its full encumbrance load, will arrive at ground level in a suitable open place. If transporting an unwilling target, it is entitled to a saving throw vs Spells to avoid teleportation. The chance of the teleportation working correctly will depend on how familiar the manifester is with the location and layout of the destination; the greater familiarity, the more likely success.

A "very familiar" place is one the manifester has been often, such as his home. Places that are "studied carefully" include those known well, either because the manifester can currently see it, he has been there often, or has used other means (such as Clairvoyance) to study the place for at least one full hour. Places that are "seen casually" are those that the manifester has seen more than once, but which he is not very familiar. Places that are "viewed once" include any that the manifester has seen a single time.

Familiarity	On Target	Off Target	Lost
Very familiar	01-95	96-99	00
Studied carefully	01-80	81-90	91-00
Seen casually	01-50	51-75	76-00
Viewed once	01-30	31-65	66-00

A creature arriving "On Target" arrives in the desired location. A creature arriving "Off Target" arrives 1d10 * 10 feet away from the target in a random direction (including above and below); should this location be occupied by solid matter, the creature is instantly killed. If they appear mid-air, they fall as normal. A creature "Lost" simply does not arrive at all; it is not known what occurs to them. Note that the manifester cannot intentionally teleport himself or another creature into thin air, off target, or into solid matter.

Timeless Body
Difficulty 6   Range Self
Initial Cost 4   Maintenance Cost 20/round
Prerequisites: Time Shift

When this power is manifested, the manifester's body is locked in time. He cannot be affected by any means or effect; anything that would cause a change in his body or mind does not occur. He may move or pick up items as normal, but may not be moved by any force other than his own locomotion (including his own powers or those of other allies).

However, these effects are merely delayed, not prevented. So long as he continues to maintain this power, they remain deferred; when he ceases to maintain this power, all such deferred things affect him at once. Thus, continue to note anything that occurs to the manifester.

As an example, a manifester is severely wounded (seven hit points remaining) and manifests this power in hopes of making it to healing before he dies. Over the course of the next few rounds, he is struck by an ogre for 11 points of damage, targeted by a hold person spell (against which he fails his save), and manifests the Teleport power in an attempt to flee to his stronghold where his henchman will (hopefully) find a healer for him. None of these affect him or change him in any way; he is still conscious, he is not paralyzed, and he does not teleport anywhere. The next round, he ceases to maintain the power, and all deferred effects occur simultaneously; he takes 11 points of damage, is paralyzed, and teleports to his stronghold, where he arrives paralyzed and with -4 hit points. Hopefully his henchmen will realize that he is dying and not just paralyzed!

Wormhole

Difficulty 6   Range Touch
Initial Cost 30   Maintenance Cost 10/round
Prerequisites: Dimensional Door, Teleport

The Wormhole power allows the manifester to combine the effects of a Dimensional Door and a Teleport. It creates a portal in thin air adjacent to the manifester. Any willing creature passing through this portal is instantly transported to the portal's destination, up to 100 miles distant, if the Wormhole functions properly. The Wormhole's teleportation effect has an identical chance of error to the Teleport power (see above).

The Wormhole is of sufficient size to permit one man-sized creature per level of the manifester to pass through each round. (An ogre-sized creature counts as two man-sized creatures, giant-sized creatures as six. Elephant-sized or larger creatures count as 24 or more man-sized creatures, and can never fit through a Wormhole.) Any creature which passes through the Wormhole is dazed and may take no action for 1 turn, though they may still defend themselves and are not helpless.

Psychoportive Devotions

Acceleration

Difficulty 2   Range Self
Initial Cost 6   Maintenance Cost 3/round

By means of the Acceleration power, the manifester speeds himself up, allowing him to move faster and attack more frequently. His movement rate is doubled, and he may make an additional attack each round for as long as the power is maintained.

His ability to manifest powers or use items is unchanged.

Deceleration

Difficulty 2   Range 30'
Initial Cost 6   Maintenance Cost 3/round

The reverse of the Acceleration power, the Deceleration power allows the manifester to slow down a targeted creature. The target is entitled to a saving throw vs Spells; if successful, the power has no effect. If failed, they move at 1/2 speed and may only make half as many attacks per round for as long as the power is maintained. (For creatures with only one attack, this means that they may attack only every other round.)

Dimensional Door

Difficulty 3   Range 10'
Initial Cost 12   Maintenance Cost 6/round

The Dimensional Door power allows the manifester to create a pair of linked portals. One such portal opens within 10' of him, and the other portal opens anywhere within 120' of him. The portal is of sufficient size to allow only a single man-sized creature to pass through each round. Any creature which passes through one portal comes out the other portal.

Any creature which passes through a portal is disoriented, and can take no action for 1 round. (They may still defend themselves and are not considered helpless.) The manifester must concentrate to maintain the portals. If he loses his concentration, both portals disappear at the end of the round. (This does mean that a manifester may travel through his own dimensional door, but it will disappear at the end of the round he uses it.)

Dimension Slide

Difficulty 2   Range Self
Initial Cost 8   Maintenance Cost N/A

The Dimension Slide power allows the manifester to teleport a short distance, no more than 10'. Unlike the vast majority of psionic powers, this power does not require a full round to manifest and need not be declared before rolling initiative. In fact, it may be manifested

in place of movement for the round; the manifester may attack after teleporting.

If the manifester teleports behind a creature, the effect is identical to a successful Acrobatics proficiency throw, allowing the bonuses for attacking from behind.

The manifester must remain on the same horizontal plane he started on via this teleport. (In other words, he cannot teleport up or down; only horizontal movement is allowed).

Dimension Walk
Difficulty 3   Range Self
Initial Cost 12   Maintenance Cost 6/turn

With dimension walk, a manifester can travel from place to place in his own dimension by piercing other dimensions at right angles. This allows him to travel much more rapidly than he can normally, as well as being much safer in an ideal situation. However, it is quite easy to get lost, and the manifester may not bring anyone with him.

After manifesting the Dimension Walk power, a manifester finds himself engulfed by an inky greyness that is virtually without features. The effect is one of extreme sensory deprivation. The manifester may travel through this grey realm at a speed of up to 7 leagues (21 miles) per turn. He cannot see where he is or where he is going when in this realm, and has only his instincts to guide him. He must make a Navigation throw of 22+ each turn, modified by Wisdom as if he was attempting to open a door (that is, +4 to the throw for each point of Wisdom modifier). If he has the Navigation proficiency, he receives a +4 bonus as normal. Similarly, the Radial Navigation clairsentience power will assist as normal. If he succeeds in all Navigation throws called for over the course of this power, then when he steps out of it, he will find himself at his chosen destination. If he fails one or more, however, the Judge will select his location within a radius based on the number of failed throws and his travel speed. For example, if the manifester was traveling at the maximum rate of 7 leagues (21 miles) per turn, and he

failed a single Navigation throw, he may have ended up anywhere within a 21 mile radius of his destination. If he failed two, he is within 42 miles of his destination, and so on.

It is up to the manifester to determine his location when he exits; this power does not assist him in any way. Aside from getting lost, dimension walking is completely safe.

Dream Travel
Difficulty 3   Range Self
Initial Cost Special   Maintenance Cost N/A

Dream Travel is a powerful but unreliable means of getting from point A to point B. On the other hand, if all you desire is to get from "here" to "away", it is excellent at that. The manifester may even take other creatures with him, although doing so is more difficult than traveling alone.

To use Dream Travel, the manifester must be asleep, and must declare an intended destination within 500 miles. The Dream Travel power has an initial cost of 1 PSP/10 miles to the intended destination, or 10, whichever is larger. If the manifester fails his power throw, he sleeps through the night and must attempt again the next time he sleeps. If he succeeds in his power throw, he begins fashioning a dream that involves traveling from his present destination to his intended destination.

As the manifester travels in his dream, his mind reaches out to dreamers nearby, using them almost as handholds to pull himself along. This is both the power and the risk of dream travel, as their dreams will influence his own, and will almost certainly alter his destination in some way. The manifester must fight to maintain control of his dream and stay on target.

For each hex containing a significant population of living creatures between the manifester and his intended destination, the manifester must make a saving throw vs Spells. A failed throw indicates that the dream travel has been taken over by the dream of a creature living in that hex, and the manifester (and his party) will wake

up somewhere inside that hex instead of in his intended location. What constitutes a significant population is up to the Judge, but in general, any hex that is not a barren wasteland is likely to contain a population significant enough to affect this power.

Should the manifester wish to take passengers along, he suffers a -1 penalty to his power throw for each passenger. In addition, the saving throw vs Spells to pass by a hex with a significant population must be made against the worst target value of all those traveling.

Duo-Dimension
Difficulty 2   Range Self
Initial Cost 8   Maintenance Cost 4/round

With this power, the manifester may become two-dimensional, possessing height and width, but no depth. The primary advantage of this lies in the fact that he no longer exists from the side, and is thus immune to any attacks and spells originating from those directions, as well as being invisible from those directions. He may travel through the thinnest of cracks, so long as there is sufficient vertical clearance.

The manifester may move and attack as normal, and has no resistance to attacks originating from the front or back. While two-dimensional, he suffers double damage from any successful attack.

Pocket Dimension
Difficulty 3   Range 10'
Initial Cost 12   Maintenance Cost 4/turn

This devotion allows the manifester to create a small storage area in extradimensional space. The storage area is a cube 5 feet on a side, and can contain any amount of weight that will fit in the space provided. It is accessed by a glowing doorway or hatch; the manifester may reshape the doorway to allow various items to fit through, but it can never be more than five feet on a side. When closed, the access point is invisible.

The access point always remains in the same place relative to the manifester, much as a floating disk does. It floats in the air at the height of his chest, approximately two feet away (allowing him to reach in comfortably). Objects in the storage space have no weight while stored there. When the manifester ceases to maintain the power, all of the objects contained in the storage space appear, centered around the location of the access point.

Shadow Walk
Difficulty 3   Range 90'
Initial Cost 8/16   Maintenance Cost N/A

By means of the Shadow Walk power, a manifester may step into one shadow and emerge from any other shadow within range. If he can see the shadow he wishes to emerge from, this power's cost is 8 PSPs; if he cannot see it, the cost is 16 PSPs.

This power is ineffective in bright daylight or deep darkness. The manifester may only step into a shadow at least the size of his own body. It is most effective in twilight or a dungeon lit by flickering torchlight.

Skate
Difficulty 1   Range Touch
Initial Cost 4   Maintenance Cost 2/round

The touched creature skates along the ground with little to no friction; only enough to allow them to retain control of their movement. They may move at double their normal speed, and ignore any effects of terrain so long as the terrain remains solid and no more than one-half an inch in height. (Thus, a skating creature would ignore the effects of pebbles and gravel on the ground, but would remain susceptible to caltrops or large chunks of rubble.)

Spatial Distortion
Difficulty 2   Range 90'
Initial Cost 8   Maintenance Cost 4/round

The Spatial Distortion power allows a manifester to compress or expand space within the area of effect (a cube 20' on a side). He may either double the space or halve it, such that the 20' cube could become 40' or 10'.

In order to be affected, an object must be entirely within the area of effect. The transition in or out of the area of effect is unnoticeable, except for its effects.

Possible uses of this power include widening a chasm to prevent enemies from leaping it (or shortening it to allow allies to leap it), widening an area to allow a fireball to strike more enemies, or widening an area to create a feast larger than your grand hall has space for.

An example of the effects this could have is with the fireball spell. A manifester targets an area to widen it, making a 20' cube 40' on a side. To all creatures outside the area, this is still a 20' cube, but to those creatures inside the area, it is a 40' cube. The enemies thus form up at what is a normal density to them, but is double the density from the perspective of those outside. A wizard then casts a fireball into what is, to him, a 20' cube; because he is outside the area, the spatial distortion does not affect him, and his fireball affects the entire cube.

(Note: This power can be extremely confusing to adjudicate. Ask your Judge for permission before selecting it.)

Stop
Difficulty 3   Range 30'
Initial Cost 8   Maintenance Cost 4/round

The Stop power allows the manifester to negate the movement of the targeted humanoid creature (as Hold Person) entirely, paralyzing it. The targeted creature is entitled to a saving throw vs Paralysis to negate the effect.

Summon Object
Difficulty 1   Range 30'
Initial Cost 4   Maintenance Cost N/A

The Summon Object power allows a manifester to target an unattended object within range and summon it to his hand. Different manifesters will have different manifestations of this power; one manifester may cause the object to fly through the air into his hand, while another may teleport the object. In either case, the effect is the same; the object is in the manifester's hand.

Any object to be summoned must weigh no more than two stone.

Teleport Trigger
Difficulty 3   Range Self
Initial Cost 12   Maintenance Cost 6/hour
Prerequisites: Teleport

The Teleport Trigger power allows the manifester to specify a situation or event in which he will automatically manifest the Teleport power. At the time he manifests this power, he must declare both the trigger itself and the destination of the Teleport. The trigger must be very specific, and the Teleport will not occur unless the manifester is aware that the trigger has been met. (For example, "When a nearby volcano erupts" would not teleport the manifester unless he is aware that a nearby volcano has erupted. If he is unconscious, for example, he would be unaware no matter how near he is.)

When the trigger is met, the manifester automatically attempts to manifest Teleport. If he succeeds in his power throw, he teleports away. If he fails, the Teleport Trigger is expended without effect. He must additionally pay the full normal cost for Teleport; if he has insufficient PSPs, the Teleport Trigger is expended without effect.

Time Shift
Difficulty Special   Range Self
Initial Cost Special   Maintenance Cost N/A

By means of the Time Shift power, the manifester can travel through time. However, it is a limited form of time travel, and restricted to the one direction that everyone can already travel through time; into the future.

The manifester may travel one, two, or three rounds into the future. The Time Shift power has a difficulty equal to the number of rounds traveled, and has an initial cost of 6, 10, or 16 PSPs, as seen in the table below.

Rounds Traveled	Difficulty	Initial Cost
1	1	6
2	2	10
3	3	16

When this power is successfully manifested, the manifester disappears. He appears in the future, with everyone frozen about him, and he may act or move while he waits for time to catch up to him. A manifester who travels one round into the future has one round to set up, a manifester who travels two rounds has two rounds, and a manifester who travels three rounds has three. The manifester is gone for the remainder of the round in which he manifests this power, plus the number of rounds he travels, and reappears at the beginning of the next round. (Thus, a manifester who travels one round disappears for the remainder of the round he manifests it in, then is gone for one full round, then reappears at the beginning of the round after.)

The manifester does not exist for any intervening events before his reappearance and will have no knowledge of them, except what knowledge he can infer from watching the frozen tableau. Nothing that occurs while he is gone can affect him in any way, except by what it might leave behind. (For example, a transmute rock to lava spell would not affect him while he was gone; but the lava is still there when he returns.)

A manifester who uses this power to gain an advantage in combat receives a +4 bonus on his initiative roll the first round he returns, and may attack a creature from behind if he stands behind them waiting to attack and wins initiative, with all relevant bonuses.

Time/Space Anchor
Difficulty 3   Range 360'
Initial Cost 6   Maintenance Cost 3/round

The manifester who manifests the Time/Space Anchor power locks down the area around him and protects it from manipulation via time and space. Any creature within range that wishes to teleport or use any power or spell which affects time (this includes almost every Psychoportation power) must first succeed on a saving throw vs Spell. On a failed save, the spell or power fails without effect.

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.

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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 class 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.

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.

Metapsionics

Metapsionic Sciences

Aura Alteration
Difficulty 5   Range Touch
Initial Cost 12   Maintenance Cost 16/hour
Prerequisites: Aura Sight (Clairsentience)

By means of the Aura Alteration power, a manifester can alter the touched target's aura. An unwilling target is permitted a saving throw vs Spells to negate the effect.

