

PSIONICS

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PSI  NICS

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NOTE ON GENDER:

Throughout this book, the male personal pronoun—he, his, him—will be used as a general and collective case (i.e., when both males and females are being referred to). This is simply because the alternatives—s/he, his/hers, etc.—are clumsy at best and distracting at worst. Unless specifically stated, or made obvious by context, the use of “he” doesn’t exclude the possibility of a female character.

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How To Use This Book

Standard terms/abbreviations: "D" is used as an abbreviation for "die" or "dice." 1D20 means roll one 20-sided die; 1D100 (or D%) means roll two 10-sided dice sequentially, generating a percentage or number between 01 and 00 (read 00 as 10); 3D6 means roll three 6-sided dice and add the results for the sum, etc..

Value assumes that the value of one gold piece is about \$20 in current U.S. dollars. An income of 10 gold pieces (or gp) would be a very profitable day for a merchant, but 1-5 gold pieces is a more likely sum for a day's effort. Henchmen's wages are usually 2 gp per day per 2 Skill levels, with a dramatic increase for jobs that are perceived to be dangerous.

AC (Armor Class) works on a scale in which a lower number is better. A Character with no armor is AC: 10 (unless otherwise stated within a Character's race statistics). A shield adds 1 to make AC: 9; chain mail is AC: 5; and plate mail and shield is AC: 2. (See the standard rule book for details.)

HTK (Hits To Kill) is the number of points of damage that a Character or monster may sustain before being killed. Player Characters and Non-Player Characters determine how many HTK they have by rolling one die for every Skill Level they have (unless otherwise stated); the number of sides the die has depends on the Character's class. (See standard rule book for more information on determining PC and NPC HTK.)

Monsters always use 8-sided dice to determine how many HTK they have. The number of dice used is indicated in parenthesis (after the HTK total) for monsters.

MV (Movement) is the speed of a Character or monster on a constant basis. It can be adjusted to whatever scale is needed by adjusting ground scale accordingly (the most common is 1 square or hex = 10 feet).

There may be two or more numbers given. This indicates that the Character or monster can travel in more than one mode (see standard rule book).

THACO (To Hit Armor Class 0). When you know a Character's or monster's THACO, you will know the number required to score a successful hit on 1D20 (or multiply that number by 5 to get the percentage chance of success). A target's Armor Class is subtracted from the attacker's THACO to obtain the required die roll on 1D20.

For example, if a Character's THACO is 16

and his target is wearing chain mail with no shield (AC: 5), the Character needs to roll 11 or less on 1D20 (16-5=11) or roll 55% or less on a D% (11 x 5% = 55%).

Characteristics (or attributes, ability scores, or statistics) are derived from 3D6. The lowest score for a human is 3, and the highest score is an 18/00 (see standard rule book for more information).

Spell Abilities: Many deities and monsters use certain spells and/or the magical abilities of specified character classes. See the standard rule book for descriptions of spells not described herein, and/or for more information on the magic-using character classes mentioned.

Saving Throws (save vs.): are listed for each character class in the standard rule book. To make a successful saving throw, a Player must roll the *saving throw value or higher* on 1D20. A successful saving throw often reduces or negates certain types of damage.

Saving throw bonuses are added to the number the Character rolls on 1D20. For instance, the save vs. Breath Weapons for a Skill 4 cleric is 15. The cleric must normally roll a 15 or higher to save vs. Breath Weapons; if he or she is wearing armor which gives a +2 vs. Breath Weapons, however, he or she need only roll a 13 or higher to make a successful saving throw (13+2=15).

Ability rolls (save against) on a Character's statistics (attributes) work much like saving throws.

For example, if a Player wants his or her Character to detect a lie or get information, he or she may have to save on a die roll against his or her Insight (INS).

Roll 1D20 (or 1 or more D6s, GM discretion) for all ability rolls. If the resulting number is *equal to or lower than* the statistic, the save is successful. With such a roll, a Character is able to tell if a person is lying, for example.

Ability rolls are often modified. If instructed to make an INS ability roll (save against INS) at a +3 penalty, add 3 to the die roll. For example, if a Character's INS is 12 the Character's Player rolls a 10, he or she fails to make the save (10+3=13).

(MR) Magic Resistance indicates the percent chance of a spell's failure on a given deity or monster. It is based on a spell being cast by a Skill 11 spell caster, and must be adjusted upwards by 5% for each level below 11, and downwards for each level above 11.

Where there is no value given, the deity's or monster's magic resistance is assumed to be "standard." (See the standard rule book for more information.)

Magic-using Classifications: The term "priest" applies to both druids and clerics, and "wizard" applies to both magic-users and illusionists.

ABBREVIATIONS

STR	Strength
INT	Intellect
INS	Insight
DEX	Dexterity
STA	Stamina
APL	Appeal
HTK	Hits To Kill
AC	Armor Class
MV	Movement
AL	Alignment
AT	Attacks
DM	Damage
SZ	Size
THACO	To Hit Armor Class 0
L. Good or LG	Lawful Good
L. Neutral or LN	Lawful Neutral
L. Evil or LE	Lawful Evil
N	Neutral
N. Good or NG	Neutral Good
N. Evil or NE	Neutral Evil
C. Good or CG	Chaotic Good
C. Neutral or CN	Chaotic Neutral
C. Evil or CE	Chaotic Evil
PC(s)	Player Character(s)
NPC(s)	Non-Player Character(s)
cp	copper piece(s)
sp	silver piece(s)
ep	electrum piece(s)
gp or GP	gold piece(s)
pp	platinum piece(s)
GM	Game Master
S	Smaller than man-size
M	Man-size
L	Larger than man-size
PP	Pick Pockets
OL	Open Locks
F/RT	Find/Remove Traps
MS	Move Silently
H in S	Hide in Shadows
HN	Hear Noise
CW	Climb Walls
RL	Read Languages
V	Verbal
S	Somatic
M	Material

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CHAPTER 1 INTRODUCTION

Welcome to the Psionics Sourcebook! Since the dawn of time, mankind has dreamed of having power over the universe around him: indirect power, beyond the limited range of limbs and the feeble strength of muscles. The search for such powers has given rise to myths, legends and folk tales, and—more recently—novels and movies.

Traditionally, the powers that people receive can be broken down into two classes. The first—and the most familiar—can be classed as “magic,” or “spellcasting.” This kind of power is the most familiar to players of role-playing games (RPGs), since it’s the power wielded by wizards and clerics. Magic requires some form of ritual—whether this ritual conjures the power, or simply channels and controls it in the desired manner. Depending on the type of magic, the ritual could be a cleric’s prayer, or the strictly-constrained verbal and somatic components of a mage’s spell. In either case, the ritual is indispensable to the use of the power.

The term used throughout this book for the second class of power is “psionics.” This class comprises “psychic” effects like Precognition and Clairvoyance (the “real” kind—as in “having visions”—not the spell-mediated variety more familiar to RPG players), as well as “mind-over-matter” effects like Telekinesis.

Although the effects of psionic abilities can be—and often are—emulated by certain spells, there’s a significant difference between the two types of power. “Psionicists” (defined as “those people who employ psionic abilities”) may use certain kinds of “focusing rituals” to help them focus their concentration—such as chants, mnemonics, or even rhythmic motions—but these focusing rituals aren’t indispensable to the control of the power. While many psionicists will use such focusing rituals simply because they find it makes their job easier, others will be so far advanced—or so naturally attuned to their mental powers—that rituals are totally unnecessary. All that’s required to use a particular power is an act of will. (A mundane example of a mnemonic focusing ritual is that old rhyme, “Thirty

days has September / April, June, and November . . .” etc. This ritual—the rhyme—certainly makes it easier for most of us to remember how many days there are in a particular month, but it’s obvious that figuring out how many days a month contains doesn’t require that we say the rhyme first.)

Psionic abilities somehow seem more scientifically acceptable to many people than do magical powers. The reasoning goes something like this. Even after years of studying the brain, we still have no real understanding of what the mind is. Mind and free will seem to be totally incorporeal concepts that are somehow coupled with the physical brain; however, they don’t appear to reside in any particular physical structure in the brain. For these reasons, we can’t understand how the “I”—the self-aware mind—causes contractions in the muscles necessary to move a finger. (Oh, certainly, we understand how the electrochemical impulses of neurons activate the muscle fibers . . . but that doesn’t tell us anything about how the “I” causes those neurons to fire.) Since we don’t understand how the mind causes physical effects in the body (in the form of nerve impulses and muscle contractions), it’s no more incomprehensible that the mind could cause effects in physical systems outside the body. To describe this philosophy in another way, our understanding of how the mind can cause a finger to bend is no greater than our understanding of how the mind can cause a spoon to bend. Zero equals zero, after all. (This should not be taken as a defense of “paranormal” and “pseudoscientific” beliefs, of course. It is simply a useful justification for including psionic powers in a role-playing game.)