When altering the aura, the manifester may choose what the target will detect as to all forms of magical and psionic detection powers. He may choose to have the target detect either as positive and negative for each of the following.

- Good/Evil
- Dangerous
- Poisonous
- Undead
- Charmed
- Cursed

For example, a manifester may wish to send a charmed guard back into the lair of an evil wizard who is known to be paranoid and might check his guards for charm. The manifester uses Aura Alteration to cause the guard to detect as negative for charmed. When detect charm is cast on the guard, the caster believes that the guard is not charmed.

Reddopsi
Difficulty 5   Range Self
Initial Cost 12   Maintenance Cost 8/round
Prerequisites: Ejection (Telepathy)

By means of the Reddopsi power, the manifester creates a field 20' in radius around him in which psionic powers do not function. Any psionic ability which would enter the field fails. If a creature or item with an ongoing psionic effect that is being maintained enters the field, the effect ends immediately. Psionic effects which do not require maintenance (such as receptacles) are not affected.

The manifester must maintain his concentration to maintain the Reddopsi field; if he ceases to concentrate, he may no longer maintain the power.

Psionic Blast
Difficulty 5   Range 60' long and 20' wide cone
Initial Cost 20   Maintenance Cost N/A

Psionic Blast is one of the five attack modes used to establish contact with an unwilling mind. A cone of psychic energy is blasted out from the manifester, up to 60' long and 20' wide. Any thinking creature in the area must make a saving throw vs Death. If they fail, the manifester establishes contact with the target's mind. Any creatures in the area with which the manifester already has contact must also save vs Death. Failure causes them to lose 80% of their current hit points, but only in their mind. They will pass out when the remaining 20% of their hit points are lost but will suffer no other ill effects. The hit points return (as well as consciousness, if necessary) after six turns.

Tower of Iron Will
Difficulty N/A   Range Self
Initial Cost 6   Maintenance Cost N/A

Tower of Iron Will is one of the five psionic defense modes used to defend a manifester's mind against unwanted contact. At the end of each round in which a manifester has this psionic defense mode active, he may make a power throw. If successful, one tangent is removed from his mind. However, he suffers a -2 penalty to MAC and saving throws against psionic powers.

Metapsionic Devotions

Cannibalize
Difficulty 1   Range Self
Initial Cost 0   Maintenance Cost N/A
Prerequisites: Biofeedback (Psychometabolism)

The Cannibalize power allows the manifester to consume his own health to fuel his psionic powers. He may trade points of Constitution for psionic strength, at the rate of 8 PSPs per point of Constitution. He may not go over his normal maximum PSPs by means of this power.

Points of Constitution cannibalized will heal over time. For each full week of uninterrupted rest the manifester receives, one point of Constitution cannibalized heals.

Convergence
Difficulty 3   Range 60'
Initial Cost 12   Maintenance Cost 6/round
Prerequisites: Mindlink (Telepathy)

The Convergence power allows multiple manifesters to pool their abilities and fight as one. Each manifester must know the Convergence devotion and must successfully manifest it in the same round. All manifesters must be within range of all others to join the Convergence. When the Convergence is formed, one manifester must be declared as the leader.

Once the Convergence has been formed, all PSPs from all participating manifesters are added together to form a single pool. All powers manifested and maintained by any participating manifester draws from this single pool. The power need only be maintained once per round (rather than once per manifester), costing the pool 6 PSPs per round regardless of how many manifesters are part of the Convergence.

Each manifester may still take actions on their turn as normal, but must remain within range of all other participants. Each manifester may manifest any power known by any participating manifester as if they knew it. Any manifester whose base power throw is worse than that of the leader receives a +1 bonus to all power throws they make during the Convergence.

The Convergence may be contacted as if it were a single creature, and any power used against the Convergence with "Contact" as a prerequisite affects all participants. However, the Convergence receives the benefits of all defense modes manifested by all participating manifesters, and the drawbacks only of the one manifested by the leader.

The leader may end the Convergence at any time. Each participating manifester may choose to drop out at any time. Rumors abound of modified versions of this power in which the leader may force participating manifesters to remain in the Convergence against their will.

Disrupt Psionics
Difficulty 3   Range 120'
Initial Cost 8   Maintenance Cost N/A

The Disrupt Psionics power allows the manifester to end ongoing psionic effects within a cube 20' on a side. If Disrupt Psionics is targeted at a creature, all ongoing psionic effects may be canceled. If cast upon an area, all such effects within the area may be canceled. Any effect manifested by a character of equal or lower level than the manifester's level is ended automatically. Those created by higher level manifesters might not be canceled; there is a 5% chance the Disrupt Psionics will fail for each level the spell or effect exceeds the manifester's level. For example, a 10th level manifester disrupting an effect created by a 14th level manifester has a 20% chance of failure.

An effect ended by Disrupt Psionics ends immediately. If it was being maintained, the manifester need no longer pay the maintenance cost.

Ego Whip
Difficulty 2   Range 30'
Initial Cost 4   Maintenance Cost N/A

Ego Whip is one of the five psionic attack modes used to establish contact with an unwilling mind. Ego Whip targets one thinking creature within 30'. After successfully manifesting this power, you must make a power throw against the target's 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
Difficulty 2   Range 60'
Initial Cost 5   Maintenance Cost N/A

Id Insinuation is one of the five psionic attack modes used to establish contact with an unwilling mind. Id Insinuation targets one thinking creature within 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 and suffer no AC penalty and are not helpless.)

Intellect Fortress
Difficulty N/A   Range Self
Initial Cost 4   Maintenance Cost N/A

Intellect Fortress is one of the five psionic defense modes used to defend a manifester's mind against unwanted contact. While it is active, the manifester and allies within 10' of him gain a +4 bonus to MAC. However, the manifester and allies within 10' of him suffer a -4 penalty to saving throws against psionic powers.

Mental Barrier
Difficulty N/A   Range Self
Initial Cost 3   Maintenance Cost N/A

Mental Barrier is one of the five defense modes used to defend a manifester's mind against unwanted contact. While it is active, the manifester gains a +4 bonus to saving throws against psionic powers. However, the manifester suffers a -4 penalty to MAC.

Mind Thrust
Difficulty 1   Range 30'
Initial Cost 2   Maintenance Cost N/A

Mind Thrust is one of the five psionic attack modes used to establish contact with an unwilling mind. It targets one thinking creature within 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.

Mind Blank
Difficulty N/A   Range Self
Initial Cost 0   Maintenance Cost N/A

Mind Blank is one of the five psionic defense modes used to defend a manifester's mind against unwanted contact. While it is active, the manifester gains 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 manifester is asleep.

Psychic Crush
Difficulty 3   Range 120'
Initial Cost 8   Maintenance Cost N/A

Psychic Crush is one of the five psionic attack modes used to establish contact with an unwilling mind. It targets one thinking creature within 120'. After successfully manifesting this power, you must make a power throw against the target's 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 suffers 1d8 points of damage.

Receptacle
Difficulty 3   Range Touch
Initial Cost 50   Maintenance Cost 1/turn

The Receptacle power allows a manifester to store psionic strength in an item. It can be used on one of two kinds of items.

The first kind is an item specially prepared by means of psionic empowerment. Preparing this item is described under Psionic Research (page 74). It will have a storage capacity determined by its empowerment, and the manifester may fill it at the rate of 1 PSP/turn. Some psionically empowered vessels are rechargeable, and some may only be filled to capacity once.

The second kind is a valuable gem. Any gem worth 100 gp or more may be used to store PSPs, and may store 1 PSP for every 100 gp of value, rounded down. (Thus, a gem worth 690 gp may store 6 PSPs.) The gem must be filled to capacity before it can be used, and it cannot be refilled. Like a psionically empowered item, it requires 1 turn to place 1 PSP into the gem. Drawing stored PSPS out of a gem damages it, and this damage is clearly visible to anyone examining it; the gem's value is reduced by 100 GP for each PSP drawn out of it. It crumbles to dust when the last PSP is retrieved.

See Psionic Research (page 75) for full rules on using receptacles.

Thought Shield
Difficulty N/A   Range Self
Initial Cost 1   Maintenance Cost N/A

Thought Shield is one of the five psionic defense modes used to defend a manifester's mind against unwanted contact. While it is active, the manifester gains a +4 bonus to saving throws against psionic powers. However, whenever anyone successfully establishes a tangent on the manifester, they establish an additional tangent.

Clairsentience

Clairsentient Sciences

Aura Sight
Difficulty 5   Range 150'
Initial Cost 12   Maintenance Cost 6/round

An aura is a glowing halo or envelope of colored light which surrounds all living things, invisible to the naked eye. A creature's aura reflects both its alignment and its experience level or HD. When a manifester uses the Aura Sight power, he can see auras. Interpreting an aura requires concentration, however. When using this power, a manifester may examine one aura and learn one fact about it per round. He must make a new power throw each time he wishes to interpret an aura; a failure indicates that he did not learn anything that round. The manifester may learn one of the following facts when he successfully interprets an aura.

- The target's alignment in certain circumstances (see below).
- The target's level or HD, within one of the following bands: 1-5, 6-10, 11-15, 16+.
- The target's current intentions towards the manifester and his allies, in general terms.

When attempting to detect a target's alignment, the manifester will be unable to interpret it unless the target has a particularly strong alignment. It is left to the Judge's discretion what constitutes a strong alignment; an undead or summoned Chaotic creature will always detect as Chaotic. A Chaotic high priest who has just finished sacrificing a unicorn to his dark god will detect as Chaotic. A Chaotic high priest who has not done anything evil recently may or may not detect as Chaotic, at the Judge's discretion.

When detecting a target's intentions, the manifester will not be able to determine any specific plans of the target, but rather the general thrust of their intentions. If the Judge is in doubt, the result of the target's reaction roll is a good place to begin.

Some objects and areas may possess an aura as well. A sinkhole of evil, for example, would have a Chaotic aura that means harm to the manifester (assuming, of course, that the manifester is a living Lawful creature; it might be helpful to him if he were a Chaotic undead creature.) In general, any item or area that would light up a detect evil/good spell will have an aura.

To interpret an aura, the manifester must stare intently at the target for a full round. From a hundred feet away in a crowded room, this is generally not noticeable; the same cannot be said if a manifester attempts to interpret the aura of someone he is in conversation with.

Clairaudience
Difficulty 4   Range Special
Initial Cost 10   Maintenance Cost 5/turn

By means of the Clairaudience power, a manifester creates a sensor that allows him to hear noises as if he were at the location of the sensor. The manifester does not need a line of sight to the target location (though it is easier to manifest this power if he can). The location of the sensor cannot be changed without ending this power and manifesting it again.

Clairaudience does not screen out background noise from the manifester's location; he can hear everything in both places. This can make it difficult to hear what is happening in one location if the other is extremely noisy. Clairaudience also does not give the manifester any inherent ability to understand what he is hearing; if he hears wood scraping on wood, it may be a chair sliding along the floor or anything else.

Clairaudience can be manifested at a variety of ranges, but long ranges make it more difficult to manifest. The following table shows the penalty to the manifester's power throw for various ranges.

Manifester can see the target location	+2
Up to 60 feet	0
Up to 150 feet	-2
Up to 500 feet	-4
Up to 1,000 feet	-6
Up to 1 mile	-8
Up to 5 miles	-10

If the manifester fails his power check by 10 or more, he may not attempt to manifest Clairaudience again for 1d10 hours.

Clairvoyance
Difficulty 4   Range Special
Initial Cost 12   Maintenance Cost 5/turn

By means of the Clairvoyance power, a manifester creates a sensor that allows him to see as if he were at the location of the sensor. The manifester does not need a line of sight to the target location (though it is easier to manifest this power if he can). The location of the sensor cannot be changed without ending this power and manifesting it again.

The manifester can still see through his own eyes while manifesting this power, seeing the images from this power superimposed on his normal vision. For this reason, most manifesters close their eyes while manifesting Clairvoyance. If the manifester needs to see while maintaining this power (for example, being ambushed), he can simply choose to ignore the superimposed images without penalty, but it will then be impossible for him to keep track of the images.

Clairvoyance can be manifested at a variety of ranges, but long ranges make it more difficult to manifest. The following table shows the penalty to the manifester's power throw for various ranges.

Manifester can see the target location	+2
Up to 60 feet	0
Up to 150 feet	-2
Up to 500 feet	-4
Up to 1,000 feet	-6
Up to 1 mile	-8
Up to 5 miles	-10

If the manifester fails his power check by 10 or more, he may not attempt to manifest Clairvoyance again for 1d10 hours. (Thus, if a 14th level manifester with a power throw of 1+ and a +2 Wisdom mod attempts to manifest Clairvoyance at a range of 5 miles, his final modified power throw is 1+ (-2 Wisdom) + 4 (difficulty) + 10 (range) = 13+. If he rolls a 3 or less on his d20, he may not attempt to manifest the power again for 1d10 hours.)

Object Reading
Difficulty 4   Range 60'
Initial Cost 10   Maintenance Cost 5/turn

By means of the Object Reading power, a manifester can read the past of an object that he holds. The information is gained over time, one piece per turn, in the following order. If the manifester ceases to maintain the power, and manifests it again on the same object later, he must begin again from the first piece of information.

- Last owner's race
- Last owner's gender
- Last owner's age
- Last owner's alignment*
- How last owner gained item
- How last owner lost item
- Begin again for the previous owner.

Learning a previous owner's alignment will function as detect good/evil; it will only show a result if the owner was strongly aligned or had specific intentions towards the manifester and his allies. Otherwise, the alignment will be detected as "No strong alignment".

Note that it takes a full hour to learn all available information about a specific owner. If the manifester wants to learn more than a few owners back, even if he can pay the PSPs, after eight owners or so it may become difficult for him to remain awake, at the Judge's discretion.

Precognition

Difficulty 5   Range Self
Initial Cost 24   Maintenance Cost n/a

By means of the Precognition power, the manifester looks into the future to foresee the probable outcome of a specific course of action. This foresight is limited to the near future; no more than 12 hours from the time of manifesting. Further, the manifester must describe the intended course of action in some detail (i.e., "We defeat their army" is insufficient detail; "We flank their army and attack at dawn with a two-pronged assault" is appropriate.)

The DM should make the power throw secretly. If it fails, the manifester is aware that it failed and sees nothing, with one exception; if the power throw is a natural 1, he sees a false vision as determined by the Judge.

If the power check succeeds, the manifester sees the most likely outcome of the actions described. The Judge has liberty in describing the scene and should use the result of the manifester's power throw as a guide in how much detail to include; the higher the roll, the more detail. Even when successful, precognition is not guaranteed; the manifester sees only one possible outcome, albeit the one the Judge believes to be most likely. Anyone who relies on precognition to the exclusion of caution and common sense is asking for trouble.

Regardless of the outcome, precognition is tiring. A manifester who uses this power must rest for at least three turns before he can manifest any other psionic powers.

Recall Death

Difficulty 6   Range 60'
Initial Cost 30   Maintenance Cost N/A
Prerequisites: Recall Agony

The manifester using the Recall Death power forces the target living creature to experience their own death, drawn from the future. (Any creature that is both living and immortal, somehow, is immune; only creatures whose death is inevitable are susceptible.)

A target who fails a saving throw vs Death dies. A target who successfully saves is shaken by the experience, suffering a -2 penalty to attack throws and damage rolls for 1 turn.

Sensitivity to Psychic Impressions

Difficulty 4   Range 60'
Initial Cost 10   Maintenance Cost 4/turn

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

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

The manifester may detect and interpret at most one event per turn. He may also seek for an event up to one year into the past per turn. Thus, if the Judge has determined that one event occurred here last year, one five years ago, and one ten years ago, the manifester would need to maintain this power for thirteen turns to identify all of them. On the first turn, he would seek one year back, and determine that an event occurred. On the second turn, he would identify that event. He would then spend four more turns looking back, finding one five years in the past; a turn to identify it; five more turns looking back; and a final turn to identify, for a total of 1 + 1 + 4 + 1 + 5 + 1 = 13 turns.

True Sight
Difficulty 5   Range 120'
Initial Cost 12   Maintenance Cost 6/round
Prerequisite: Steadfast Perception

The True Sight power allows the manifester to see all things as they truly are. The manifester sees through normal and magical darkness, notices secret doors, sees the exact locations of displaced creatures or objects, sees through normal or magical disguises, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. The range of true sight conferred is 120'.

True sight, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. In addition, the effects of True Sight cannot be further enhanced with known magic or psionics, so one cannot use true sight through a crystal ball or in conjunction with clairvoyance.

Clairsentient Devotions

All-Round Vision
Difficulty 1   Range Self
Initial Cost 4   Maintenance Cost 2/round

While this power is being maintained, the manifester can see in all directions simultaneously. Besides its application with Clairvoyance, this power prevents anyone from sneaking up on, ambushing, or backstabbing the manifester without some form of concealment. However, he cannot avert his gaze from a monster with a gaze attack, and suffers a -4 penalty on his saving throws against gaze attacks. (He could still close his eyes.)

Aura Tracking
Difficulty 2   Range Self
Initial Cost 6   Maintenance Cost 3/turn

This power allows a manifester to track creatures by the traces their auras leave. While he maintains the power, he may track creatures as though he possessed the Tracking proficiency. If he already possesses the Tracking proficiency, he gains a +4 bonus to his proficiency throws (as if he had selected the proficiency an additional time).

Battle Meditation
Difficulty 3   Range 30'
Initial Cost 8   Maintenance Cost 4/round

By sensing the entire state of a battle, the manifester can gain insight and impart that insight to his allies. The manifester and all allies within 30' of him gain a +1 bonus to initiative rolls and AC.

Bone Reading
Difficulty 3   Range Touch
Initial Cost 10   Maintenance Cost 4/turn

By means of the Bone Reading power, the manifester can learn something about the creature whose bone he holds. Obviously, the manifester must have the bone of a deceased creature. If the creature whose bone the manifester holds is currently undead or alive, the power fails.

The manifester may learn one piece of information per turn that he maintains this power. Information is learned in the following order.

- Deceased's race
- Deceased's gender
- Deceased's age
- Deceased's identity
- Deceased's appearance in life
- Deceased's alignment*
- Deceased's date of death
- Deceased's method of death

As with Object Reading, the deceased's alignment may only be detected if it was particularly strong or carried specific intentions towards the manifester and his allies.   It will otherwise return a result of "No strong alignment".

Combat Mind
Difficulty 2   Range Self
Initial Cost 6   Maintenance Cost 3/round

The manifester who manifests the Combat Mind power gains hypercognitive abilities restricted to analysis of combat. He can instantly analyze his opponent's positions, strengths, and weaknesses, and apply that to gain a benefit in combat.

The result is to grant him a +2 bonus to attack throws and damage rolls.

Danger Sense
Difficulty 2   Range 30'
Initial Cost 6   Maintenance Cost 3/turn

The manifester who manifests danger sense is exceptionally difficult to take unaware. While maintained, whenever danger enters the range of this power (30' from the manifester), the Judge makes a power throw (as if manifesting Danger Sense) on the manifester's behalf. If successful, the manifester is alerted of the presence of danger and its general direction. He does not learn the specific threat, and it is possible that he will be unable to detect it even so alerted (if, for example, it is an invisible stalker).

Dead Man's Eyes
Difficulty 3   Range Touch
Initial Cost 10   Maintenance Cost 4/minute

The Dead Man's Eyes power allows the manifester to see the last moments of a corpse. The manifester must have both of the corpse's eyes, which have not suffered any significant damage, to manifest this power (though the eyes do not need to be in their original skull).

The image the manifester sees will begin 1 turn before the corpse's death and progress at 1

minute per minute; one turn after maintaining this power (assuming the power is maintained for a full turn), the manifester will have seen the corpse's last ten minutes of life.

If a high-level manifester desires, the vision may begin earlier. A 6th level manifester may begin the vision two turns before the corpse's demise; an 11th level manifester, three turns.

Detect Invisible
Difficulty 1   Range 60'
Initial Cost 4   Maintenance Cost 8/turn

While the Detect Invisible power is maintained, the manifester can see invisible creatures and objects within range as translucent shapes.

Detect Poison
Difficulty 1   Range 30'
Initial Cost 4   Maintenance Cost 8/turn

While the Detect Poison power is maintained, the manifester can see a glowing greenish-yellow aura around anything poisoned or poisonous within range.

Dowsing
Difficulty 3   Range Special
Initial Cost 12   Maintenance Cost 6/turn

Dowsing is the process of finding objects by sympathetic vibrations. In order to use Dowsing to find a substance, the manifester must have a sample of that substance. If the manifester wishes to find a type of item, he must have an instance of that type of item (to search for swords, for example, one must have a sword). Dowsing cannot locate specific or unique objects.

Initially, the power can only detect substances within a range of 90'. However, each turn that he maintains the search, the manifester may expand the radius by 30'. Initially, the power will detect only the nearest concentration of the substance, but by maintaining the power he may detect one such source per turn, from nearest to farthest.

Environment
Difficulty 3   Range Special
Initial Cost 12   Maintenance Cost N/A

The Environment power may be used one of two ways; to tag an object, or to find it.

The first way to use it allows the manifester to mark a particular object with a distinctive signature. Only an object that has been so marked is a legal target for the second use of this power. To mark an object, the manifester must touch it. A manifester may have no more than one such object marked per level of experience; if he attempts to mark another one, he must first release the mark on an earlier object.

The second use is to locate a marked object. A marked object may be targeted by this power at any range. If this power is successfully manifested on a marked object, the manifester receives a momentary 'snapshot' of all senses from the perspective of the object. He will receive visual, auditory, olfactory, and thermal information about the object's location.

The information gained by this power is not guaranteed to be useful. An object stored in the pocket of a warm-blooded creature, for example, looks much the same regardless of that creature's identity or location.

Radial Navigation
Difficulty 2   Range Self
Initial Cost 4   Maintenance Cost 8/hour

 So long as the Radial Navigation power is maintained, the manifester knows his location in respect to a fixed starting location (where he was when he manifested the power). No matter how or where he moves, he always knows the distance and direction to his starting point.

He may not, however, be able to tell someone how to get back there. If, for example, he traveled through a maze, he may know that his starting point was 1,500 feet north, but may not know the intricate twists and turns required to actually get there. This can be particularly true with mazes with shifting walls or similar one-way paths.

Maintaining Radial Navigation gives the manifester a +4 bonus on Navigation throws to avoid getting lost. (Note that if the manifester was already lost when first manifesting Radial Navigation, interesting things may result.)

Recall Agony
Difficulty 3   Range 30'
Initial Cost 10   Maintenance Cost N/A

By means of the Recall Agony power, the manifester forces the target living creature to experience a future pain they will suffer. This power only functions against living creatures capable of feeling pain. At the Judge's discretion, creatures which do not understand pain (even if they are capable of feeling it) are also immune.

If the target creature fails a saving throw vs Paralysis, they are incapacitated with pain for 1d4+1 rounds. If they succeed in their saving throw, they are unaffected.

Steadfast Perception
Difficulty 1   Range Self
Initial Cost 4   Maintenance Cost 2/round

The Steadfast Perception power confers immunity to any spell, power, or effect which would alter the manifester's senses. The manifester still cannot see in the dark (assuming that they cannot normally see in the dark), but they are immune to any blindness or deafness effect.

In addition, the manifester gains a +4 bonus to saving throws against illusions while this power is active.

Watcher's Ward
Difficulty 1   Range Self
Initial Cost 6   Maintenance Cost 2/hour

When using this power, the manifester attunes to his surroundings and will become aware of any disturbance. The area attuned to can be as small as a doorway or as large as a circle 60' in radius. If the manifester leaves the area he has attuned to, the power ends, though he may move about within the area as he wishes.

While this power is in effect, the manifester automatically succeeds on any surprise roll caused by a creature in the area. (The manifester would have a normal chance to be surprised by, for example, a crossbow bolt fired from 240' away.) He is instantly alerted if there are any noticeable changes in the area, but not what the nature of those changes are, only that something has occurred. (It is up to the Judge what constitutes a noticeable change; a fly landing would not alert the manifester, but a fly transforming into an ogre would.)

Weather Prediction
Difficulty 1   Range Self
Initial Cost 4   Maintenance Cost N/A

The Weather Prediction power, as advertised, allows the manifester to predict the weather in his current location. The forecast reaches 24 hours into the future, and will give the manifester advance knowledge of both the general weather conditions and any specific weather events that the Judge believes are important. ("Scattered showers tomorrow" is sufficient; it is not necessary to inform the player that it will drizzle at 12:03 PM. However, if a hurricane will strike tomorrow, the time of its landfall is extremely relevant and should be shared.)

Telepathy

Many (most) telepathic powers list Contact as their initial cost. This means that the target must be contacted by one of the psionic attack modes before the power can be used on them. A power with merely Contact listed costs no PSPs of its own; a power listed as Contact + X costs X PSPs in addition to requiring that the target be contacted.

Many telepathic powers have a range of "Unlimited". This does not mean that they can actually be manifested at infinite range in most situations, as they still require contact, and contact is restricted by the range of the psionic attack modes. It does mean, however, that should a telepath achieve contact, and then maintain it, the power may be activated or maintained at any range so long as contact is maintained. A power which requires contact may not be maintained unless contact is also maintained. If contact is no longer maintained, the power will continue until its next maintenance interval, then end (as it can no longer be maintained).

Telepathic Sciences

Domination
Difficulty 5   Range 30'
Initial Cost Contact   Maintenance Cost Varies
Prerequisite: Mindlink

By means of Domination, the manifester can project signals from his own mind into the mind of the target living creature, forcing the affected creature to do anything the manifester wishes. In order to target a creature with Domination, the manifester must first attain contact via use of one of the psionic attack modes. There is no initial saving throw permitted against Domination; however, if the target is forced to do something against their nature or obviously self-destructive, a saving throw vs Spells is permitted. Even if that save is failed, another one is permitted each time the manifester wishes to force them to act against their nature.

Domination can be an expensive power to maintain. The manifester must pay the target's MAC in PSPs each turn.

Ejection
Difficulty 4   Range Self
Initial Cost Varies   Maintenance Cost N/A

Ejection is the manifester's last line of defense against hostile contact or mind-affecting powers. When utilizing the Ejection power, the manifester ends all contacts against him and ends all mind-effecting spells or powers that were targeted directly at him. (Thus, a charmed manifester would no longer be charmed, but a manifester under the influence of a hypnotic pattern would not be aided.) The base cost of Ejection is the user's own MAC.

Ejection may be used while the manifester is under the effect of a mind-affecting spell or power that would normally preclude taking actions.

Ejection can be risky for the user. When it is used, the manifester must make a saving throw vs Death. If he fails, roll 1d8 on the table below.

1	Lose 1 point of Constitution permanently.
2	Lose access to all psionic powers for 1d10 hours.
3	Lose access to all sciences for 1d10 hours.
4	Lose access to one discipline (selected by Judge) for 1d10 hours.
5	Lose access to all devotions for 1d10 hours.
6	Lose 1d10 hit points.
7	Lose 1d10+10 additional PSPs.
8	Lose 1d10 additional PSPs.

Fate Link
Difficulty 5   Range 2 miles
Initial Cost Contact   Maintenance Cost 5/turn
Prerequisite: Mindlink

By means of the Fate Link power, the manifester binds his own mind together with another living being that he can see. Should either member of the linked pair experience pain, both feel it; if either loses hit points, the other suffers the same amount of damage. (The same is not true for healing magic). If either dies, the other must

immediately make a saving throw vs Death to avoid the same fate.

Note that the range of 2 miles is the maximum range at which the power can be maintained; if the two linked are more than two miles apart, the power ends. However, as the manifester must be able to see the target and achieve contact to manifest the link, the range at which the link is created is generally less than two miles barring the aid of a crystal ball or long-ranged clairsentient powers.

Mass Domination
Difficulty 6   Range 30'
Initial Cost Contact   Maintenance Cost Varies
Prerequisite: Domination

This power is identical to Domination except that it may target up to five living creatures, each of which must be contacted individually. The maintenance cost of the target's MAC must be paid for each targeted creature in each turn.

Mindlink
Difficulty 4   Range Unlimited
Initial Cost Contact   Maintenance Cost 4/round

Mindlink allows the manifester to communicate telepathically with a creature that he has contacted. Mindlink enables two-way communication, but not mind reading; both the manifester and the target receive only thoughts that the other wishes to send. Language serves as no barrier; even a manifester who shares no common languages with a target may communicate telepathically. Distance affects the manifester's ability to make contact, but has no other effect so long as the power is maintained.

Mindwipe
Difficulty 6   Range Touch
Initial Cost Contact   Maintenance Cost 8/round
Prerequisite: Mindlink

The Mindwipe power acts as a crude psionic lobotomy, erasing large swaths of the target's memory. It cannot be used for surgical removal of specific memories, but only to destroy. Use of the Mindwipe power is, much like the reversed form of divine spells, common only for Chaotic characters and in dire circumstances.

Once the manifester has attained contact, successfully manifested Mindwipe, and touched the target, he must maintain concentration. For each round that he concentrates, the target is permanently drained of one level or Hit Die.

Probe
Difficulty 5   Range Touch
Initial Cost Contact   Maintenance Cost 10/round
Prerequisite: ESP

The Probe science allows a manifester to dig deeply into a target's subconscious mind and extract whatsoever information he desires. It is similar to ESP, but much more powerful. The target is allowed a saving throw vs Spells, and if successful, the Probe power can read only his surface thoughts. If he fails, however, the manifester may learn the answer to one question per round that he maintains the power, in addition to reading the subject's surface thoughts as they occur. The information gained is not necessarily true, but it is always true to the best of the target's knowledge. At the Judge's discretion, some extremely complicated or simple questions may take more or less than one round to discover the answer to (examples: "What is the entire floor plan of your ten-floor stronghold? and "Where is the ketchup?").

A telepath may Probe a subject who is conscious or resisting. It may even be carried out in the middle of a melee, provided the manifester successfully touches (i.e., makes an attack throw

against) the target. If a target who is currently being Probed attempts to cast a spell or manifest a psionic power, the manifester knows both that a spell is being cast (or power manifested) and the general effects of the spell or power.

Superior Invisibility
Difficulty 4   Range 240'
Initial Cost Contact   Maintenance Cost 4/turn/creature/delusion
Prerequisite: Invisibility

Superior Invisibility function as Invisibility (see below), with some important exceptions. The invisible creature makes no sound and has no smell, though he can still be felt if touched. If he attacks someone, he automatically breaks invisibility with regard to the target of the attack; he remains invisible to any other deluded creatures. Finally, Superior Invisibility requires only one power check to deceive any number of contacted creatures.

Switch Personality
Difficulty 6   Range Touch
Initial Cost Contact + 30   Maintenance Cost N/A

The Switch Personality power allows a manifester to shuck off his mortal form and trade bodies with the target. A switch occurs if the target fails a saving throw vs Spell. In such a case, the target's mind enters the manifester's body, and the manifester's mind enters the target's body. This switch is permanent, and lasts until the manifester uses this power to reverse it.