PSIONICISTS IN THE CAMPAIGN

The following chapters describe various “traditions” or “schools” of psionicists. (Throughout this book, the term “psionicist” will be used as a generic term for people who wield psionic or psychic powers.) All of these psionicist traditions are limited to pure-breed

breed humans only.

This can be justified in various ways. Firstly, in terms of game balance, demi-humans such as elves or dwarves have innate abilities that makes them somewhat superior to humans in various useful ways. Limiting psionic abilities to humans "balances the ledger," at least to some degree. Since most campaign worlds are human-dominated, this is a desirable outcome.

There are other rationalizations for limiting psionic abilities to pure-breed humans. In general, the motivating force for a character to put the time and effort into developing psionic abilities is simply the desire to gain power, and thus achieve the character's goals quicker and more efficiently. This attitude makes most sense in a short-lived creature such as a human. Elves, dwarves, shirelings, etc. can simply wait for things to develop in their own good time; their relatively long life-spans give them this luxury. Humans, however, have only 70 or so years to get what they want out of the world before they're forced to leave it. This time pressure is compatible with developing "short-cuts" such as psionics.

(If the GM wants more "scientific" reasons for limiting psionics to humans, try the following. Elves simply don't have the correct mental architecture to develop psionic abilities (this difference in mental architecture is reflected in the elf's resistance to Fear, Charm, and

Sleep). Dwarves' innate resistance to magic reflects an isolation from the more subtle forces of the universe, which prevents them from wielding psionic powers. Shirelings are simply too lazy and sybaritic to submit to the mental discipline required to become effective psionics, and orcs and their kin are too brash, unsubtle, and impatient to do so.)

There are various ways in which the Game Master can incorporate psionics into the campaign. GMs might decide that only a single psionic tradition exists in the campaign. Thus, for example, all psionics in the campaign world belong to the empathic tradition. Alternatively, GMs might decide to throw the whole thing wide open. In campaigns such as this, empaths might rub shoulders with hypnotists and pyromancers. GMs must decide based on the nature of their own campaigns. (For example, "high fantasy" campaigns with a highly structured mythos should probably have a single tradition of psionics, while more eclectic campaigns could support a more "grab bag" approach.)

One of the great strengths of Role Aids products is that they can support either high or low fantasy, or a mixture of the two, as the GM and Players choose. To maintain this freedom and flexibility, little or no specific world-related information has been included. Individual GMs can decide exactly how they want to



incorporate this material into their personal campaigns.

The different sub-classes of psionist described in this book are intended primarily for use as Non-Player Characters. Of course, individual GMs can choose to allow Player Characters to become psionists.

Becoming a Psionist

Psionic powers represent the ability to affect the physical world through the application of mental energy. This requires a concentration and focusing of thoughts to a much greater degree than most people are capable of, which in turn requires a high level of willpower. Thus, the basic minimum requirement for any "school" of psionics is an INS attribute of 13. The conscious, intellectual requirements vary from school to school. Some types of psionics are highly intellectual and require considerable mental training; others are more like instinctive applications of desire, emotion and willpower. These differences are reflected in the specific INT requirements of various psionic "schools."

Strong willpower isn't the sole requirement for a prospective psionist, although it's one of the few that's measurable in terms of a Non-Player Character's attributes. Of individuals with sufficient strength of will, only a very few are able to wield psionic powers. This reflects many intangibles: the desire to concentrate on such a hard-to-attain goal, the belief that such powers are truly possible, and imponderables such as an individual's "mental architecture."

In addition to these attribute requirements, different traditions have other, less concrete "prerequisites." These may take the form of a certain ancestry, upbringing, or education. These specific requirements are discussed in the individual chapters. Since psionists are designed as Non-Player Character classes, there's no real need to specify a die roll system to determine if a particular character has "the Power." If the GM wants a certain Non-Player Character to be a psionist, then he or she is one.

However, guidelines are still useful. Psionists should be rare in all but the most outré campaign worlds. At a maximum, perhaps one out of one hundred humans has the potentiality to become a psionist. Of these candidates, no more than one out of fifty will actually have developed the power to any significant degree. Thus, in most worlds, the proportion of psionists in the population will be no more than one in five thousand. In fact, this represents a maximum figure, and the proportion might well be much less.

Multi-Classed & Dual-Classed Characters

Psionist characters cannot be multi-classed. (This follows logically from the facts that only humans can be psionists, and that humans can't be multi-classed.

There is a justification, however: developing and maintaining psionic abilities is simply too mentally strenuous and time-consuming to allow a character to split his effort and develop parallel classes.)

Psionists may be dual-classed, however. In the case of a character acquiring psionic abilities as a second class, the normal rules for dual-classed characters apply, with one single exception. A magic-user or illusionist can never become a psionist; psionic abilities require a particular mental architecture, while the ability to cast wizard-style spells requires a totally different—and mutually exclusive—architecture.

A psionist can also acquire a second class. However, the time required to learn and hone additional skills detracts from the character's ability to concentrate on and apply mental powers. To reflect this, a psionist who takes a second class immediately and permanently loses 25% of the Mental Point total that he would otherwise have at his disposal. (Mental Points are discussed in the following section.) Once a character has taken another class, he can never advance further in Skill Level as a psionist. A psionist can never become a magic-user or illusionist, for the reasons previously mentioned.

THE PSIONICS SYSTEM

By its very nature, psionic power is very different from the standard forms of magic (for example, the spells cast by wizards and clerics). While it would be possible to "shoehorn" psionic abilities into the same spell/level system, it makes more sense to use a procedure that more accurately reflects the eccentricities of mental powers.

Mental Points

Thus, in this book, psionics work on a point system. At each Skill Level, a psionist receives a certain number of Mental Points (MPs) per day. MPs that have been used during the day can be regained by sleeping for an uninterrupted six hours. MPs cannot be accrued from day to day.

A particular psionic ability, or "discipline," costs a certain number of Mental Points to use. This cost may be a "one-shot deal," as in a mental attack, or may be expressed as a number of MPs per round or turn that the effect is sustained, as in an illusion-type ability. Also, the cost might vary depending on the subject of the ability. (For example, it's much easier to bend a spoon than it is to bend the bars of a prison cell. Obviously the former will be less "expensive" in terms of MPs.)

Let's take an example. Damien is a Skill 6 Pyromancer, with a daily allotment of 30 MPs. During the day, he uses the discipline Ignite to light a campfire (which costs 4 MPs) and the discipline Melt to soften the armor

Table 1: Psionicist Abilities

PSIONICIST SKILL LEVEL		
Skill Level	MP	HTK Dice
1	5	1
2	10	2
3	15	3
4	20	4
5	25	5
6	30	6
7	35	7
8	42	8
9	49	9
10	56	10
11	61	10+1
12	66	10+2
13	71	10+3
14	76	10+4
15	80	10+5
16	84	10+6
17	88	10+7
18	92	10+8
19	96	10+9
20	100	10+10

of an attacking orc (which costs 5 MPs per round for 4 rounds). Thus, at the end of the day, his MP total is down to 5. That night, Damien manages to sleep for six uninterrupted hours. The next morning, he wakes with a total of 30 MPs. If he'd been awakened before the six hours were up, however, Damien would have had to face the world with only 5 MPs until he had the chance to sleep again.

All types of psionicists gain the same number of MPs per Skill Level. This is shown in Table 1.

Discipline Levels

In addition to their MP cost, disciplines are differentiated by their "Level." The Level of a discipline is used to determine when a psionicist is eligible to learn and use that discipline. The higher the Level of a discipline, the higher the Skill Level required before the psionicist can learn it. Refer to the accompanying table to determine the minimum Skill Level at which a psionicist can learn a discipline of a particular Level.

In addition to determining when a psionicist can learn a particular discipline, Level is important for other reasons, as discussed later.

Learning Disciplines

Just because a psionicist is of sufficient Skill Level to learn a certain discipline doesn't mean that he automatically knows it. A psionicist must learn a discipline before he can use it, just as a wizard or cleric must learn a spell before being able to cast it. Unlike wizard or clerical spells, psionic disciplines can only be learned in person, from another psionicist of the same "school" who already knows the discipline. Disciplines cannot be learned from books or scrolls, or from a psionicist of a different tradition.

To learn a particular discipline, a psionicist must first be of a sufficiently high Skill Level to use that discipline (as shown in Table 2). Then he must find a suitable teacher. The process of learning a discipline takes 1D2 days per Level of the discipline. (Thus Melt, the pyromancer's discipline, would take only 1-2 days to learn.) This period assumes that teacher and student spend four hours per day working together. Spending more time per day doesn't shorten the learning time (presumably, four hours per day is the longest that the psionicists can concentrate without getting into a condition of diminishing returns). Spending less time per day, however, increases the duration proportionately.

This first period represents the period required to learn the mind-set and mnemonics necessary to use the discipline. Once the learning period is over, the student knows all he needs to know to use the discipline; the teacher is no longer necessary. This doesn't mean that the psionicist can actually use the discipline yet; there's a big difference between knowing and doing (as any driving student can attest). To incorporate the knowledge and "make the discipline his own," the psionicist must practice the discipline. He must dedicate a minimum of two hours per day, over a period of 1D3 days

Table 2: Discipline Minimum Skill Level

Discipline Level	Minimum Skill Level
1	1
2	3
3	6
4	9
5	13
6	17

per Level of the discipline. As with the learning period, increasing the time spent per day doesn't decrease the practice span, but decreasing the time per day does increase the span. At the end of this time, the psionist is able to use the discipline fully.

Not every psionist is able to learn every discipline that he's eligible for. The chance of not being able to learn a particular discipline is equal to 25% minus the psionist's INT. (Thus a psionist with INT 13 has a 12% chance of not being able to learn a particular discipline, or an 88% chance of succeeding.) The fact that the psionist is unable to learn the discipline becomes apparent at the end of the learning period, not before. The psionist can attempt to learn the discipline again when he's advanced another Skill Level, but this time the chance of not being able to learn the discipline is four times normal (in the previous example, the INT 13 psionist has a 48% chance of failing, or only a 52% chance of succeeding). If the psionist fails the roll twice, he is never able to learn that discipline.

Table 3: Maximum Number of Disciplines

MAXIMUM NUMBER OF DISCIPLINES PER LEVEL	
INT + INS	No. of Disciplines
14-18	2
19-21	4
22-24	6
25-30	8
31+	All

Analogously to wizards, psionists can learn only a certain number of disciplines of each Level. This number depends on the sum of the psionist's INT and INS attributes. This is reflected in Table 3. The minimum number of disciplines learnable per discipline Level is one regardless of the psionist's INT and INS. (This doesn't waive the requirement of finding an appropriate teacher, of course.)

Once a psionist has learned a discipline, he can always use it, at any time, assuming that he has sufficient MPs available. He does not have to re-memorize the discipline repeatedly, as does a wizard. Thus, psionists neither need nor can use spellbooks. If for some reason a psionist's memory of how to use a particular discipline is removed—perhaps through the action of another psionist—he must re-learn the discipline from scratch, using the normal rules for learning and practice period. (The roll to determine whether the

psionist is capable of learning the discipline is unnecessary. The fact that he once knew it proves that he can learn it again.

Observant readers will notice that psionists can learn certain disciplines before they have sufficient MPs to use them. This is not an error. The minimum Skill Level to learn a certain discipline reflects how advanced the psionist must be in "the Art" before he can understand the intricacies of the discipline. When he reaches this level of advancement, he can learn what it takes to use the discipline in question. But knowing and using are two different things, as mentioned earlier. The psionist might simply have insufficient MPs available to use the discipline. He can learn the procedure, however, and will be ready to use the discipline when he gains sufficient MPs to do so. (Here's a possible analogy: a beginning weight-lifter can learn the techniques necessary to handle extreme weights safely long before he has developed enough muscular strength to actually lift those weights. When sufficient strength develops, the techniques are already there, waiting to be put into use.)

Using Disciplines

Once a psionist has learned a particular discipline, he can use it at any time assuming that he has sufficient MPs, of course. The process isn't instantaneous: the psionist must put himself into the right "frame of mind," clear his thoughts of distractions, and focus his attention on the sometimes-arduous mental requirements of the discipline. Because of this, a psionic discipline has a casting time in much the same way that a clerical or magic-user spell does. Like these other kinds of power, breaking the psionist's concentration before the casting time is complete will prevent the discipline from operating. Unlike other spellcasters, a psionist interrupted during the use of a discipline doesn't "lose" that use of the discipline. The MP cost represents the mental exertion, or drain, of actually using the discipline. MPs are only lost when the discipline actually functions. Thus, a psionist can try to use a discipline—and be interrupted—any number of times without losing any MPs.

(The situation is slightly different for sustained—as opposed to "one shot"—disciplines, such as Mask. If the psionist using the discipline is interrupted while maintaining such an effect, the effect terminates at once. The MPs used up to that point are lost, of course.)

As discussed earlier, psionists sometimes use mnemonic phrases, rhymes, songs, or rhythmic movements to help their concentration. This is particularly true in the early stages, when a psionist has just recently learned a new discipline. To reiterate, these mnemonic "focusing rituals" aren't truly part of the discipline

itself, not the way the somatic component of a wizard spell is the spell. Thus, two different psionics performing the same discipline might well use two totally different rituals to help focus their attention—one might weave complex patterns with his fingers, the other hum a repetitive, hypnotic melody under his breath. (It's presumed that, during the learning period, the psionist develops a focusing ritual for each discipline that works for him.) The consequence here is that another psionist can't tell, by watching or listening, what discipline another psionist is using. (Note that this is a significant difference from "traditional" spellcasting.)

When a psionist learns a new discipline, he learns to focus his attention through the use of both verbal and somatic components—rhythmic movements, and perhaps a melody or rhyme. Initially, a psionist must use both to use any discipline. After a while, however, the discipline becomes so much second nature that the psionist can use it without using any focusing rituals. "Triggering" a discipline without a focusing ritual is more mentally taxing, however, reflected in a higher MP cost. (The advantage, of course, is that purely mental triggering can't be easily noticed by others.)

The procedure is as follows. When a psionist achieves the next Skill Level after the one in which he learned a discipline, he has the option to use that discipline without a focusing ritual. If he does use the discipline without a ritual, the MP cost is increased by 10% (round all fractions up) to reflect the increased mental effort.

As an example, a pyromancer learns the discipline Homeostasis at the earliest point he can do so: as soon as he achieves Skill Level 3. Initially, he can use the discipline only with a verbal and somatic focusing ritual, and at the normal MP cost: 1 per round. As soon as he achieves Skill Level 4, he has the option of using the discipline without a focusing ritual. If the pyromancer decides to use the discipline without a focusing ritual, the cost would be 2 MPs per round (the actual result is 1.1 MPs per round, of course, but all fractions are rounded up).

Note that the decision to use a discipline without a focusing ritual is always up to the psionist. No matter how advanced in Skill Level a psionist becomes, he can always use a focusing ritual in order to minimize MP expenditure.

"Going Into Debt"

Many stories and movies that deal with psionically-capable characters present the idea that a psionist can "overextend" himself, seriously weakening or injuring—or even killing—himself by using a power that is too taxing for his present condition. (In fact, this leads to "noble" scenes where a psionist sacrifices his life by

using that "one last discipline" to save his companions.)

In game terms, this is represented by the psionist's ability to "go into debt" on MPs—in fact, to use more MPs than he currently has. There are costs to this, however. "Going into debt" on MPs causes physical damage, in the form of minor hemorrhages, traumatic exhaustion, etc. To reflect this, the psionist suffers 1 HTK of damage for each MP he expends that he doesn't actually have... multiplied by the Level of the discipline he is using, plus 1D2 HTK. In addition—assuming he survives—a full six hours of sleep won't return the psionist to his full MP strength; in fact, it will only return him to his normal maximum minus the number of MPs by which he "went into debt."

Let's take two examples: Neddis is a Skill 9 telekineticist, which implies that his normal MP maximum is 49. Today he's already used 47 MPs, which leaves him with 2 MPs. It becomes necessary for Neddis to telekinetically Slide an object weighing 50 lbs. Speed isn't an issue, so he can move it as slowly as necessary; thus the MP cost is 5. Since Neddis' current total is only 2 MP, he must "go into debt" by 3 MP. Slide is a Level 1 discipline, so he suffers a total of 3 HTK of damage (3 x 1), plus 1D2 HTK. Neddis rolls a 1, meaning that his total HTK loss is 4. After six hours of sleep, Neddis will have a total of 46 MPs, rather than 49. Assuming that he doesn't overreach himself again, the next day he'll be up to his normal MP total of 49.