Each character gains the other's physical attributes, but retain their own knowledge and skills. In game terms, this grants them the physical attributes and hit points of their new body, but they retain their own attack throws, saving throws, mental attributes, class levels, proficiencies, and so on; identical to Magic Jar. A body with extra limbs does not allow a character to make extra attacks, and no special abilities are gained.

The process is quite traumatic, and takes a full turn to complete. During this time both characters are helpless. When it is complete, they must both make saving throws vs Death; failure causes them to fall into a coma for 1d100 hours.

Bodies that have undergone a personality switch tend to degenerate. Each day, the possessor of a body lacking its right mind must make a throw of 18+, minus four times the body's Constitution modifier (as the mechanics for forcing open doors, but with Constitution.) On a failure, the body loses one point of Constitution. These losses are temporary, but cannot be restored until the body has its own mind once more. When that occurs, the body will recover one point of Constitution per day.

If the manifester's own body is killed while he is in another body, he will be trapped in the decaying new body. His options will be either to have his old body resurrected, or to simply steal a new body when his current one becomes too decrepit. Transforming to undead will negate any effects of decay and prevent it from occurring in the future.

Telepathic Devotions

Attraction
Difficulty 3   Range 120'
Initial Cost Contact   Maintenance Cost 4/round

The target of this power (one living creature) is filled with an overwhelming attraction for a person, place, or thing of the manifester's choice. The target will do whatever seems reasonable to get near the object of the attraction.

What is reasonable depends on the situation and the target; in other words, it is up to the Judge. The target is fascinated, but does not suffer from blind obsession, and will not leap into a raging fire or jump off a cliff (unless, of course, he is immune to fire or can fly, in which case those might be entirely reasonable things to do).

Aversion
Difficulty 3   Range 120'
Initial Cost: Contact   Maintenance Cost 8/turn

The target of this power (one living creature) is filled with an overwhelming aversion to a particular person, place, or thing of the manifester's choice. He will do everything he can to avoid the object of his aversion. He will not approach within 20 yards, and if within 20 yards already, he will back away at the first opportunity.

Note that this aversion is not blind fear, and the target may act normally so long as he remains more than 20 yards away from the subject of his aversion, nor will he flee mindlessly away; if he is currently engaged in melee, a defensive withdrawal is much more likely than a blind flight. (Of course, planting an aversion to combat is sufficient to remove most targets as a threat.)

Awe
Difficulty 1   Range Self
Initial Cost Contact   Maintenance Cost 4/round

Living creatures contacted by the manifester may be affected by the Awe power. Using the Awe power, the manifester instills great respect into those affected; they have no desire to serve or befriend him, but they will not attack him or hinder him unless forced to do so. They will act to avoid angering or upsetting him whenever possible, and given the option, will prefer to avoid him entirely. This does not mean that they will do whatever he says. For example, a guard at a noble's gate will still not allow a manifester using the Awe power past; he will simply be very polite in his refusal and make the incident disappear instead of harassing the manifester or calling in backup to throw him out by force. Awe is a very useful power, but not one that will allow the manifester to simply bend people to his will.

Conceal Thoughts
Difficulty 2   Range Self
Initial Cost 4   Maintenance Cost 4/turn

This devotion protects the manifester against psionic or magical ESP, probes, mindlink, life detection, and other powers or spells which read or detect thoughts. When targeted by any such effect, the manifester may roll a d20, and if he rolls a 9 or higher, the effect is negated. This throw is in addition to any saving throw permitted by the spell or power.

The creature attempting to read the manifester's thoughts is aware that the manifester is concealing his thoughts, should he succeed in so doing.

Contact
Difficulty 1   Range Special
Initial Cost Varies   Maintenance Cost Varies

Any manifester can contact a mind by using the psionic attack modes, but telepaths specialize in it. (As well they should, given how vitally important it is to their discipline). The Contact devotion allows a manifester to increase the versatility of his ability to contact minds.

The Contact power is special in that it is not used on its own. It is used to modify psionic attack modes or contacts that have already been made. The Contact power can be used in one of two ways.

1 - Targeting. When using a psionic attack mode to contact a mind (and only when using one to contact a mind), a manifester who knows the Contact devotion may target additional creatures. For a cost of 10 PSPs plus 5x the cost of the psionic attack mode being used, he may target up to 5 living creatures within 30' of each other; for 10 PSPs plus 10x the attack mode's cost, he may target any living creature within a 20' radius centered anywhere within range. When used in this fashion, Contact does not require a power throw; instead, the manifester must make his power throw for the psionic attack once against each target. Contact

may not be used to augment Psionic Blast in this fashion.

2 - Maintenance - Contact only lasts a single turn normally. A manifester who knows Contact may manifest Contact (making a power throw as normal) for an initial cost of 4 PSPs. If he succeeds, he may maintain contact with his target for a maintenance cost of 1/turn.

Daydream
Difficulty 1   Range Unlimited
Initial Cost Contact   Maintenance Cost 2/round

By means of the Daydream power, the manifester causes the target's mind to wander. This power is only effective against those who are not focusing hard on the task before them, but just going about their business as usual.

Once affected, the daydreamer pays little attention to his surroundings, making it much easier for someone to pick his pocket, slip past him unobserved, or otherwise escape his notice. Those with the appropriate thief skills receive a +4 bonus on their throws, and even those without the skills may succeed in such tasks with a throw of 16+. In addition, a target on watch who is affected by Daydream qualifies as distracted; even without a successful Move Silently throw, the target must make an 18+ Hear Noise throw to hear anyone moving past him. (Of course, a successful Hide in Shadows throw is still required if you wish to walk through his line of sight.)

Empathy
Difficulty 1   Range 20'
Initial Cost 2   Maintenance Cost N/A

The manifester manifesting the Empathy power can sense the general needs, drives, and emotions of all living creatures within 20' of him. Thirst, hunger, fear, fatigue, pain, rage, hatred, uncertainty, curiosity, hostility, friendliness, love; all these and more can be sensed.

It can be difficult to sort out which emotion is from precisely which direction. If the manifester is the only living creature he is aware of within the radius, then it can be used to detect others. However, if he is surrounded by his party members or other living creatures, it can take between one round and one turn (at the Judge's discretion) to sort out the precise source of any given emotional state, which may have moved by then.

ESP
Difficulty 2   Range Unlimited
Initial Cost Contact   Maintenance Cost 4/round

The ESP power allows the manifester to read a target's surface thoughts. Only living creatures may be targeted. Unlike the arcane spell ESP, it requires no period of tuning in, merely contact. Also unlike the spell, the target cannot be changed.

As long as the manifester maintains the power, he may listen to the surface thoughts of the target creature. Rock more than 2 inches thick will block the effect, as will a thin coating of lead or gold. ESP cannot retrieve subconscious thoughts or memories, nor can the manifester control what the target thinks; it merely provides a metaphorical ear to hear the target's inner monologue.

False Sensory Input
Difficulty 3   Range Unlimited
Initial Cost Contact   Maintenance Cost 4/round

This devotion allows the manifester to falsify the target's sensory input - making the victim think that he sees, hears, smells, tastes, or feels something other than what he actually does. The falsehoods are somewhat limited; nothing can be completely hidden or made to disappear, and everything must retain its general size and intensity.

For example, a human could be made to look like a dwarf, but not like a parrot. A slamming door could be made to sound like a thunderclap

or an explosive cough, but not rustling paper. Oil could be made to taste like garlic, but not like water.

Identity Penetration
Difficulty 1   Range Unlimited
Initial Cost Contact   Maintenance Cost N/A

By means of the Identity Penetration devotion, the manifester can discern the target's true identity regardless of any masks, polymorphs, illusions, disguises, etc.

This is a telepathic effect and so the manifester will learn the identity that the target thinks of themselves as, which may not necessarily be the same name that he knows them by. (An insane villain may think of themselves as Loren Soth, while the manifester knows him by the name Knight of the Black Rose; this power would reveal that he is Loren Soth, and the manifester may not recognize him.)

Inflict Pain
Difficulty 2   Range Touch
Initial Cost 6   Maintenance Cost N/A

Inflict Pain allows the manifester to telepathically inflict great agony upon his target. Like the reversed forms of divine spells, use of this power is common only for Chaotic characters and in dire circumstances.

A target subjected to the Inflict Pain power (requiring a successful attack throw if the target is not helpless) must make a saving throw vs Paralysis. If they fail, they are incapacitated for 1d4+1 rounds with pain and nausea. If they succeed, they are unaffected.

The effectiveness of Inflict Pain as an interrogation technique is left to the Judge's discretion.

Invincible Foes
Difficulty 3   Range Unlimited
Initial Cost Contact   Maintenance Cost 6/round

The target of this devotion (one living creature of up to 5 HD) believes that any blow struck against him will cripple or kill him. While under the effect of this power, if the target suffers even a single point of damage, he falls to the ground in horrible pain. He will not recover for one full turn, even if the manifester ceases to maintain this power.

Even if the target of this power is not struck, his behavior is likely to change as he believes that the next blow struck will kill him.

The Invincible Foes power may also be reversed; in reverse, the target believes that each blow he strikes is fatal. He will see false images of his foes lying on the ground before him; any foe that he strikes is effectively invisible to him until they make an attack (against him or any other; any attack breaks the effect of that particular foe). A creature that he hits may simply get up and walk away, or maneuver into position to strike him from behind (gaining a +2 bonus to hit, and allowing use of the Ambushing proficiency as well as the Backstab power of thieves and related classes). After he watches three opponents that he believed were dead get up and attack again, the target must make a saving throw vs Spells. Failure indicates he believes that his opponents are unkillable and acts accordingly.

Invisibility
Difficulty 2   Range 120'
Initial Cost Contact   Maintenance Cost 2/turn/creature/delusion

By means of the Invisibility devotion, a manifester can cause the target to be unable to see one or more things of his choice. Psionic invisibility is a subtractive process; the manifester deletes the awareness of the target, unlike magical invisibility, which affects the target.

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The manifester must individually contact each mind he wishes to deceive. Once they are all contacted, he must make a successful Invisibility power throw for each of them. Each target that he successfully manifests the Invisibility power on cannot see the targets chosen for invisibility.

The manifester may make invisible as many characters or things as he desires. However, he must pay the maintenance cost for each delusion. For example, if he wishes to make the party's weapons invisible to a pair of guards (let us say for the sake of argument that the party has four weapons to make invisible), that would be four items, times two creatures, is a total of eight delusions; the manifester would need to pay sixteen PSPs per turn to maintain it. If a new guard then walked by, he would be able to see the weapons normally; only the two contacted guards would be affected. It is not necessary to make every individual item on a creature invisible; a larger delusion will contain the items within it. (For example, making a creature invisible will also make all of their gear invisible.) At the Judge's discretion, delusions that are significantly larger than man-sized (such as making invisible an entire warehouse) count as multiple delusions.

If a creature benefiting from the Invisibility power makes an attack, all delusions related to that creature end.

Life Detection
Difficulty 1   Range Self
Initial Cost 4   Maintenance Cost 2/turn

The Life Detection power allows the manifester to sweep an area for the presence of living minds. It requires one turn to scan an area 60' in radius around the manifester. One turn of scanning will detect the presence or absence of living minds in the area. A second turn will allow the manifester to sort the minds into one of two broad categories; the first being humans, demihumans, beastmen,, giant humanoids, and mammals, the second being birds, reptiles, amphibians, fish, and fantastic creatures. A third turn of scanning the same minds will allow the manifester to identify which of the previous sub-categories they belong to. (If the Judge believes that a creature should have its thoughts detected, but it is not listed in either category, generally more intelligent or complicated creatures go in the first category and less intelligent or complicated in the second.)

Mind Bar
Difficulty 3   Range Self
Initial Cost 8   Maintenance Cost 4/round

The Mind Bar devotion protects a manifester against mind-affecting powers, spells, and special abilities, as well as possession. When targeted by any such effect, the manifester may roll a d20, and if he rolls a 9 or higher, the effect is negated. This throw is in addition to any saving throw permitted by the spell or power. It will not protect against effects which read thoughts, only those which bend them.

The exception to the previous caveat is that Mind Bar will protect against all telepathic powers, regardless of their effect.

Phobia Amplification
Difficulty 1   Range 30'
Initial Cost Contact   Maintenance Cost N/A

The Phobia Amplification power allows the manifester to reach into the target's mind and force them to believe that they are currently being threatened by their greatest fear. A creature of 5 HD or above may make a saving throw vs Death. If they fail, or if the target has less than 5 HD, they flee in fear for 2 turns (as Cause Fear).

Post-Hypnotic Suggestion
Difficulty 3   Range Self
Initial Cost Contact + 8   Maintenance Cost N/A

The Post-Hypnotic Suggestion power allows the manifester to implant a reasonable suggested course of action in the target's mind, along with the situation that will trigger this action. When the situation arises, the Judge or manifester (as appropriate for the situation) makes a power throw, with a -1 penalty for each day that has

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passed since the suggestion was implanted. If the power throw is successful, and the course of action is reasonable, the target will act on it.

A reasonable course of action is one which does not violate the target's alignment, cause him to act greatly against his nature, or is obviously suicidal. If the suggested course of action is not reasonable, the target simply will not do it. (For example, a suggestion that the target surrender to the manifester would be reasonable if the target is greatly outnumbered or fearful. It would not be reasonable if the target were an ancient dragon, secure in their invincibility.)

Psychic Impersonation
Difficulty 2   Range Self
Initial Cost 10   Maintenance Cost 4/hour

This power enables the manifester to replace his own aura and thought patterns with those of another creature for as long as the power is maintained. To all forms of thought detection, alignment detection, or any other form of magical or psionic detection (except as noted below), the manifester will appear to be the creature they chose. The manifester may choose any creature that they have met previously to impersonate.

The manifester's physical appearance does not change in any way, and if he actually wants to impersonate his target (as opposed to simply not being himself), it is recommended that he disguise himself somehow.

The Probe or Identity Penetration telepathic powers can determine that the manifester is not who he seems to be. In the case of Probe, the manifester must fail his saving throw for it to be able to tell the difference.

Psychic Messenger
Difficulty 2   Range 200 miles
Initial Cost 4   Maintenance Cost 4/round

The Psychic Messenger power allows the manifester to create an insubstantial, 3-D image of himself, which can appear anywhere within 200 miles of himself and deliver a

message. Everyone present can see and hear the messenger. Communication is one-way; the manifester has no idea what is happening around his messenger (or, if he was picking a distance randomly, even what is there in the first place) unless he is using some other effect.

Send Thoughts
Difficulty 2   Range Unlimited
Initial Cost Contact   Maintenance Cost 2/round

The Send Thoughts power allows for one-way communication, allowing the manifester to send his thoughts into the target's mind. The manifester can then send information or simply attempt to distract the target.

If the target is attempting to cast a spell as the manifester mentally yells at him, he must make a saving throw vs Spells. If this saving throw fails, the spell is ruined.

If the target is in melee as the manifester distracts him, he suffers a -2 penalty to attack throws.

Sight Link
Difficulty 2   Range Unlimited
Initial Cost Contact   Maintenance Cost 4/turn

The Sight Link power allows the manifester to tap into the target's optical system and see what they see. (The manifester's own vision is unaffected; he can see both scenes with equal clarity). If the target is subjected to a gaze attack, the manifester must also make an appropriate saving throw as if he had seen the gaze or suffer its effects.