As a second example, consider Neddis' compatriot Lilith. Lilith is also a Skill 9 telekineticist, but she has used only 44 MPs, bringing her current MP total down to 5. Unfortunately, to save her adventuring companions, Lilith is forced to Push a small statue off its pedestal so it shatters on the floor. The GM judges that toppling the statue requires 15 foot-lbs. of effort, which costs 12 MPs to generate. Push is a Level 2 discipline, so Lilith suffers a total of 14 HTK of damage (7 x 2) plus 1D2—possibly enough to kill her. Assuming that she survives the experience, after six hours of sleep, Lilith will have a total of 42 MPs, rather than 49.

It's quite possible for a psionist to drive his HTK total down to 0, or below. The consequence depends on which is the case. If the psionist drives himself down to exactly 0 HTK, he dies... but only after the discipline has taken effect. If, however, he drives himself down below 0 HTK, the psionist dies and the discipline doesn't take effect at all.

Take, for example, the case of Lilith, discussed previously: assume that her current HTK total is 21. If the result of the 1D2 roll is 1, then she suffers a total of 21 HTK of damage. This drives her total to 0. In other words, Lilith dies... but not before she's pushed the statue over. If the result of the 1D2 roll is 2, however, then she suffers a total of 22 HTK of damage. Since this

would drive her HTK total down to -1, even the attempt to use the discipline is too much for Lilith, and she dies without moving the statue at all.

Attack Disciplines

A psionicist has the option of allocating extra MPs to any attack discipline—that is, any discipline that causes damage directly, in the form of HTK. These additional MPs—which represent a more focused, concentrated attempt to harm an opponent—increase the damage inflicted by the discipline by 1 HTK per extra MP expended. The maximum damage that can be inflicted by any attack is the maximum possible result of an unmodified dice roll, no matter how many additional MPs are allocated.

Take an attack discipline that inflicts 4D4 HTK of damage on its target. The maximum damage that this discipline can cause is 16 HTK, no matter how many additional MPs are allocated to it. Additional MPs can only increase the chance of inflicting maximum damage, not the maximum itself. For example, the psionicist using an attack discipline decides to allocate an additional 4 MPs to the attack, over and above the normal cost of the discipline. This means that 4 is added to the damage rolled, but only to a maximum of 16 HTK.

Assume that the damage roll is 10. Adding 4 MPs raises the damage “yield” of the discipline to 14 HTK. But what would have happened if the damage roll had been 13? Adding 4 MPs to 13 gives a total of 17, but the maximum damage inflicted by the discipline is only 16. Thus, the discipline actually causes only 16 HTK of damage, and the “extra” MP allocated is lost.

A psionicist must choose how many additional MPs to allocate to the attack before the damage is rolled. The MPs allocated are lost, regardless of whether or not they alter the damage.

Psionicists cannot “go into debt” to allocate additional MPs to an attack.

PSIONIC IMMUNITY & SAVING THROWS

Certain psionic disciplines will be ineffective on creatures without a mind—such as molds and jellies—or creatures with a totally alien form of intelligence—such as most undead. These disciplines are those that somehow effect the mind or psyche of the creature, such as somniomancy or hypnotism disciplines, etc. Disciplines that have a direct, physical effect—such as Telekinesis, Burn, or Freeze—will affect any creature regardless of its mental nature.

All saving throws, unless stated otherwise, are saves vs. Spells.

COMBAT ABILITIES

Psionicists can only wear padded or leather armor, for much the same reasons as spellcasters: the requirements of flexibility, and lack of experience. For similar reasons, psionicists are limited in their choice of weapons to daggers, staves, darts, knives, or slings (except where otherwise specified for particular sub-classes). Psionicists gain 1D3 HTK die per Skill Level from Skill 1 through 10. After Skill 10, psionicists gain 1 additional HTK per Skill advanced, and no longer gain additional HTK bonuses for high STA scores. This is previously reflected in Table 1.

When engaging in melee combat, the Combat Result Table used by psionicists varies depending on the “school” involved. For example, somniomancers use the Magic-User Combat Result Table, while telekineticists use the Thief Combat Result Table. This reflects the varying amount of time each school can dedicate to learning and practicing combat skills.

Psionicists advance in Skill Levels at the same rate as wizards. This is reflected in Table 4.

Table 4:
Psionicist Experience Levels

PSIONICISTS EXPERIENCE LEVEL	
Skill	Experience Points
1	0
2	2,500
3	5,000
4	10,000
5	22,500
6	40,000
7	60,000
8	90,000
9	135,000
10	250,000
11	375,000
12	750,000
13	1,500,000
14	1,900,000
15	2,400,000
16	2,800,000
17	3,200,000
18	3,600,000
19	4,000,000
20	4,400,000

Psionic Combat

Psionics of certain traditions can engage in psionic combat with other psionics, and in some cases even with non-psionic characters. A psionicist can try to control, stun, or damage an opponent when attacking in psionic combat. Damage usually reflects a temporary stripping away of the target's MPs, but can also equate to lost HTK.

Psionic combat is extremely rapid. It takes place in "phases," each representing 1 second. Thus, there are 60 psionic combat phases per melee round. Combat breaks down into two distinct cases: one where one psionicist wants to attack and the other merely to defend, and one where both psionicists want to attack. In the former case, the attacking character automatically acts first in each phase. In the latter, the two psionicists roll initiative at the beginning of each phase. The character with the higher roll is the attacker, the other the defender. (Normal modifiers, such as surprise, affect the initiative roll.)

In each phase, the procedure is as follows. First, the attacking psionicist decides what kind of attack he's using—control, stun, or damage—and how many MPs he's allocating to the attack. The maximum number of MPs that can be allocated to an attack is 10, although a psionicist is free to allocate fewer MPs. As long as he has at least one MP remaining at the beginning of the phase, the attacking psionicist can "go into debt" to allocate

MPs to psionic combat. To calculate the damage, psionic combat is considered to be the same as a Skill 6 discipline. (Thus, a psionicist going into debt by 5 MPs suffers 30 HTK of physical damage.) A psionicist with no MPs remaining cannot attack psionically.

To resist the attack, the defending psionicist must expend one half of the number of MPs expended by the attacker (round fractions up). The defender knows how many MPs the attacker is expending, and may choose exactly how many MPs he will expend in defense. (Thus, a defending psionicist may decide to expend fewer MPs than necessary—and take the difference in physical damage, as explained later—if he figures it's more important to conserve MPs for future actions.) If the defender has sufficient MPs, he totally resists the attack, and suffers no effects from the combat. The defender also has the option of "counterattacking." The defender can allocate additional MPs over and above those needed to defend against the attack, up to a total of 8 MPs. For each additional MP over the required amount that the defender expends, the attacker loses 1 MP. Defenders cannot "go into debt" to allocate MPs to defense or counterattack.

If at any time a defending psionicist has insufficient MPs remaining to defend against an attack, or chooses to allocate insufficient MPs to defense, he suffers effects from the attack. The effects vary depending on the type of attack taking place.



Control: If the defender is unable to fully counter the attack, he is subject to a Suggestion (as the spell of that name) by the attacker. The Suggestion lasts for 1 round per un-counter MP in the attack. (Remember that 1 MP used in defense counters 2 MPs used in attack.) After that time, the Suggestion is null and void.

Stun: If the defender is unable to fully counter the attack, he falls unconscious for 1 round per un-counter MP in the attack.

Damage: If the defender is unable to fully counter the attack, he suffers 1 HTK of damage for each un-counter MP in the attack.

Note that while the defender knows how many MPs the attacker is expending, he doesn't know what type of attack his opponent is conducting. Thus, choosing to allocate fewer MPs than necessary is a risk. The defender might be able to weather the physical damage involved, but suffering a stun result might be fatal.

If the defender counterattacks and costs the attacker more MPs than the attacker has remaining, then the attacker suffers the results of the combat as described previously. The type of counterattack is automatically the same as the original attack.

Once a psionicist has been reduced to 0 MPs, he is incapable of attacking. For the purposes of defense, he is considered to be a non-psionic character (see the following section).

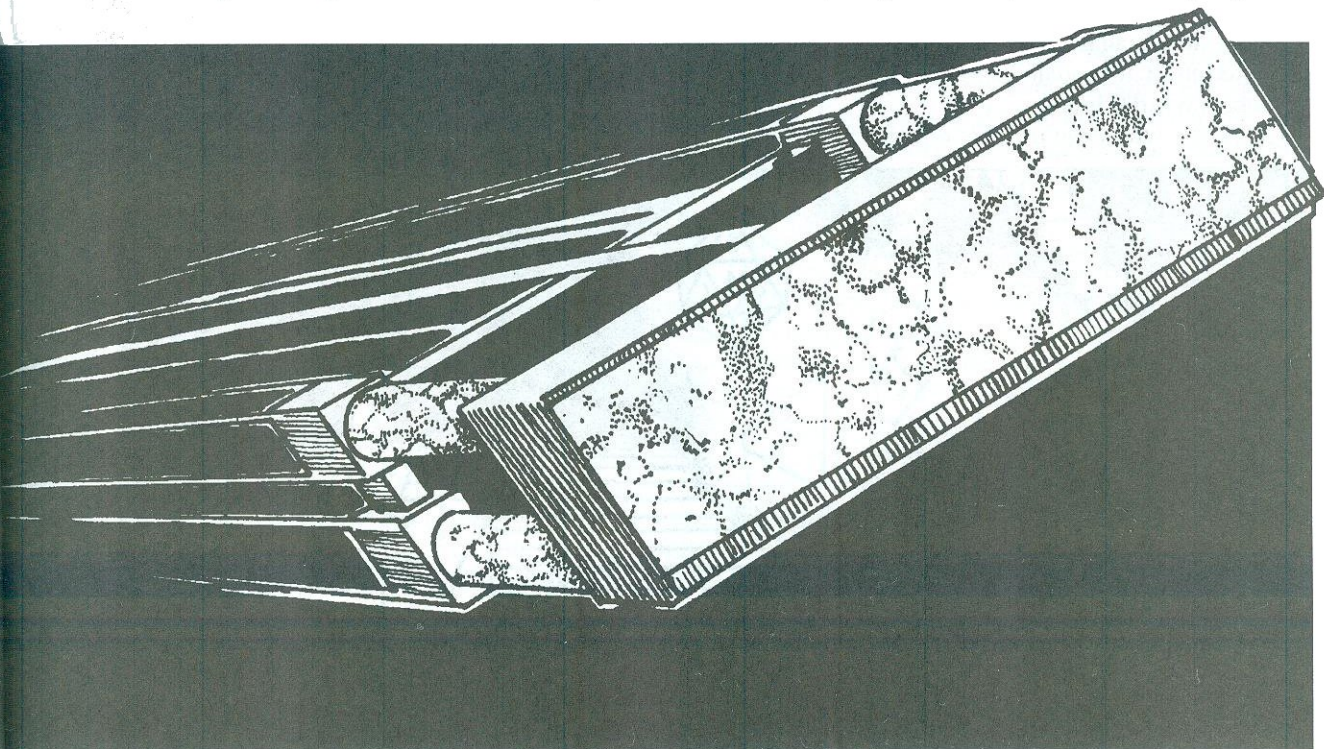
As an example, Davitt—a psionicist with 20 MPs remaining—enters psionic combat with Arla, who has

10 MPs remaining. In the first phase, Davitt wins initiative, and allocates the maximum of 10 MPs to a damage attack against Arla. Arla allocates 5 MPs to resist the attack. At the end of the first phase, Davitt has 10 MPs remaining, and Arla has 5 MPs. In the second phase, Davitt again wins initiative. This time he allocates 8 MPs to a damage attack. Arla counters with 4 MPs, resisting the attack. Davitt now has 2 MPs left, while Arla has 1 MP remaining. On the third round, Arla wins initiative. She allocates her 1 remaining MP to a stunning attack, and goes into debt to allocate an additional 3 MPs to the attack, bringing her attack total up to 4 MPs. Davitt has only 2 MPs remaining—sufficient to counter only 2 of Arla's 4 MPs—so Arla's attack takes effect. Davitt falls unconscious for 2 rounds. Arla suffers 18 HTK of damage for going into debt.

From this example it may seem that psionic combat is highly deterministic. After all, there are no dice rolls involved. Uncertainty does arise, however, because neither psionicist knows how many MPs the other psionicist has.

There is no limit to the range of a psionic attack. The only restriction is that the attacking psionicist must be able to see his target. Thus, intervening terrain or objects that block line of sight prevent psionic combat.

While psionicists are locked in psionic combat, they can take no other action. The fast and furious nature of psionic combat makes this a very minor consideration, however, except between psionicists of very high Skill



Level with many MPs to expend. A physical wound suffered by a psionist—other than one taken from the psionic combat at hand—prevents him from attacking for 2 phases, but doesn't prevent him from defense or counterattack.

A psionist can attack only once per round, and can attack only a single target. A psionist attacked simultaneously by multiple enemies can defend against and counterattack them all, to the limit of his MPs remaining. Multiple attacks against a single target are conducted in initiative order.

Psionic Attacks Against a Non-Psionist

It's much easier to attack a psionist than it is to attack someone with no psionic abilities. This is because active psionic abilities provide a "channel" by which the attacker can enter the mind of the target. Non-psionists don't offer this same channel.

An attack against a non-psionist costs 20 MPs. The target receives a saving throw vs. Spells. A successful save indicates that the target has resisted the psionic attack. If the target fails the saving throw, however, he suffers 1D4 HTK of damage.

Stunning and control attacks cannot be made against non-psionists. This is because these attacks are more subtle, and require that the attacker have a psionic channel into the target's mind. Since such a channel doesn't exist with non-psionists, all the attacker can do is pour mental energy into the target's brain, causing minor hemorrhages and other physical damage.

Psionic attacks against non-psionists are costly, and of limited effect. It's usually much more effective to use a combat-style discipline.

Psionists who have no MPs remaining—and not

already engaged in psionic combat—are considered to be non-psionists for the purposes of defending against psionic combat. The same holds true for members of traditions that are prohibited from participating in psionic combat.

SCHOOLS AND TRADITIONS

Throughout this book, the words "school" and "tradition" are used interchangeably to refer to a particular type of psionic practice. A psionic "school" isn't an organization dedicated to training candidates in the Art, as are some magical "schools." The term simply refers to a certain mind-set, world-view and range of powers. For example, "somniomancy" and "pyromancy" are both schools of psionics. The former refers to mental powers related to sleeping and dreaming, the latter to powers related to fire and temperature.

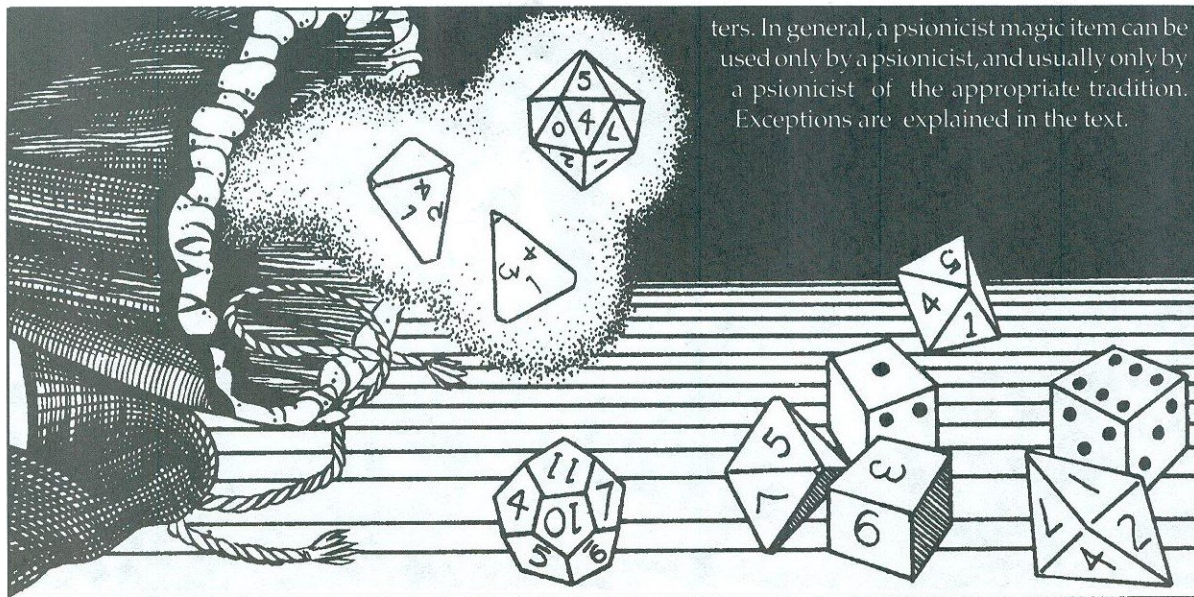
When a character becomes a psionist, he must select a particular tradition. This decision is irrevocable; once a character has become a telekineticist (for example), he's always a telekineticist. Thereafter, the character can learn only those disciplines that belong to his school or tradition. In addition, he can only learn disciplines from a psionist who is a member of the same tradition.

Certain disciplines appear in more than one tradition. It's presumed, however, that—although the effects might be identical—the actual mental processes involved are quite different.