Sound Link
Difficulty 2   Range Unlimited
Initial Cost Contact   Maintenance Cost 4/turn

The Sound Link power allows the manifester to tap into the target's auditory system. He hears whatever the linked creature hears (as well as his own hearing being unaffected). If the target is subjected to an auditory attack (by harpies,

sirens, etc.), the manifester must also make the appropriate saving throw or be affected.

The specific effects of any modification of a creature's emotional state is up to the Judge.

Taste Link
Difficulty 2   Range Unlimited
Initial Cost Contact   Maintenance Cost 4/turn

Possibly the least useful of the Sense Link powers, Taste Link functions as Sight and Sound Link do. If the linked creature takes poison orally, the manifester must save vs poison to avoid passing out and severing the link. The manifester cannot actually be poisoned in this way, however.

Telempathic Projection
Difficulty 2   Range 30'
Initial Cost Contact   Maintenance Cost 4/round

This power allows the manifester to send emotions to any contacted creatures within range. Their emotional states can be modified, but not completely altered (a creature in a rage can be made less angry, but cannot be made joyful).

Chapter 6

Psionic Campaigns

Psionic Research

Psionic research is available to manifesters with the 9th level or higher of psionic ability. (Of the four classes included here, that would be the psionicist and the elven ardent; the dwarven battlemind and soulknife will never gain sufficient psionic power to perform psionic research.)

Psionic research may be performed in furtherance of one of two goals. It may be used to empower a psionic item, or to perform psychic surgery. Full descriptions of each are below, but a short summary:

Empower Psionic Items - Creating psionic items is not entirely like creating magical items. A psionic item is empowered with a PSP capacity, which may be either a one-time pool or a refillable pool. If they wish the item to be able to use powers, it must be empowered with one or more powers. It will then be able to use its own PSP pool to manifest the powers it is empowered with. If they wish to use it as a receptacle, they must finish by preparing it as one, instead of empowering it with psionic powers.

Perform Psychic Surgery - Psychic surgery may be used to modify known psionic powers or change a psionic character's repertoire of powers.

A manifester who successfully performs psionic research may gain XP if its cost exceeds his GP threshold. Divide the cost of the research, including any precious materials, by the number of months required (always divide by at least one). If this monthly cost exceeds the character's GP threshold, the character gains XP equal to the difference per month of research. Failing at psionic research does not earn XP. GP thresholds are explained in ACKS™ (page 146).

Empowering a Psionic Item

Usage Limitation	GP Cost
One-Use Effect	PSPs Stored * 250
One-Use Effect, Receptacle	PSPs Stored * 250 * 2
Permanent Effect, Refill 1/Day	PSPs Stored * 250 * 10
Permanent Effect, Refill 1/week	PSPs Stored * 250 * 6
Permanent Effect, Receptacle	PSPs Stored * 250 * 12

The GP cost of an item determines, as well, how long it takes to create the base item. The manifester must spend 1 week per 2,000 GP cost preparing the item to store (and refill, if appropriate) PSPs. Round up the time required (preparing any psionic item with PSPs requires a minimum of one week). Empowering it with powers or finishing it as a receptacle will take additional time; see below.

Usage limitations on psionic items work slightly differently than on magic items. For a psionic item, the powers and PSPs it is empowered with may be used whenever the wielder desires. The PSPs may be refilled based on the empowerment of the item. Only psionicists (and those capable of using items restricted to psionicists) may refill psionic items, although any character may use them. Doing so requires concentrating for one turn, and the manifester must expend as many PSPs as they wish to place into the item (to the limit of the item's capacity). An item usable 1/day may be refilled once daily. An item usable 1/week may be refilled once weekly. (The specific time of day that this limitation resets is left up to the Judge. Dawn is traditional, but sunset or midnight is also common. If the added complexity is desired, different items might reset at different times.) Regardless of the amount of PSPs placed into the item, this process may only be undertaken once during this time limit; a psionic item may be left significantly under-capacity, especially if the manifester who possesses it does not have enough PSPs to fill it! Note that receptacles have a different process to refill; see below.

A one-use effect may be activated multiple times (if empowered with enough PSPs), but cannot regain PSPs.

An item can be empowered with up to one science and up to three devotions. It must have enough PSPs to manifest each power and maintain them each four times. A psionicist may not make an item with more PSPs than he himself possesses.

Once the item has been created, activating a power from it requires an action, but no power throw. Just as when using a magic item (such as a wand) to produce a spell effect, it need not be declared before rolling initiative, and suffering damage will not ruin the usage of the item. The PSPs to manifest the power are deducted from the item's pool. The user makes the choice whether or not to maintain the power at each appropriate interval, limited of course by the item's available PSPs.

Successfully creating a psionic item requires a series of power throws. A power throw must be made for every 50 PSPs or fraction thereof to be stored in the item. The difficulty varies based on the number of PSPs. (Note that the majority of items will require only a single power throw.)

PSPs	Difficulty
Up to 10	3
Up to 20	4
Up to 30	5
Up to 40	6
Up to 50	7

If one of these power throws fails, the entire item is ruined and must be started over. (These power throws are considered a Metapsionics power for the purposes of such proficiencies as Meditative Focus).

Once PSPs have been stored in the item, either powers must be added to it or it must be prepared as a **receptacle**. Empowering powers into an item requires one week per Difficulty of the power. When adding powers, the manifester must succeed at a power throw for each power to be added. Failing one of these power throws causes the item to be unable to accept any more powers, but does not ruin the item; if it had powers added before, it may still use those powers. Of course, the psionicist must know

any powers he wishes to add. The manifester does not need to empower knowledge of a discipline specifically, but all powers empowered in an item must be from the same discipline. Some powers (such as Clairaudience and Clairvoyance) can be manifested in multiple ways, applying a bonus or penalty to the power throw to manifest it. When empowering these powers into an item, the manifester must select a single set of options, and make their power throw to empower it as if manifesting the power under those conditions. If he succeeds, the item can then manifest the power only under the conditions selected. For example, a manifester who wishes to more easily be able to empower the item selects the 'can see target' option of Clairvoyance. He successfully empowers it into the item, which can then only manifest Clairvoyance on targets that the user can see.

To prepare the item as a receptacle, the manifester must make another power throw or series of throws as if he were storing the same number of PSPs in the item as its capacity. Preparing an item as a receptacle requires one month for each of these power throws. If all such throws succeed, the item will be able to be used as a receptacle with a capacity determined by the number of PSPs declared. It will be empty when created, and must be filled by use of the Receptacle metapsionic power. If the receptacle created is not permanent, then it may only be filled to capacity once. If PSPs are drawn out of it before it is filled to capacity, it will not be able to be refilled. (Thus, if a psionicist only has time to fill his 50 PSP receptacle to 25 PSPs when he is attacked and draws on it to defend himself, he will not be able to go back and fill it up again. Our psionicist should have invested in a refillable receptacle!) If the receptacle is refillable, restoring its PSPs requires use of the Receptacle power again. A refillable receptacle may be refilled any number of times with no limitation other than those inherent in the Receptacle power (page 56).

Use of a receptacle requires that the manifester **attune** to it first. During the process of empowering an item as a receptacle, the manifester may choose to attune to it as well, at no additional cost or time required.

When finding a receptacle, or creating one with the Receptacle power, attunement is not automatic and requires one day of focused concentration, during which no activity more strenuous than light travel can be performed. A manifester may have only one attuned receptacle at a time. Only psionicists, and those capable of using items as psionicists, may attune to a receptacle.

A manifester attuned to a receptacle may use it in one of two ways. The manifester may withdraw PSPs from it to refresh their own store; this requires no time or action. Alternately, and much more commonly, the receptacle's PSPs may be used to pay the initial cost of a power being manifested. When a receptacle is used to pay the entire initial cost of a power in this fashion, the manifester automatically succeeds in their power throw. In this case, unlike activating a psionic item, the manifester must still follow all other rules for manifesting a power (such as declaring its use before rolling initiative). The advantage provided by a receptacle is flexibility, as a manifester using one can manifest any power they know without worrying about the power throw, while someone with a psionic item is limited to those powers empowered into the item.

Some powers, such as Clairaudience and Clairvoyance, can be manifested in ways which provide a bonus or penalty to the power throw. When manifesting one of these powers through usage of a receptacle, all modifiers to the power throw should be totaled. For each point of negative modifier, the cost is increased by 25%. For each point of positive modifier, the cost is decreased by 25%. For example, a manifester wishes to see a spot up to 5 miles distant with Clairvoyance (-10 to the power throw). Manifesting it through a receptacle would cost an additional 250% of both the initial and maintenance costs. If he could see the spot (perhaps he is on top of a mountain), it would cost only 200% of the costs (being able to see the target offers a +2 bonus, bringing the net negative modifier to -8).

Performing Psychic Surgery

Performing psychic surgery can be done in furtherance of two different goals. A psionic character may wish to alter a power they know, or they may wish to replace a known power with a new one.

Replacing known powers with new ones is the simpler of the two. To do this, the manifester must both forget their known power and learn a new power to replace it. This requires a total cost of 1,000 gp times the combined Difficulty of both powers (the one to be forgotten and the one to be learned), and a length of time equal to one week per combined Difficulty. The manifester must also make a successful power throw for each power as if they were being manifested. If either (or both) power throw fails, half of the GP and time is consumed, whereupon the manifester learns that they have failed. Round up for odd Difficulties. For example, a manifester wishes to forget a Difficulty 3 devotion and replace it with a Difficulty 2 devotion. They gather 5,000 GP and plan to spend five weeks. However, they fail one of the required power throws. After three weeks and the expenditure of 3,000 GP, they find out that they failed to learn a new power. They keep their old power and may try again immediately, if they have the gold to invest.

Each slot to be unlearned or spent is treated the same, whether it was spent on learning a unique power or improving an existing power.

Altering an existing power is more complex, as the difficulty, gold, and time required depends on what the manifester wants to do with it. A manifester may alter the cost, duration, range, area of effect or targeting, potency, or Difficulty of a power he knows. The cost, time required, and difficulty vary depending on the manifester's specific goal. Note that Metapsionic powers (including attack and defense modes) cannot be modified by psychic surgery.

There are some constants to this process. In all cases, the manifester must meditate in relative isolation for the time required. (The exact meaning of relative isolation is left to the Judge's discretion; in general, short conversations will not disrupt the manifester's meditation, but he should not be throwing any parties.)

For every 10,000 GP of precious materials sacrificed as part of the process (in addition to the base cost), the manifester receives a +1 bonus to his power throw. The maximum benefit that can be derived from precious materials depends on the cost of the task being attempted; attempting to use more precious materials than the cost will not provide any additional benefit. (In other words, if the manifester is trying to perform a task with a cost of 20,000 GP, he cannot gain any benefit from more than 20,000 GP of precious materials.) A single power may be modified more than once, but only once in each category. An older modification can be replaced with a new one, as if there was no modification. However, there is a risk to doing so. If the manifester fails to apply the new modification, the old one is lost as well, and the power returns to its base effectiveness in that category. A power throw must be made to modify the power. This power throw is made as if manifesting the power (i.e., it includes the power's Difficulty), as well as the modifier given in the Penalty column of the table below.

A roll of a natural 1-3 always fails, regardless of the bonuses or penalties. Similarly, a roll of a natural 20 always succeeds. If a manifester fails by 10 or more while attempting to modify a power, a mishap occurs. If a manifester succeeds by 10 or more while attempting to modify a power, a breakthrough occurs.

The costs and times required are determined by the Difficulty of the power being modified. A manifester who has learned a power multiple times, or previously modified it with psychic surgery, may have reduced its Difficulty.

Calculate the costs and times required off the base Difficulty of the power. The power throw required to successfully modify it, however, does benefit from any reductions in Difficulty. For example, a psychokineticist who has spent five additional science slots on Disintegrate has reduced its Difficulty to 1. He wishes to reduce its cost to manifest by 75%. This will cost him 60,000 gp and take 240 days of meditation. When he makes his power throw (at -8) he will make it modified by Disintegrate at Difficulty 1. If he has a power throw of 5+, he will need to roll a 14 or higher to successfully modify his Disintegrate power. (If he rolls a 4 or lower, he will suffer a mishap.) Of course, precious materials can reduce his chance of failure even further; if he invested the full 60,000 gp worth, he would only need to roll an 8 or higher to successfully modify his power, and would have no chance of a mishap!

Effect	Cost	Time	Penalty
Cost			
Reduce initial or maintenance cost by 25%	2,500 gp * Difficulty	10 days * Difficulty	-2
Reduce initial or maintenance cost by 50%	5,000 gp * Difficulty	20 days * Difficulty	-4
Reduce initial or maintenance cost by 75%	10,000 gp * Difficulty	40 days * Difficulty	-8
Affect both costs	+1 tier	+1 tier	+1 tier
Duration			
Increase maintenance interval by 1 round	2,500 gp * Difficulty	10 days * Difficulty	-2
Change maintenance interval to 1 turn	5,000 gp * Difficulty	20 days * Difficulty	-4
Change maintenance interval to 3 turns	10,000 gp * Difficulty	40 days * Difficulty	-8
Change maintenance interval to 1 hour	20,000 gp * Difficulty	80 days * Difficulty	-16
Range			
Increase range by 10'	2,500 gp * Difficulty	10 days * Difficulty	-2
Increase range by 30'	5,000 gp * Difficulty	20 days * Difficulty	-4
Increase range by 60'	10,000 gp * Difficulty	40 days * Difficulty	-8
Increasing the range of a touch power	+1 tier	+1 tier	+1 tier
Area of Effect			
Increase area of effect by 25%	2,500 gp * Difficulty	10 days * Difficulty	-2
Increase area of effect by 50%	5,000 gp * Difficulty	20 days * Difficulty	-4
Increase area of effect by 75%	10,000 gp * Difficulty	40 days * Difficulty	-8
Increase area of effect by 100%	20,000 gp * Difficulty	80 days * Difficulty	-16
Targets			
Change targeting to 1 creature + 1 per 5 levels	5,000 gp * Difficulty	20 days * Difficulty	-4
Change targeting to 1 creature per level within 30' diameter	10,000 gp * Difficulty	40 days * Difficulty	-8
Change targeting to 20' diameter sphere	20,000 gp * Difficulty	80 days * Difficulty	-16
Change targeting to 60' long x 30' wide cone	20,000 gp * Difficulty	80 days * Difficulty	-16
Potency			
Increase potency by 25%	2,500 gp * Difficulty	10 days * Difficulty	-2
Increase potency by 50%	5,000 gp * Difficulty	20 days * Difficulty	-4
Increase potency by 75%	10,000 gp * Difficulty	40 days * Difficulty	-8
Increase potency by 100%	20,000 gp * Difficulty	80 days * Difficulty	-16
Difficulty			
Decrease Difficulty by 1	10,000 gp * Difficulty	40 days * Difficulty	-8
Decrease Difficulty by 2	20,000 gp * Difficulty	80 days * Difficulty	-16

Unlike when forgetting or learning a new power, the power throw made to modify an existing power is not made until the end of the process. If the manifester fails, all of the gold is lost and all of the time is wasted.

Some of the effects that can be achieved by modifying a power are straightforward, but some require explanation.

Cost: Reducing the cost is simple. Always round the cost up after applying the reduction. When reducing both costs, look one row further down the table for the costs and difficulty. A manifester may not reduce both costs by more than 50%.

Duration: Modifying the duration of a power alters how often its maintenance cost must be paid. A power with a maintenance cost of 3/round might, for example, have an additional maintenance interval of 1 round added to it. The power's maintenance cost would then be 3/2 rounds. If it had its maintenance interval changed to 1 turn, it would be 3/turn.