MAGIC ITEMS

Although psionic powers are abilities of the mind rather than truly magical powers, there are certain magic items that are useful to—or dangerous to—psionists. These are discussed in the individual chap-

ters. In general, a psionist magic item can be used only by a psionist, and usually only by a psionist of the appropriate tradition. Exceptions are explained in the text.



CHAPTER 2 SOMNIOMANCERS

By strict definition, "somniomancy" has come to refer to magic related to dreaming. In this context, however, the word "somniomancer" refers to a member of a psionic school or tradition concerned with the sleeping mind. Somniomancers are able to control their own sleeping minds and bodies to a degree totally impossible for other characters . . . and, at higher Skill Levels, are able to affect other sleepers, and even the material world.

Somniomancers do this by controlling and intensifying the slow, regular delta rhythms of their brains—those rhythms that are shown most strongly during deep relaxation and sleep. By intensifying these rhythms and by subtly altering them, the somniomancer can alter his own sleep and dreaming patterns, cause the rhythms of another sleeper to "resonate" with his own, and even resonate with material objects, or the very fabric of reality.

• WORLD VIEW

The typical somniomancer is usually an introspective, quiet person, much given to the pursuit of philosophical questions. Although usually far from fatalistic, somniomancers are frequently philosophical in their response to downturns in their fortunes. Probably the vast majority of somniomancers would agree that the world as we know it is nothing more than "a dream within a dream;" these psionists rarely learn or use disciplines that directly affect others or their environment. Instead, they enjoy those disciplines that allow them to explore the world—both the physical and the mental—and sometimes to strip away the veils which conceal the "great truths" that underlay reality.

The somniomancers that Player Characters are more likely to interact with are cut from a different cloth. Like psionists of other traditions, they see their powers as a way to improve their lives: to protect them and those they care about, to combat their foes, and to bring them wealth and renown. (As with members of any other class, the balance between these motivations will depend on the individual somniomancer in question.)

Somniomancers can be of any alignment, although the most common alignment is definitely Neutral. Chaotic somniomancers are more common than Lawful (since the requirement of any psionist to spend much time alone, practicing his mental abilities, tends to select for loners), and Good more common than Evil. Lawful Evil somniomancers do exist, however, and make deadly enemies.

No matter what their motivation, however, somniomancers are rarely physical people. Much of their time is spent in meditation and sleeping, giving them little time to develop strength and stamina. Thus, most somniomancers are non-athletic, and many will actively avoid situations that require physical prowess of any sort. In the case of somniomancer "villains," these individuals will almost invariably choose to be "Napoleons of crime," or "spiders in the midst of a web," rather than more active pursuits.

The position held in society by somniomancers is somewhat ambiguous. Some people view them as valuable resources, and come to them for help. Certain people of high social class might have a somniomancer on retainer, or even as a full-time member of their staff, to help interpret dreams, to scry, and to predict the future. Because of the political or financial power of their patrons, these somniomancers are (at least partially) respected as part of the social fabric. The majority of people, however, fear—and even hate—somniomancers (as they do psionists of most traditions). Much of this is merely because of xenophobia: people fear what's different from themselves and what they don't understand, and they hate what they fear. For this reason, many somniomancers keep their abilities secret, lest their neighbors start blaming them for bad dreams and evil events in their lives. (Psionists in general make great scapegoats in times of trouble.)

Other somniomancers relish, and try to enhance, the fear in which most "mundanes" hold them. Fear represents leverage, after all, and it's much easier to get what you want out of people who are afraid of arcane forces. These somniomancers often cloak themselves in mys-



tery, making themselves seem even more alien, and depending on fear of their mysterious powers to protect them from troublemakers. (History records many somniomancers who have claimed to be the "Master of Dreams" or something similar, promising troubled sleep, terrifying nightmares, and debilitating curses for anyone who thwarts them, but pleasant dreams and good fortune to those who give them what they want. In only a few of these cases have the somniomancers been able to follow through on these threats/promises.)

In some societies, use—or even possession—of psionic abilities is seen as a crime. (The rationale is that it wouldn't do for the "people on the street" to have access to a power unavailable to the ruling class.) This is more true with regard to somniomancers than with any other sub-class of psionist. Even though, as a group, somniomancers are less potentially destructive to the status quo than members of other traditions; there's something about being able to affect and invade the sleep of another, and alter his dreams (which, for many people, represent the only times that they're truly free), that seems horrifying and somehow blasphemous. In such societies, somniomancers practice under conditions of secrecy. They often take on the guise of other, more acceptable professions, admitting their abilities only to those who they trust fully.

Strong—and daring—individual somniomancers might try to resist the official oppression of their kind, often by threatening to curse the ruling faction with never-ending nightmares. The success of this kind of challenge depends entirely upon the nature of the ruling faction, and the credibility of the somniomancer.

There are myths that tell of a secret island, its location known only to its inhabitants, where dwells the King of Dreams. This hidden society is ruled by somniomancers of almost unimaginable power, and the King himself is capable of sending dreams—either pleasant or horrific—to anyone anywhere on the planet. Certain versions of these myths describe the King of Dreams as a beneficent person, who uses his great powers to keep

the peace and punish evil-doers by haunting their sleep. Other versions portray the King as the power behind all the thrones of the world, using his abilities to manipulate all other rulers as puppets dancing on his strings. There is no direct evidence for these myths, and most educated people give them little credence. (Of course, there is no direct evidence against the myths, either, since it is difficult if not impossible to prove that something, hidden by its very nature, does not exist. Each GM is free to decide on the veracity of these tales, and on the personality of the King, should he exist.)

COMBAT

Somniomancers use the Magic-User Combat Result Table, and operate under the weapon and armor restrictions listed for the "basic" psionist, as discussed in Chapter 1. Somniomancers can't engage in psionic combat. If attacked psionically, somniomancers are affected as though they were non-psionists.

SOMNIOMANCY

As a basic attribute of their sub-class, somniomancers are always able to remember their own dreams in precise detail.

The disciplines available to a somniomancer all relate in one way or another to sleep and dreaming.

Skill 1	Skill 2	Skill 3
Awaken	Contingency Awake	Accelerated Sleep
Dream Interpretation	Dream	Alertness
Instant Sleep	Enforced Sleep	Clairvoyant Dreaming
Resistance to Sleep	Message	Dream Protection
Sleeping Awareness	Prolonged Wakefulness	Enforced Wakefulness
Sleeping Levitation	Talk in Sleep	Identification
Wakefulness	Troubled Sleep	Locale
	Untroubled Sleep	Sleeping Automaton

Skill 4	Skill 5	Skill 6
Dream Projection	Dream of Communion	Astral Dreaming
Dream Reading	Dream Quest	Dream of Death
Dream Suggestion	Dream Travel	Sleeping Wish
Forerunners	Madness	
Mental Guard	Plane Shift	
Nightmare	Prescient Dream	
Sleep of Healing	Sleep Guard	
Stasis	Transportation	
Waking Nightmare		
Walking Sleep		

DISCIPLINE DESCRIPTIONS

SKILL 1

Awaken

Skill Level: 1	MP Cost: 2
Range: 4 yards/level	TTC: 2 segments
Duration: Instantaneous	Saving Throw: Neg.
Area of Effect: Individual	

This discipline allows the somniomancer to wake another character from normal sleep without the use of touch or sound. When the discipline is used, the subject simply wakes up instantly. (This doesn't mean that the subject is immediately alert, however. The subject may well suffer the disorientation that is common on waking.) The subject receives no indication of why he woke up, and there's no way to distinguish the effect of this discipline from a normal awakening.

Awaken is useful for waking a sleeping party member without alerting anyone else—an enemy sneaking up on a campsite, for example—that the subject is being roused. It's also useful for waking an enemy spellcaster, preventing him from regaining his spells. In the former case, the saving throw can be waived if the somniomancer warns the subject before he goes to sleep that he might later be subject to Awaken. In the latter case, the subject receives a normal saving throw.

At lower Skill Levels, the somniomancer must be able to see the subject for this discipline to work. When the somniomancer has reached Skill 4, however, this requirement is waived as long as the somniomancer has in his possession some object with a close "psychic bond" to the prospective subject. This object can either be part of the subject's body—a lock of hair or a nail paring are good examples—or an object that the subject has had close to his body for a prolonged period of time. A cherished ring, scarf, etc. is a good example of this second type of object. With such an object in his possession, the somniomancer doesn't have to be able to see the subject, and intervening objects—the wall of a house, for example—do not block the discipline's effects. The range limitation of 4 yards per Skill Level of the somniomancer is still in effect, however, and the "remote" use of the discipline costs 3 MPs rather than 2.

At extremely high Skill Levels—Skill 15 and above—the range limitation changes. The range now becomes 100 yards per Skill Level . . . but only if a "psychically bound" object is possessed by the somniomancer. (Thus, a Skill 20 somniomancer possessing such an object can Awaken the subject at a range of 2,000 yards, or over a mile, regardless of intervening terrain or objects.) Again,

the cost of this remote use is 3 MP rather than 2.

Once the subject has been awakened, he cannot fall asleep again for 5 minutes. (Thus, it becomes very important for wizards and psionicists to protect psychically bound objects if they have reason to suspect that a somniomancer is in the area. Otherwise, the somniomancer can make it virtually impossible for the subject to get the uninterrupted sleep needed to regain spells or MPs.)

Dream Interpretation

Skill Level: 1	MP Cost: 2
Range: 1 yard	TTC: 2 rounds
Duration: Special	Saving Throw: None
Area of Effect: Individual	

Dream Interpretation allows the somniomancer to interpret the dream of a willing subject. The subject must describe, in detail, the dream as he remembers it, while the somniomancer concentrates.

The details of this discipline are very vague, and dependent on the way the GM wishes to handle matters. If the subject is under some form of stress, this will be reflected in the subject's dreams, and the somniomancer can determine this fact and the general nature of the stress. This includes but isn't limited to spell effects, such as Charm or Domination. In these cases, the somniomancer would be able to determine that the subject is under some form of control. (The rationale here is that the victim of such magic is unaware of the spell's effects consciously, while his subconscious is well aware that his will is not fully his own. This knowledge will be reflected in the symbology of dreams. Perhaps the victim will dream of being imprisoned, of being a puppet on a string, or something similar.) At lower Skill Levels, the somniomancer will be unable to determine any details of the effect—such as the exact nature of the control or who the caster was—simply that it exists. At Skill Level 8 the somniomancer is able to perform a deeper reading—at an MP cost of 5 rather than 2—and determine the nature of the compulsion or magic involved. At Skill Level 14—and at a cost of 8 MPs—the somniomancer has a percentage chance equal to 3 times his INT attribute of determining from the dream symbols just who the caster is, and exactly what form the compulsion or magic takes.

Dream Interpretation will allow the somniomancer to determine if the subject is under the effect of any somniomancy disciplines. (For example, he'll be able to determine that a particularly disturbing dream was the result of a Nightmare discipline used by another

somniomancer.) A deeper reading—again, requiring that the somniomancer have attained at least Skill Level 14, and at a cost of 8 MPs—will allow the somniomancer a chance equal to 4 times his INT attribute of determining the identity of the somniomancer who used the discipline. (This greater chance reflects the fact that somniomancers are intimately familiar with the mental “texture” of disciplines from their own tradition.)

A somniomancer using this discipline is able to tell if the subject has been the victim of memory loss, either as a result of a Forget spell or the actions of a psionist. The somniomancer can simply determine that a gap in the subject’s memory record exists, but is unable to fill in such gaps in the subject’s memory. The rationale for this is similar to detecting the effects of a charm.

Dream Interpretation also lets the somniomancer determine if a particular dream is a prophesy or an omen of some kind. (This use must be mediated by the GM. If the GM is in the habit of having deities communicate omens, etc. to Player Characters through dreams, then this discipline lets the somniomancer determine for sure whether a particular dream is an omen, or simply a product of the sleeper’s imagination. Whether the somniomancer is able to interpret the omen correctly is at the GM’s discretion.)

Dream Interpretation also allows the somniomancer to gauge a subject’s sanity. The somniomancer has a chance equal to 5 times his INT to determine the exact nature of any form of insanity that the subject may suffer from, and a chance equal to 3 times his INT to judge the source of that insanity (e.g., the result of a curse or spell, or the consequence of neurological damage or disease).

A somniomancer can use this discipline to interpret his own dreams.

The duration of this discipline is merely the amount of time it takes for the somniomancer to explain the interpretation.

Note that non-somniomancers might not be able to remember enough details of a dream to give the somniomancer sufficient information to make an interpretation. As noted above, somniomancers always remember all of their dreams, in great detail.

Instant Sleep

Skill Level: 1	MP Cost: 1
Range: 0	TTC: 2 segments
Duration: Special	Saving Throw: None
Area of Effect: Somniomancer	

This discipline allows the somniomancer to fall almost instantly into a deep, restful sleep. This sleep is no

deeper than normal sleep, and the somniomancer can be woken normally. This discipline also allows the somniomancer to ignore conditions that occur at the time of its use. A significant change in those conditions will cause the somniomancer to wake. For example, this discipline lets the somniomancer fall asleep despite a level of background noise that would otherwise prevent someone from dropping off. If the level of noise rises significantly, the somniomancer will awaken. He will also wake if the level of noise diminishes to a significant degree. (This relates to the old story about a lighthouse keeper who was able to sleep undisturbed by the foghorn which sounded, day and night, every minute . . . but woke up yelling, “What was that?” when the foghorn failed to sound.) This discipline also allows the somniomancer to sleep comfortably while still wearing his armor—something otherwise impossible.

A somniomancer can use this discipline to “cat-nap” for sort periods, and combine the effects of these short sleeps together. Combined cat-naps are only one-third as effective as uninterrupted sleep for regaining MPs. Thus, a somniomancer who cat-naps for a total of 12 hours will receive the same benefits as if he’d slept uninterrupted for 8 hours. Therefore, after a combined 12 hours of cat-napping, the somniomancer will regain MPs to bring him up to his normal MP total . . . provided, of course, that the somniomancer hasn’t used any MPs during the intervening periods.

This discipline cannot be used on another subject.

Resistance to Sleep

Skill Level: 1	MP Cost: 2 per hour
Range: 1 yard/level	TTC: 1 segment
Duration: Sustained	Saving Throw: None
Area of Effect: Individual	

This discipline allows the subject to resist the effects of Sleep spells and disciplines such as Enforced Sleep. This is a sustained discipline, and costs 2 MPs per hour to maintain per individual. The discipline requires a minimal level of concentration. The somniomancer may perform any other action, including using other disciplines, without affecting the Resistance. The somniomancer must be fully conscious, however. Falling asleep, being stunned or knocked unconscious, or dying terminates the discipline immediately. As soon as the somniomancer has insufficient MPs remaining to maintain the discipline, it terminates. The protection also terminates immediately if the subject is no longer in a direct line of sight of the somniomancer. The somniomancer can terminate the effect at any time. One use of this discipline affects one individual. The only

limit to the number of individuals to whom the somniomancer can provide resistance is the somniomancer's current MP total.

The Range in the description above refers to the range at which the discipline can be initially established. Once the discipline is established, however, there is no range restriction. The somniomancer can maintain Resistance on another person at any range, as long as an uninterrupted line of sight exists.

A somniomancer can use this discipline on himself.

Sleeping Awareness

Skill Level: 1	MP Cost: 1 per hour
Range: Touch	TTC: 1 segment
Duration: Sustained	Saving Throw: None
Area of Effect: Individual	

This discipline allows a sleeping individual to remain at least partially aware of events that take place in his vicinity. In essence, it allows the brain to record input from the senses—except for sight—while the subject is asleep. It doesn't allow the subject to act on this input, however, without the use of another discipline such as Contingency Awaken. The brain merely keeps a memory record of what the senses pick up. When the sleeper awakens, he can remember everything that went on around him while he was asleep. This can be useful if the somniomancer suspects that his companions might be discussing secrets or performing covert actions while the psionist is asleep. It can also be a necessary precursor for Contingency Awaken.

In the normal use of this discipline, the sleeper's eyes are shut, so the sense of sight is not included. At a cost of 4 MPs per hour, however, the sleeper's eyes will

remain open, and sights as well as other sensory inputs will be remembered.