Range: Modifying a power's range increases its range by the specified amount. A power with a range of touch has a default range of 0'; thus, adding 10' to it makes the range 10'. Adding range to a touch power also increases the cost by 1 tier, just as affecting both costs of a power does; a touch power cannot be given a range above 30'. A power which affects only the manifester cannot have its range increased.

Area of Effect: Modifying a power's area of effect can only be applied to a power that already has an area of effect. The shape does not change (a cube remains a cube), but the area increases by the specified amount. The Judge is encouraged to round the end result to whatever number makes sense and is easy enough to remember; increasing the area of effect of a 20' cube by 25% brings us from 8,000 cubic feet to 10,000 cubic feet. This is a cube 21.544 feet on a side; rounding to either 21 feet or 21.5 feet is suggested.

Targets: Modifying a power's targets can only be applied to a power that already specifies targets (usually one creature). The power's range is unchanged, and all targets must be within range. A power that affects only the manifester cannot have its targets altered.

Potency: Potency refers to variable numeric effects of a power; Ballistic Attack, for example, deals damage. An increase in potency would increase the damage it deals. Depending on the specific power, the Judge may either select new dice or apply a modifier. Continuing with Ballistic Attack as an example, it deals 1d6 damage per manifester level, to a maximum of 3d6. (Since only a 9th level or higher manifester can use psychic surgery, it effectively deals 3d6 damage.) Increasing its Potency by 25% would increase its average damage from 10.5 to 13.125, an increase of 2.625. A Judge might rule that it now deals 3d6 + 1d4 damage, or 3d6 + 2, or 5d4, all of which have an average reasonably close to 13.125. In general, round down when calculating the new effects of the power. (The modifier is usually the simplest.) A power which does not have randomly variable numeric effects (i.e., dice) may not have its Potency modified.

Difficulty: Modifying a power's Difficulty is quite straightforward; it reduces the Difficulty to manifest the power. A power's Difficulty may never be reduced below 0 by any means.

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

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.[1]	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.[2]	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.[3]	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.[4]	1 PSP per mile traveled.	2 PSPs per mile traveled.	5 PSPs per mile traveled.

	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.[2]	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[5].	1d4 damage, 60' range.	1d6 damage, 60' range.	1d10 damage, 60' range.
	Clairsentience Breakthroughs			
1	After manifesting the power, you learn something.[6]	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.[7]	+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.

High Sciences (Optional)

At the Judge's discretion, manifesters may have access to High Sciences. High sciences are the result of a supreme breakthrough when performing psionic research on a power. A High Science is the iconic ultimate expression of a discipline. If High Sciences are being used in your campaign, the first time a manifester achieves a supreme breakthrough, do not choose or roll an effect for them. Instead of achieving a breakthrough on the power they were attempting to modify, they learn the High Science for their primary discipline. A High Science follows all rules of psionic powers not mentioned here, but does not require a science or devotion slot to be learned. A High Science, being already the most iconic and powerful expression of their discipline, may not be modified by psionic research.

The five High Sciences are:

Elemental Composition (Psychometabolism)
Difficulty 5   Range Self
Initial Cost 12   Maintenance Cost 6/turn

The Elemental Composition power allows the manifester to transform themselves into the form of an element; air, earth, fire, or water.

In all cases, the manifester gains the following benefits:
-Their AC becomes 9.
-They attack as a 12 HD monster, but retain their own hit points.
-They are immune to nonmagical weapons.
-They may make a melee attack dealing 2d8 damage. The specific form this attack takes depends on the element.

In addition, they gain a special ability depending on which type of elemental they transform into.

Air: When transformed into air, a manifester takes the shape of a vortex, deadly to weak creatures. The vortex will have a diameter of 6' and be 24' high. Any creature of 2 HD or less caught in the vortex must save vs Death or be caught up, helpless and suffering 1d8 points of damage per round.

Earth: A manifester who transforms into earth takes the form of a mass of rocks and dirt, highly resistant to damage. They suffer half damage from all sources except disintegrations.

Fire: A manifester who transforms into fire takes the form of a flaming pillar, 12' in diameter and 12' high. Any creature it moves through, or that attacks the pillar of flame with a natural weapon, suffers damage as if it had been hit with a melee attack (2d8).

Water: A manifester who transforms into water takes the form of a mass of watery waves, with a diameter of 24' and 6' high. This mass of water can attempt to drown air-breathing creatures. With a successful attack throw (dealing no damage), the target must save vs Death or begin drowning. A drowning creature is helpless. If not assisted for ten rounds, they will die. (Anyone may take an action to pound the water out of their lungs.)

Planar Transposition (Psychoportation)
Difficulty 5   Range 120'
Initial Cost 12   Maintenance Cost 6/turn

The Planar Transposition power allows the manifester to transpose a part of their own world with a part of another world. The manifester may choose to transpose either a 30' cube, or a donut-shaped ring 10' in width around a 10' inner diameter. Inanimate objects may be partially transposed; any part of the object that is not transposed will continue to act as if the object were whole. That is, if the base of a tower is transposed, the tower does not fall. Living creatures are either entirely in or entirely out.

A manifester may transpose either an element (air, earth, fire, water) or something else from Outside. Creatures and effects may enter and affect the transposed area as normal for its new location. An area transposed with elemental fire will find itself surrounded on all sides by roaring flames, and is likely to come back scarred by the experience. An area transposed with water is

likely to come back wet. Creatures native to the area transposed in may or may not be accidentally summoned, at the Judge's discretion.

The exact effects of any manifestation of this power (including any specific non-elemental options available) are up to the Judge. Some possible uses of this power include creating a tunnel through a mountain by transposing air, creating a ring of fire to trap enemies inside by transposing fire, or sending a small tower full of enemies to Outside. (Who knows what will be inside the tower when it comes back?)

Megakinesis (Psychokinesis)
Difficulty 4   Range 360'
Initial Cost Special   Maintenance Cost Special

Megakinesis may be manifested in one of two ways; to lift and move heavy objects, or as an attack. These two methods approximate more powerful versions of the Telekinesis and Slam powers.

When lifting or moving objects, Megakinesis costs 6 PSPs to manifest. It has a maintenance cost of 2 PSPs per 10 stone lifted, per round. A manifester may not use Megakinesis to lift more than 10 stone per level. A lifted object may be moved 20' per round. The manifester must concentrate to maintain Megakinesis.

When blasting force as an attack, Megakinesis has an initial cost of 12 PSPs. Megakinesis affects a sphere 20' in radius. All creatures within the area of effect are affected as if targeted by the Slam power (page 47).

For the purposes of prerequisites, knowledge of Megakinesis counts as knowledge of both Telekinesis and Slam.

Cosmic Awareness (Clairsentience)
Difficulty 6   Range 60'
Initial Cost 10   Maintenance Cost 5/round

The Cosmic Awareness power allows a manifester to understand and detect almost everything within range. The manifester is aware of the presence and relative location of any ritual magic, sources of immediate danger, magic, poison, undead, treasure, secret doors, traps, and curses within range. They may concentrate on any known object and determine whether or not it is in range, and if it is, where within the range it is. They may examine any creature and determine if that creature is charmed, or if that creature has actively harmful or helpful intentions towards the manifester. Finally, the manifester is affected as if by the True Sight power (page 60).

This power also greatly heightens the ability of the manifester to process this enormous amount of information. It requires no time at all for them to be aware of and make decisions based on anything detected by this power.

Mindshare (Telepathy)
Difficulty 0   Range 60'
Initial Cost 0   Maintenance Cost 0/turn

The Mindshare power allows a manifester to facilitate telepathic communication with any creature within range that has a language.

Multi-way communication is possible. The manifester may create a telepathic 'conversation' between as many or as few creatures as he desires. Each of them may then send thoughts to the group. The manifester may send thoughts to the whole group, or any selection from them. (If there are six creatures he has connected, he may send a thought to one, three, all six, or any other number of them.) The manifester may add or remove creatures from the conversation whenever he chooses, though all creatures must be within range of the manifester. Any creature that moves more than 60' from the manifester leaves the conversation.

This telepathic communication requires almost no time. Linked creatures may have entire conversations in moments. At the Judge's discretion, in combat, long pauses or extremely long conversations may take measurable amounts of time.

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Note that the maintenance cost of 0 means that the manifester need not ever pay any PSPs for this power, but they must still be able to maintain it. If they lose consciousness or otherwise find themselves unable to maintain powers, this power's effects end.

High Sciences have extremely powerful effects and may not be appropriate for all campaigns. Consider the level of power you wish to have available to high-level characters, as well as the level of power you are willing to have be randomly accessed, before deciding whether or not to use High Sciences.

Psionic Strongholds

Classes with a Psionic Value of 2 or more qualify for a **psionic academy** as their stronghold type. (The stronghold available to any specific class will vary, as per the rules in ACKS Player's Companion™.) A psionic character who builds a psionic academy attracts 2d6 0th level disciples seeking to enter their class (in the case of classes in this book, a psionicist), plus 1d6 1st-3rd level apprentices of their class. The Wisdom scores of the normal men will be above average (discard any rolls of 8 or less), but many will fail to enter the class and wash out. At the end of 1d6 months, each normal man must make a throw of 14+, adding their Wisdom modifier to the roll; those who succeed enter the master's class at first level. Those who fail wash out and leave in shame. Each year the psionic academy is in operation, an additional 1d6 normal men will seek training, until the character has a maximum of six apprentices (of any level) and twelve normal men studying at once.

A psionic academy is a stronghold, and uses the normal stronghold rules for securing a domain and attracting settlers (ACKS™ page 125). Despite the similarities one may notice to a sanctum, psionic characters do not normally construct dungeons, as psionic research does not require monster parts.

Psionic Populations

When considering a population distribution of classes, psionic characters generally can be considered a subset of wizards and similar classes. If a normal campaign world is 50% fighters, 20% clerics, 20% thieves, and 10% wizards, a psionic campaign world might be 50% fighters, 20% clerics, 20% thieves, 5% wizards, and 5% psionicists. (In these examples, classes refer to the type of class, and not necessarily that specific class; cleric, priestess, and witch, as well as any other cleric classes, would all share the 20% cleric, for example.) The exact number should, of course, vary based on how common the Judge desires psionics to be in that campaign world; some worlds, like a certain blasted desert landscape, might have 40% fighters, 40% psionicists, 10% thieves, 5% wizards, and 5% clerics, or any other distribution the Judge desires.

In most campaign worlds, psionics are distrusted. Even more rare than wizards, their powers are difficult to explain or understand. There is a particular fear of telepaths, who are rumored to be able to rewrite entire minds with things more pleasing to themselves. The fact that there is some truth to these, as powerful telepaths are capable of making a great many changes to the minds of their victims, do not help psionic characters trying to put people's fears at rest. The specific feel of psionics you want to support in your campaign world should be selected along with the mechanics for psionic-magic interactions (below).

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.)

Random PSP Gain

Some players or Judges may prefer to gain a random range of PSPs when gaining a level, instead of the flat 10. This can be done with ease with a variety of different dice or modifiers.

If your goal is to be a little random, but still maintain a pretty good expectation of character power by level, use the following dice for each psionic value:

Psionic Value	PSPs Gained per Level
1	1d3 + 1
2	1d6 + 3
3	1d10 + 5
4	1d12 + 7

If your goal is to have a much larger variance, but still maintain approximately the same average, use the following dice for each psionic value.

Psionic Value	PSPs Gained per Level
1	1d6
2	2d6
3	2d10
4	2d12

If you want to design your own method of random generation for PSPs, keep in mind that the average is not all there is to dice selections. The first and second sets of dice listed have almost identical averages (the Psionic 3 options, for example, average 10.5 and 11 respectively), but 1d10 + 5 has a linear distribution while 2d10 has a bell curve. All this really means is to be careful when assigning random PSP generation because having PSPs is so important to psionic characters; if you invent your own random method, you should be willing to adjust it if it doesn't work out in play. (The same is true of selecting either of these particular random methods, especially the greater variance one, which can theoretically result in a 14th level psionicist with only 30-40 PSPs. It's extremely unlikely, but that character would not be effective at their level.)

Use of random PSPs should be a choice made when the character is created, and remain consistent throughout the character's lifetime, rather than changing each level. The player and Judge should discuss whether or not they want to use random PSPs, which will not be appropriate for all characters or all campaigns. In most cases, the use of random PSPs versus the use of static PSPs should be made on a campaign level, rather than on a character level, although variance by class and by character can be done as well.

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 + Psionic Attack Modifier. The defender rolls 1d20 + Wisdom modifier (with potential other modifiers to either roll; see later). A manifester's psionic attack modifier is equal to 10 – their base power throw, plus their Wisdom modifier. (Thus, a psionicist 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.

Method 3: Blood in the Water: PSP Damage

Some campaigns may prefer an epic duel of minds and wits instead of short and brutal psionic combat. This method allows for psionic combat to drain resources in the same way that physical combat does.

In the Blood in the Water method, an attacker must successfully manifest an attack mode on the target as if making an attack against them. All attack modes except Psionic Blast have a Difficulty of 0; they apply no modifier to the

attacker's power throw. Psionic Blast has a Difficulty of 4.

A target who has manifested a defense mode applies a penalty to the attacker's power throw, as armor class applies a penalty to attack throws. Each defense mode grants a different mental armor class (which is an entirely different MAC from that normally used in the default method of psionic combat). A character who is not manifesting a defense mode has a default MAC of 0. As normal, a manifester must choose a defense mode and pay the cost at the beginning of the round.

The mechanics are otherwise identical to making an attack; the attacker has a target number, penalized by the defender's AC, and if they roll their target number or greater they hit.

Each attack mode deals a different amount of damage to the defender's PSPs. Some attack modes have special effects in certain circumstances (for example, Psychic Crush deals double damage to a target who has no defense mode activated). If the PSP damage dealt by an attack mode leaves the defender with 0 or fewer PSPs, the defender falls unconscious and the attacker gains control of their mind. The attacker may automatically manifest (without a power throw) any power which requires contact with the defender's mind. They must still pay the full PSP cost of the power themselves. Alternately, the winner may choose to go for the throat, continuing to manifest attack modes. Against a target whose PSPs have been reduced to 0, attack modes deal physical (hit point) damage instead, equal to the PSP damage they would have dealt. (Since the target by definition has 0 PSPs, and thus no defense mode, Psychic Crush is particularly effective at this.) Nonpsionic characters, who naturally have 0 PSPs, are treated differently; see below.

Note that the details, including cost, of the attack and defense modes are altered in this method. The versions presented in these tables should be used for this method, instead of the versions presented in Chapters 2 and 5.

Attack Mode	Difficulty	Cost	Damage	Special
Mind Thrust	0	0	1d6	On a natural 20, target may not manifest a defense next round.
Ego Whip	0	4	2d6	After a successful hit, may choose to repeat the attack (1/round).
Id Insinuation	0	6	2d8	Deal bonus damage equal to target's MAC.
Psychic Crush	0	8	2d10	Deal double damage to defenseless targets.
Psionic Blast	4	12	4d10	Make one power throw against all enemies in a 60'x20' cone.

Defense Mode	Cost	MAC	Special
Mind Blank	1	2	-
Thought Shield	2	3	-
Mental Barrier	3	4	-
Intellect Fortress	8	5	All allies within 10' gain +2 to MAC.
Tower of Iron Will	12	6	Suffer only half PSP damage from any hits from attack modes.

The PSP damage method of psionic combat does not work against nonpsionic characters, as they do not have PSPs. When used, it should be combined with Simplicity Itself: No Psionic Combat for nonpsionic characters.

Like in Psionic Arm Wrestling, some proficiencies or class features can alter the rolls or defenses of some characters. Any effect which grants a bonus to power throws on psionic attack modes should give a manifester a +1 bonus on their psionic attack throw. An elven ardent receives a +1 bonus to their MAC. A character with the Mental Fortitude proficiency receives a +2 bonus to their MAC. 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 to their MAC. All of these modifiers stack. For any proficiency or feature not mentioned here, in general, a bonus to MAC 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 MAC.)

Chapter 7

Psionic Monsters

Just as there are psionic characters, there are psionic monsters as well. This chapter presents monsters in the same format as ACKS™; see pages 149-151 of ACKS™ for descriptions of this format.

Monster Types

The monsters in this chapter are members of the following monster types. See ACKS™ pages 151-153 for descriptions of the types.

BEASTMAN: Blue

CONSTRUCT: Ruby golem

ENCHANTED CREATURE: Caller in darkness

FANTASTIC CREATURE: Aboleth, Brain mole, Crysmal, Grey Glutton, Neothelid

HUMANOID: Blue

UNDEAD: Caller in darkness

Monster Abilities

Psi-Like Abilities: Most psionic monsters have psionic abilities inborn into them, rather than because of training in a psionic class. As a result, they do not have powers known or discipline limitations, nor do they have PSPs for the Judge to track. Instead, they simply have a list of powers that they can use a specific number of times per day. Unless the monster entry specifies otherwise, each power may be maintained four times. Some monsters have psionic powers that they can use at-will, instead of a number of times per day. Unless the monster entry specifies otherwise, any at-will psionic power may be maintained indefinitely. A monster's base power throw will be noted, as well as the power throw for each specific power (for example, a power may say Recall Agony (8+), meaning that their power throw for Recall Agony is 8 or higher after including the difficulty of the power.) Note that a power which fails for any reason (including a failed

power throw) still counts against the monster's uses per day. Unless the monster description specifies otherwise, a monster must manifest a power following all normal rules for doing so (except PSP costs). Unless specified otherwise, whenever it is needed, a monster manifests powers as a psionicist of level equal to its hit dice.

Power Resistance: Some monsters are resistant to psionic powers in much the same way that some monsters are resistant to magic. Power resistance is identical to magic resistance as described in ACKS™ page 150, except that it applies to psionic powers instead of spells. (Note that some optional rules will affect the way power resistance works; see Psionic Options page 87).

Monster Listings

ABOLETH

% In Lair	90%
Dungeon Enc:	Solitary (1) / Pool (1)
Wilderness Enc:	Solitary (1) / Nest (1d2)
Alignment:	Chaotic
Movement:	10' (5')
Swim:	90' (30')
Armor Class:	6
Hit Dice:	12***
Attacks:	4 (tentacles)
Damage:	1d8 plus slime (per tentacle)
Save:	M10
Morale:	-1
Treasure Type:	Nx2
XP:	3,900

The aboleth is a revolting fishlike amphibian found primarily in subterranean lakes and rivers. An aboleth has a pink belly. Four pulsating blue-black orifices line the bottom of its body and secrete gray slime that smells like rancid grease. It uses its tail for propulsion in the water and drags itself along with its tentacles on land. An aboleth is approximately ten to fifteen feet in length and weighs about 6,500 pounds.

Any creature struck by an aboleth's tentacle must save vs Poison or begin to transform over the next 1d4+1 minutes, their skin turning into a cool, slimy membrane. Once transformed, they will no longer be able to breathe air and will need to hold their breath or suffocate when not immersed in water. A remove curse or neutralize poison can negate the effect before the transformation is complete, but only a restore life and limb or greater magic can undo the transformation once it is complete.

An aboleth has access to a variety of psionic powers. They may manifest False Sensory Input (5+), Mindlink (7+), Id Insinuation (5+), and Mind Thrust (4+) at-will. They may manifest Domination (8+), Clairvoyance (varies), Post-Hypnotic Suggestion (6+) three times a day each. Finally, they may manifest Recall Agony (6+) once a day. Their base power throw is 3+. An aboleth may maintain the domination power indefinitely if used on a creature suffering from their transformative slime. Once it has been maintained for 24 hours, it becomes permanent. An aboleth encountered in its lair is 75% likely to have 1d3 thralls already dominated. Thralls should be generated as NPC adventurers, but are unable to cast spells or use magical items as a result of their long-term domination.

BLUE

% In Lair	See description
Dungeon Enc:	See description
Wilderness Enc:	See description
Alignment:	Chaotic
Movement:	60' (20')
Armor Class:	3
Hit Dice:	1*
Attacks:	1 (weapon)
Damage:	1d6 or by weapon
Save:	F0
Morale:	-1
Treasure Type:	See description
XP:	13

A blue is a mutated psionic goblin, appearing as a hairless goblin with blue skin. They are commonly found in leadership positions within their structure.

A blue may manifest Project Force (14+) three times per day. Their base power throw is 10+. Any goblin champions (those leading a gang) may be replaced with blues when encountered. Sub-chieftains may be replaced by blues with AC 4, 1+1 hit dice, 9 hit points, and a +1 bonus to damage rolls. Chieftains may be replaced by blues with AC 5, 3 hit dice, 16 hit points, and a +1 bonus to damage rolls and power throws. In addition, the witch doctor encountered in a goblin village may be replaced by a blue with psionicist abilities of level 1d6.

Blues are almost never encountered outside the structure of a goblin tribe; as such, their encounter chances, treasure type, etc., are all determined by the goblin encounter.

BRAIN MOLE

% In Lair	10%
Dungeon Enc:	Company (1d4) / Labor (2d6)
Wilderness Enc:	Company (1d8) / Labor (2d8)
Alignment:	Neutral
Movement:	30' (10')
Burrow:	30' (10')
Armor Class:	2
Hit Dice:	1d4 hp*
Attacks:	1 (bite)
Damage:	1d3
Save:	F0
Morale:	-2
Treasure Type:	None
XP:	6

A brain mole is almost indistinguishable from a normal mole by sight. However, they feed primarily on the energy of thought; ideally from psionic creatures, but from any sentient creature they can. When they cannot find a sentient creature to feed on, they eat small insects.

Brain moles will prefer not to fight anything and instead to sap energy from a distance. They may use the psionic power mind thrust (11+) at will. Their base power throw is 10+. Once they have achieved contact with a mind, they may begin to feed on their energy. A victim with PSPs loses 1d6 PSPs per round. A victim without loses 1 HP per round. (Note that a psionic character drained of all their PSPs is a victim without PSPs.) A brain mole may take no other action while feeding on a victim's energy.

CALLER IN DARKNESS

% In Lair	30%
Dungeon Enc:	Gloom (1d4) / Murk (1d8)
Wilderness Enc:	Murk (1d8) / Eclipse (2d6)
Alignment:	Chaotic
Movement:	150' (50')
Fly:	300' (100')
Armor Class:	6
Hit Dice:	8***
Attacks:	1 (touch)
Damage:	2d8
Save:	F6
Morale:	+3
Treasure Type:	M
XP:	2,100

A caller in darkness is a ghostly shape, formed of the minds of dozens of victims who died in the throes of terror. It seeks to draw others into its fear-wracked, hellish existence. Silently screaming faces swim up to its surface and slowly fade, repeated forever. Callers in darkness understand any language that any of their component creatures understood (Judge's discretion), but do not speak.

The caller in darkness' incorporeal body cannot be harmed by normal weapons, including those made of silver. Like all undead, they are immune to poison and charm, hold, and sleep spells and effects.

Any living, intelligent creature slain by the caller in darkness' touch attack has their mind drawn into it, as a new screaming face joins the masses within it. Such a character cannot be restored to life until the caller in darkness is slain.

A caller in darkness possesses a variety of psionic abilities to use in assisting their endless quest to draw more minds into themselves. They may manifest Life Detection (6+), Send Thoughts (7+), Telempathic Projection (7+), Mind Thrust (6+), and Psychic Crush (8+) at will. They may manifest Attraction (8+), Post-Hypnotic Suggestion (8+), and False Sensory Input (8+) three times per day each. Their base power throw is 5+.

Natural animals can sense the presence of a caller in darkness, and are greatly unnerved by it. Any animal within 120' of a caller in darkness will become visibly terrified and may attempt to flee if they fail a morale check. A caller in darkness is powerless in natural sunlight and will flee from it. A caller in darkness cannot attack or use any of its psionic abilities if it is in sunlight.
A caller in darkness may be turned as a vampire.

CRYSMAL

% In Lair	20%
Dungeon Enc:	Glitter (1d6) / Trove (1d10)
Wilderness Enc:	Gleam (2d6) / Cache (2d10)
Alignment:	Neutral
Movement:	60' (20')
Burrow:	30' (10')
Armor Class:	4
Hit Dice:	3+1
Attacks:	3 (claw/claw/sting)
Damage:	1d4/1d4/1d6
Save:	F2
Morale:	0
Treasure Type:	C plus special
XP:	65

A crysmal resembles a scorpion made of a conglomeration of precious gems, fused together to form its body. The gems form an exoskeleton which shows no trace of the living form underneath, until they are injured or slain. A crysmal's actual body appears as a fleshy amoeboid creature, with vague protrusions serving for its claws, legs, and tail.

Crysmals search for more gems to use for their young. A crysmal lair will contain twice as many unarmored young as it does adults. Crysmal young do not fight.

The shells of crysmals are valuable for their gemstone content; however, they are usually damaged by combat. The shell of a slain crysmal may be salvaged for 1d6 * 10 GP. At the Judge's discretion, the shells of crysmals who were slain without damaging their shell may be worth significantly more, and the shells of crysmals who were slain by massive trauma may be shattered and worthless.

GOLEM, RUBY

% In Lair	None
Dungeon Enc:	Solitary (1)
Wilderness Enc:	Solitary (1)
Alignment:	Neutral
Movement:	60' (20')
Armor Class:	3
Hit Dice:	4***
Attacks:	1 (fist)
Damage:	1d10
Save:	F2
Morale:	N/A
Treasure Type:	None
XP:	245

A ruby golem is an extremely rare result of a mishap when a spellcaster attempts to create a construct, usually a crystal statue. The golem's body is not actually made of ruby, but has been turned blood-red by the creation mishap.

Like all golems, a ruby golem is unaffected by ordinary weapons, hold, charm and sleep spells and effects, and poisons and gases. (Despite the fact that the creator usually intended an animated statue, all such creatures are true golems.)

The true power granted by their creation mishap, however, is in their psionics-dampening aura, ranging out 60 feet around them. Manifesting or maintaining any psionic power, regardless of its target, within this aura requires the manifester to defeat the aura's power resistance throw of 7+.

GREY GLUTTON

% In Lair	20%
Dungeon Enc:	Solitary (1) / Gorge (1d4)
Wilderness Enc:	Gorge (1d4) / Gobble (1d6)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	4
Hit Dice:	9*
Attacks:	3 (claw, claw, bite)
Damage:	1d6/1d6/2d10
Save:	F5
Morale:	+2
Treasure Type:	K
XP:	1,300

A grey glutton stands approximately ten feet tall, with craggy, grey skin. Its oversized mouth gapes wide, revealing an array of needle-like teeth under small, deep-set eyes. Great dagger-like talons extend out from its hands and feet. The grey glutton, true to its name, will eat almost anything, and is never satiated. It prefers the taste of psionic prey. It will not eat elves, and although it will eat dwarves, it dislikes the taste.

Grey gluttons possess the ability to, in lieu of attacking, breathe a psionic-negating cloud of pale blue translucent gas three times per day in a 30' cone. The gas acts as a Disrupt Psionics power manifested by a 9th level psionicist. In addition, they are resistant to psionics, and can ignore any psionic effect on a Power Resistance throw of 10+.

NEOTHELID

% In Lair	None
Dungeon Enc:	Solitary (1)
Wilderness Enc:	Wriggle (1d2)
Alignment:	Neutral
Movement:	60' (20')
Burrow:	30' (10')
Armor Class:	5
Hit Dice:	14****
Attacks:	4 (tentacles)
Damage:	1d8 (per tentacle)
Save:	F8
Morale:	0
Treasure Type:	Px2
XP:	6,000

A neothelid is a colossal worm, with four grasping tentacles reaching out from its open mouth. Sages believe they were the result of a crossbreeding mishap between an aboleth and a purple worm. Neothelids grow to be scores of feet long and weigh tens of thousands of pounds. All but mindless, they burrow through the ground in search of things to eat.

Three times per day, in lieu of attacking, a neothelid can breathe a devastating cone of acid. 90 feet long and 30 feet wide at the terminal end, this blast of acid will deal 14d6 damage to any caught in it (permitting, of course, a saving throw vs Blast for half damage).

Neothelids use their tentacles to stuff creatures into their gaping maw and swallow them whole. Any creature hit by all four tentacles in a single round is swallowed whole by the neothelid. A swallowed creature suffers 3d6 points of damage per round while inside the neothelid's belly. The damage stops when the creature dies or the neothelid is killed. If a creature that has been swallowed has a sharp weapon, it may attack the neothelid from inside with a penalty of -4 to the attack throw. If the creature swallowed does not escape, six turns after it dies, it will be irrecoverably digested.

Neothelids are innately telepathic. They benefit from the effects of the Life Detection, ESP, Identity Penetration, and Empathy powers as if they had successfully manifested them and were maintaining them, at all times. In addition, they automatically have contact with all minds within 100' of them. Finally, three times per day in lieu of attacking, they may automatically manifest the Psionic Blast power. (Manifesting this power requires only their action, and does not require them to follow any of the normal rules for manifesting a power.)

Due to their propensity for swallowing creatures whole, an encounter with a neothelid may yield treasure even outside of their lair.

Appendix 1: Wild Talents

Characters with wild talents are members of non-psionic classes who have access to psionic powers. These powers are generally less controlled, in both access and use, than the powers of a psionic character. Two options for wild talents are presented here. The Judge should select whether one, both, or neither are appropriate for the campaign and inform the players.

Option 1: Random Generation

When using this option, any non-psionic character has a percentage chance to have a wild talent. The exact chance should be selected by the Judge (note that selecting 100% chance means that all non-psionic characters have wild talents) to create the specific level of rarity desired.

Once a character has been determined to have a wild talent, roll on the Wild Talents table to see what their talent is.

Option 2: Proficiency Selected

When using this option, non-psionic characters desiring to have a wild talent should select the Wild Talent general proficiency. If they wish a more powerful wild talent, they should then select the Improved Wild Talent or Master Wild Talent general proficiencies (below).

Wild Talent: The character has a wild talent. Choose any devotion of difficulty 2 or less as your wild talent. Follow all other general rules for wild talents.

Improved Wild Talent: The character's wild talent has become more powerful over time. Select any psionic power of difficulty 3 or 4 as your wild talent (note that difficulty 3 will be a devotion, and difficulty 4 will be a science). This talent replaces your old wild talent. Recalculate your PSPs as appropriate for your

new talent. In addition, your power throw improves by 1.

Master Wild Talent: The character's wild talent has grown into one of the most powerful psionic powers. Select any psionic science of difficulty 5 or 6 as your wild talent. This talent replaces your old talent. Recalculate your PSPs as appropriate for your new talent. In addition, your power throw improves by 1.

Wild Talent General Rules

Regardless of how the talent is determined, all wild talents follow the same basic rules. A character with a wild talent begins at first level with enough PSPs to manifest the power once and maintain it four times. (If the power does not have a maintenance cost, then they simply receive its initial cost in PSPs.) They have a base power throw of 10+. Their power throw does not improve as they gain levels (but see the Natural Talent proficiency, below). Every time they gain a level, they gain 4 PSPs (regardless of how expensive their power is; characters with Disintegrate as a wild talent will need to gain many levels before they can use it a second time in a day).

When manifesting a power, a wild talent modifiers their power throw only by the Difficulty of the power. They do not add their Wisdom modifier to their power throw.

Some available wild talents have prerequisites. If the prerequisite is not necessary to the function of the power, the character can simply use it on its own. If the prerequisite is necessary for the power to function, then the wild talent knows both powers.

Many of the telepathic powers available as wild talents require contact. If the character receives one of these as a wild talent, he also learns the Mind Thrust attack mode and receives enough PSPs to manifest it three times. (Alternately, the Judge may select an attack mode for him. For any attack mode other than Mind Thrust, the character receives only enough PSPs to manifest it once.)

In any other case where a character has more than one power as a wild talent, they receive enough PSPs as a base to manifest each of them and maintain them each four times. Their PSP gain per level remains 4, regardless of how many powers they have.

A character desiring to improve their wild talent's reliability may take the Natural Talent general proficiency.

Natural Talent: You are naturally gifted in the reliable control of your psionic wild talents. Your base Power Throw is 8+ instead of 10+, and you may add your Wisdom modifier to power throws made to manifest it.

Roll	Power	Page
Wild Talent Table – 1d100		

Roll	Power	Page	Roll	Power	Page
	Psychometabolism Devotions		29	Dimensional Door	41
1	Absorb Disease	33	30	Dimension Slide	41
2	Adrenalin Control	33	31	Dimension Walk	42
3	Aging	33	32	Dream Travel	42
4	Biofeedback	33	33	Duo-Dimension	43
5	Body Control	34	34	Pocket Dimension	43
6	Body Equilibrium	34	35	Shadow Walk	43
7	Body Weaponry	34	36	Skate	43
8	Spider's Leap	34	37	Spatial Distortion	44
9	Cause Decay	34	38	Stop	44
10	Cell Adjustment	34	39	Summon Object	44
11	Chameleon Power	35	40	Time Shift	45
12	Chemical Stimulation	35	41	Time/Space Anchor	45
13	Displacement	35	42	*Psychoportation Science – roll 1d100*	
14	Ectoplasmic Form	35	01-30	Banishment	38
15	Enhanced Strength	35	31-35	Dimensional Screen	38
16	Expansion	35	36-60	Probability Travel	38
17	Flesh Armor	36	61-70	Summon Outer Creature	39
18	Graft Weapon	36	71-80	Summon Elemental Energy	39
19	Heightened Senses	36	81-90	Teleport	40
20	Immovability	36	91-95	Timeless Body	40
21	Lend Health	36	96-00	Wormhole	41
22	Mind over Body	36		*Psychokinetic Devotions*	
23	Reduction	37	43	Animate Object	48
24	Share Strength	37	44	Animate Shadow	48
25	Suspend Animation	37	45	Ballistic Attack	48
26	*Psychometabolism Science – roll 1d100*		46	Control Body	48
01-30	Animal Affinity	31	47	Control Flames	49
31-40	Complete Healing	31	48	Control Light	49
41-45	Death Field	32	49	Control Sound	49
46-60	Energy Containment	32	50	Control Wind	49
61-70	Life Draining	32	51	Create Sound	50
71-80	Metamorphosis	32	52	Inertial Barrier	50
81-00	Shadowform	33	53	Levitation	50
	Psychoportation Devotions		54	Molecular Agitation	50
27	Acceleration	41	55	Molecular Manipulation	51
28	Deceleration	41	56	Project Force	51

Roll	Power	Page
57	Soften	51
58	*Psychokinetic Science – roll 1d100*	
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	Clairsentient Devotions	
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60	Aura Tracking	60
61	Battle Meditation	60
62	Bone Reading	60
63	Combat Mind	61
64	Danger Sense	61
65	Dead Man's Eyes	61
66	Detect Invisible	61
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69	Environment	62
70	Radial Navigation	62
71	Recall Agony	62
72	Steadfast Perception	62
73	Watcher's Ward	63
74	Weather Prediction	63
75	*Clairsentient Science – roll 1d100*	
01-15	Aura Sight	57
16-30	Clairaudience	57
31-45	Clairvoyance	58
46-55	Object Reading	58
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80	Daydream	68
81	Empathy	68
82	ESP	68
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84	Identity Penetration	69
85	Inflict Pain	69
86	Invincible Foes	69
87	Invisibility	69
88	Life Detection	70

Roll	Power	Page
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90	Phobia Amplification	70
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92	Psychic Impersonation	71
93	Psychic Messenger	71
94	Send Thoughts	71
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96	Sound Link	71
97	Taste Link	72
98	Telempathic Projection	72
99	*Telepathic Science – roll 1d100*	
1-20	Domination	64
21-30	Ejection	64
31-45	Fate Link	64
46-50	Mass Domination	65
51-70	Mindlink	65
71-76	Mindwipe	65
77-90	Probe	65
91-96	Superior Invisibility	66
97-00	Switch Personality	66
	Special	
00	Roll twice	

Appendix 2: Psionic Power Creation

Psionic powers are created following the same process and categories as spells. This appendix references rules contained in the ACKS Player's Companion™.

Default PSP cost for powers is:

Initial 2 + 2 * Difficulty
Maintenance Half initial per round

Powers that have an initial or maintenance cost other than the defaults have a multiplier applied to their cost. (This can be confusing to calculate because the Difficulty changes based on multipliers which would change the cost you had originally calculated; don't think about it too much and just calculate the final cost when the power is done.) Note that adjusting the initial cost does adjust the maintenance cost. For example, a power of Difficulty 6 has a base cost of 14 (2 + 2 * 6), and a base maintenance cost of 7/round. If the power's initial cost is increased to 20 PSPs, the maintenance cost automatically increases to a base of 10 PSPs/round.

Initial cost multipliers follow the table below.

Change to Cost	Multiplier
Double initial cost	x0.75
+50% initial cost	x0.9
-50% initial cost	x1.3
Half initial cost	x1.75

In most cases, the initial costs of powers modified by these multipliers have been rounded. The Judge is encouraged to use rounding (explained by psionic research, of course) to increase ease of use in play.

Because different spell or power types have different duration modifiers, a unified modifier table for calculating the modifier for each specific duration is not provided. There are, however, some rough equivalencies that can be offered here.

Spell Duration	Maintenance Cost
3 rounds	Initial per round
1 round per level	Half initial per round
1 turn	Double initial per turn
3 turns	Initial per turn
6 turns	Half initial per turn
1 turn per level	Half initial per turn
12 turns	Quarter initial per turn
1 hour	Double initial per hour
1 hour per level	Half initial per hour
6 hours	Half initial per hour
1 day	1-3 PSPs per hour

In general, the Judge should consider how long the power would reasonably be maintained, and select a duration modifier (a multiplier from the specific spell type table) and maintenance cost appropriate for that expected duration.

Psionic powers have a x1.5 source multiplier for Blast powers and other sources of raw damage or vulgar effects, a x1.5 modifier for Healing powers, and a x1 multiplier for anything else that fits into the discipline (for example, Psychoportation has a x1 source multiplier for probability or dream travel, but x1.5 for a blatant teleportation power like Wormhole). The Discipline should be selected based on where the power fits into best, and in general, powers should not be designed that add entirely new capabilities to a Discipline, especially if they are similar to existing powers in other Disciplines. For example, a Psychometabolism power that allowed the character to disintegrate objects with eye beams is essentially identical to the Disintegrate power, and should be avoided. The following effect types are generally appropriate for each Discipline. Note that this is a guideline, not a hard rule, and if the Judge feels that a certain effect outside of these guidelines is appropriate for a Discipline, have at it.

Psychometabolism: Death, Healing, Protection, Transmogrification. Note that as a general rule Psychometabolism powers, barring psionic research, have ranges of Self or Touch.

Psychoportation: Blast, Movement, Protection, Summoning, Wall.

Psychokinesis: Blast, Death, Protection, Movement (telekinetic effects only).

Metapsionics: Very little. Metapsionic powers almost always require invention to design, as they have unique effects.

Clairsentience: Detection, Protection, Transmogrification (enhancement of self rather than transformation). Most clairsentient powers are difficult to classify.

Telepathy: Detection, Enchantment, Illusion, Protection.

An astute reader may notice both that some existing powers fall outside of these guidelines (Recall Death of Clairsentience is not a Detection, Protection, or Transmogrification power), as well as that every discipline can have appropriate Protection powers. In general, each discipline is excellent at protecting against its own bailiwick (Psychokinesis with Energy Absorption and Telepathy with Mind Bar, for example), rather than each discipline being able to protect against everything. As for powers falling outside, well, they are guidelines, after all, and if I did not always obey them than you should not feel that you must either.

Not all of the existing powers can be reproduced with the power design system. In some cases, this is due to breakthroughs in psionic research that were passed down as the new form of the power. In other cases, it's because their category is Informative Spells That Ruin Your Campaign's Mysteries or similar categories that don't fit into spell design.

If an exception is not specifically mentioned here, use the appropriate spell design rule from the Player's Companion. The power's Difficulty is equal to the level it would be, were it a spell. If the power's Difficulty is 1-3, the power is a devotion; if it is 4-6, it is a science. (A power with a Difficulty higher than 6 is appropriate only for a High Science or the result of a psionic breakthrough made in the past.) Just as when designing spells, not every power made following these rules will be entirely balanced or appropriate for every campaign, and the Judge should make certain to consider the effects a new power will have before adding it. Also just as when designing spells, the Judge should feel free to make whatever adjustments to the formulas feel appropriate for the power in question, regardless of whether or not an effect for it already exists. (Psionic breakthroughs are great for explaining this sort of thing, as many of them offer a wide variety of possible changes made to a power, some of which are entirely at the Judge's discretion and include both advantages and disadvantages.)

Appendix 3: Psionic Class Constructions

For those who are curious, these are the constructions of the psionic classes using the rules presented in ACKS Player's Companion™.

Psionicist: Fighting 1, Psionic 3. One fighting style was traded for a custom power (the bonus proficiency based on the character's primary discipline).

Soulknife: Fighting 1b (Thief), Thievery 1, Psionic 1, Hit Dice 1. Tradeoffs made: Two fighting styles were reduced to one, armor reduced from narrow to restricted, armor reduced from restricted to none. Only proficient in mindblade (one power; this is actually roughly half a tradeoff, but I rounded up). Total tradeoff powers: 4. Thievery spent on Hide in Shadows, Move Silently, and Backstab. Four custom powers used as follows:

One at first level
One at 2 and 12
One at 3 and 11
One at 5 and 9

There is a power at 6th level, and you might notice that this adds one too many, because the mindblade enhancing in power up to +3 is only 2 powers total. (The fact that you cannot use any magic weapons brings it down from 3). Its location was eyeballed to 6, as sort of an average-dead-spot place.

Dwarven Battlemind: Fighting 2, Hit Dice 1, Psionic 1, Dwarf 0. Delayed psionic power acquisition. Tradeoff made: Weapon selection reduced from Unrestricted to Broad. Tradeoff made: Psionic attack and defense mode acquisition reduced from 1 to 0. These two powers were then traded for custom powers appearing at levels 3, 5, and 7.

Elven Ardent: Psionic 4, Elf 0. Tradeoff made: Fighting styles reduced from 1 to 0. Used for the master of psionic combat custom power.

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Glossary

Attack mode – A type of specialized power used primarily to achieve contact, though they have secondary uses.

Attune - The process of preparing a receptacle to allow the manifester to use it. A manifester may be attuned to only one receptacle at a time, and may not use a receptacle they are not attuned to.

Breakthrough - Caused when a manifester succeeds by 10 or more during psychic surgery to modify a power. Breakthroughs allow the power to be modified in ways that are normally impossible.

Clairsentience - One of the six disciplines. Clairsentience focuses on powers related to knowledge.

Contact - A contacted mind is open to the manifester's future attacks. Most mind-affecting powers require the manifester to achieve contact before manifesting them.

Defense mode – A type of specialized power used primarily to resist contact, though they have secondary uses.

Devotion - A lesser type of psionic power. Devotions are weaker and easier to manifest than sciences.

Difficulty - A measure of how challenging it is to manifest the power. Difficulties can range from 0 to 6 and are applied as a penalty to the manifester's power throw.

Discipline - A group of psionic powers with a similar theme and abilities.

Empower - The process of creating a psionic item. A subset of psionic research.

High Science - An optional rule, High Sciences are extremely strong powers that might be learned in place of a breakthrough if they are being used.

Initial cost - The amount of psionic strength points required to manifest the power.

Maintenance cost - The amount of psionic strength points required to maintain the power. Maintenance costs always include an interval, which is how often the cost must be paid.

Manifest - Activating a power, analogous to casting a spell.

Manifester - A character capable of manifesting psionic powers.

Mental armor class - One of the three methods of achieving contact. A creature has a mental armor class (MAC) normally equal to their level or HD plus 2. A manifester must make a power throw, penalized by the target's MAC, to achieve contact when using powers that attack it.

Metapsionics - One of the six disciplines for organizational purposes, metapsionics focuses on powers that affect other powers or psionic abilities. Metapsionics is not truly a discipline and is not affected by the primary discipline restriction.

Mishap - Caused when a manifester fails by 10 or more during psychic surgery. Mishaps cause significant negative effects.

Power - A specific psionic ability, analogous to a spell.

Power throw - A successful power throw is required to manifest a power, and for certain other psionic tasks. A manifester's base power throw is determined by their class and level. It is modified by their Wisdom modifier, and may have other modifiers (manifesting a power, for example, is modified by the power's Difficulty.)

Primary discipline - The first discipline learned by a manifester. A manifester may never know more powers in any single other discipline than in their primary discipline.

Psionic academy - The psionic stronghold, used to gather apprentices and secure domains.

Psionic combat - The method by which contact is achieved with a mind. Psionic combat uses specialized powers called attack and defense modes.

Psionic research - The process by which manifesters replace known powers with new ones, work to modify existing powers, or empower psionic items.

Psionic strength points - A reflection of a manifester's ability to manipulate psionic energy. Psionic strength points (PSPs) are the resource used to manifest and maintain powers.

Psychic surgery - The process by which manifesters replace known powers with new ones or modify existing powers. A subset of psionic research.

Psychokinesis - One of the six disciplines. Psychokinesis focuses on powers related to force.

Psychometabolism - One of the six disciplines. Psychometabolism focuses on powers related to living things.

Psychoportation - One of the six disciplines. Psychoportation focus on powers related to movement.

Receptacle - A type of psionic item that stores PSPs. An attuned manifester may draw on these PSPs to refill their own pool or to pay for a power as they manifest it, automatically succeeding in their power throw.

Science - A greater type of psionic power. Sciences are stronger and more difficult to manifest than devotions.

Tangents - One of the three methods of achieving contact. Tangents are tracked on the target mind; when the manifester has three tangents, they have achieved contact. Tangents have no effect until there are three of them.

Telepathy - One of the six disciplines. Telepathy focuses on powers related to minds and mental effects.

Wild talent - An optional rule, wild talents allow nonpsionic characters to have access to some psionic power.

Index

Psionic Power Index

Open your mind! Powers of the Mind offers everything you need to add psionics to your ACKS™ game.

- Four psionic classes, as well as the ability to create your own
- 151 psionic powers spread across six disciplines, and the ability to create your own
- Rules for psionic combat, or for not using it
- Rules for modifying psionic powers or building psionic strongholds
- Eight psionic monsters
- Wild talents, to allow even nonpsionic characters to dip their toe in

With an open mind, anything is possible!