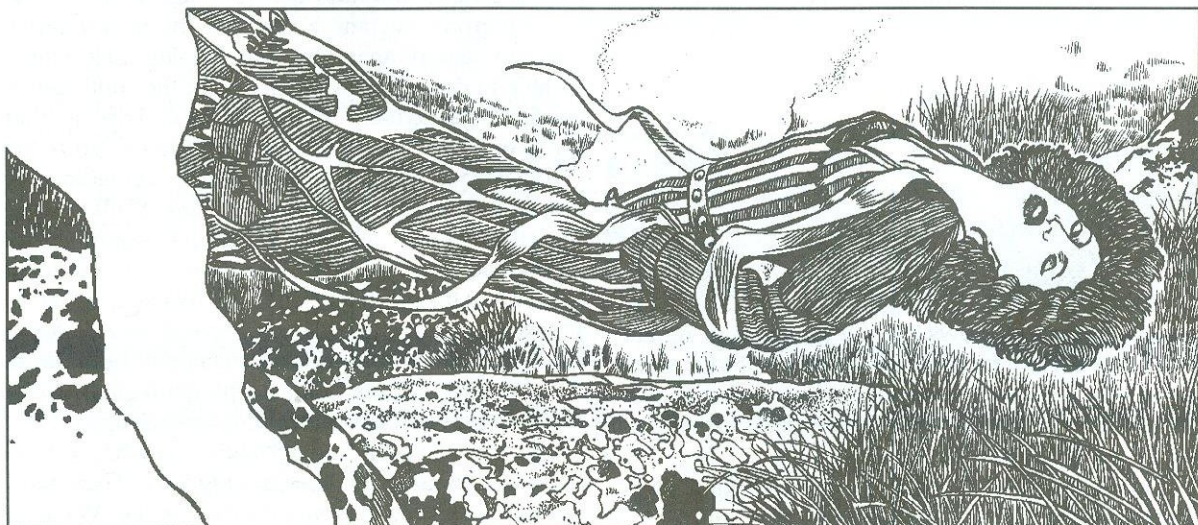
The somniomancer can use this discipline either on himself or on another. If used on himself, the cost is 1 MP per hour or portion that the somniomancer remains asleep. (If the somniomancer's MP total reaches 0 while he's still asleep, the discipline immediately terminates.) For purposes of calculating MP totals, all of the MPs are considered to have been expended when the somniomancer actually goes to sleep. (This is true of all somniomancy disciplines that actually take effect while the somniomancer is asleep.) The somniomancer can regain MPs while sleeping under the effect of Sleeping Awareness. (For example, Davitt the somniomancer has 10 MPs remaining. He uses Sleeping Awareness on himself, then goes to sleep. If he sleeps for an uninterrupted 8 hours, he wakes up with his normal MP maximum. If, however, he is awakened after only 6 hours, his MP total is now 4.)

If the somniomancer uses this discipline on another, the somniomancer must decide at the time of use how long the effect will last. (For example, to affect another subject over a full 8 hours of sleep, the somniomancer must expend 8 MPs. If the subject is woken before the 8 hours are up, all 8 MPs have still been expended.)

The subject—if other than the somniomancer himself—must be asleep before the discipline can be used.

Sleeping Levitation

Skill Level: 1	MP Cost: 1 per hour
Range: Touch	TTC: 1 segment
Duration: Sustained	Saving Throw: None
Area of Effect: Individual	



This discipline is normally used merely as a convenience or luxury. It allows the subject to sleep comfortably, suspended one inch above the terrain (whatever it may be). This lets the subject sleep on—or more strictly, above—ice, thorns, rocks, or other uncomfortable surfaces . . . or even water.

The effect terminates when the sleeper awakes . . . but not immediately. The subject has 1 segment to take any appropriate precautions (grab onto the side of the boat, move the sharp rock, etc.). The effect terminates immediately—with no such grace period—if the somniomancer is killed or runs out of MPs. (This can lead to rude awakenings.)

The somniomancer can use this discipline either on himself or on another. If used on himself, the cost is 1 MP per hour or portion that the somniomancer remains asleep. (If the somniomancer's MP total reaches 0 while he's still asleep, the discipline immediately terminates.) For purposes of calculating MP totals, all of the MPs are considered to have been expended when the somniomancer actually goes to sleep. The somniomancer can regain MPs while sleeping under the effect of Sleeping Levitation.

If the somniomancer uses this discipline on another, the somniomancer must decide at the time of use how long the effect will last. (For example, to affect another subject over a full 8 hours of sleep, the somniomancer must expend 8 MPs. If the subject is woken before the 8 hours are up, all 8 MPs have still been expended.)

The subject—if other than the somniomancer himself—must be asleep before the discipline can be used.

Once the discipline is in effect, the sleeping subject can be moved around easily, simply by pushing. If a sleeping subject is pushed over a cliff or if for some other reason the terrain beneath is removed, he falls normally to stop one inch above the ground. Unfortunately, the deceleration is exactly the same as if he had hit the ground, so normal falling damage is suffered.

Wakefulness

Skill Level: 1	MP Cost: 1 per 24 hrs.
Range: Touch	TTC: 1 segment
Duration: Sustained	Saving Throw: None
Area of Effect: Individual	

This discipline allows a willing subject to remain awake and alert for up to 72 hours without sleep. Physical exertion will still lead to fatigue and ultimately exhaustion unless the subject takes time to rest, but actual sleep is not required.

The discipline terminates when the somniomancer goes to sleep, falls unconscious, dies or runs out of MPs,

when 72 hours of constant wakefulness are up, or when the subject is no longer in the somniomancer's line of sight. When the discipline terminates, the subject immediately loses 1 point each of INT, STA, and INS, representing mental exhaustion. Lost points are regained only after 3 hours of uninterrupted sleep for each 24 hours (or portion) thereof that the subject was under the influence of the discipline. The somniomancer can terminate the discipline at any time, with similar consequences.

Wakefulness doesn't prevent the subject from going to sleep if he wants to (for example, if he's a spellcaster and needs to regain his spells). The subject can go to sleep normally, and the discipline terminates as soon as he does so.

The Range in the description above refers to the range at which the discipline can be initially established. Once the discipline is established, however, there is no range restriction. The somniomancer can maintain Wakefulness on another person at any range, as long as an uninterrupted line of sight exists.

A somniomancer can use this discipline on himself.

||||| Skill 2 |||||

Contingency Awaken

Skill Level: 2	MP Cost: 3
Range: Touch	TTC: 1 segment
Duration: Special	Saving Throw: None
Area of Effect: Individual	

This discipline allows the somniomancer to set up a "contingency" condition where a sleeping subject will awake—instantly and without disorientation—when ever a certain condition occurs. There is no precise restriction on how complicated this contingency can be. The only requirement is that the sleeping subject must be able to determine whether or not the contingency condition has actually occurred. If the GM decides that the sleeping subject would be unable to recognize the contingency, the discipline fails. (Neither somniomancer nor subject will know this until the subject fails to wake up at the appropriate time, however.) An example of an acceptable contingency condition would be "Wake up instantly at the first loud noise," or "Wake up instantly if someone/something touches you." In this form, Contingency Awaken is a convenient way of avoiding the risk of disorientation if sleeping adventurers are woken by an attack on their campsite.

A normal sleeper has his eyes closed, and has only the most rudimentary facilities of judgment. Thus, for a normal sleeper, contingency conditions like "Wake up

when the door opens" or "Wake up if you are in danger" would probably not work. (In the first case, unless the door made a characteristic squeaking noise, the subject simply would not know that the door had opened. In the second case, "danger" requires too complex a judgment call for a sleeper to make.)

Contingency Awaken becomes a lot more useful when coupled with the discipline Sleeping Awareness. The latter discipline allows the sleeper's brain to pay much more attention to stimuli, and allows for considerably more judgment. This is particularly true if the more powerful version of the discipline is used so the sleeper's eyes remain open. In this case, the two unacceptable contingency conditions become much more acceptable.

The discipline remains in effect until the subject awakens, for whatever reason—either naturally, or because of the effect of the discipline. The somniomancer does not have to maintain any level of concentration once the discipline has been established, and doesn't have to maintain a line of sight with the subject. The discipline remains in effect until the subject wakes, even if the somniomancer is killed in the interim.

The somniomancer can use this discipline on himself. The subject—if other than the somniomancer himself—must be awake when the discipline is established, and must go to sleep within 30 minutes or the discipline fails. The somniomancer must state the contingency condition so that the subject can hear it, and in a language that he understands. If the somniomancer is using the discipline on himself, the contingency condition need only be repeated mentally.

Dream

Skill Level: 2
Range: Touch
Duration: Special
Area of Effect: Individual

MP Cost: 3
TTC: 1 segment
Saving Throw: Neg.



This discipline allows the somniomancer to cause a sleeping subject to dream. Unlike other disciplines, Dream gives the somniomancer no control over the dream. The discipline also ensures that the subject will remember the dream when he wakes. The subject is unable to distinguish the effect of this discipline from a spontaneous dream, and receives no indication that the somniomancer had anything to do with it.

An effective use for this discipline is when the somniomancer believes that the subject might be under the influence of Charm or another spell, and wants to evaluate the subject through the Dream Interpretation discipline. The discipline forces the subject to dream and guarantees that he'll remember the dream afterwards, thus giving the somniomancer something to interpret the next morning. Creative Player Characters can no doubt come up with other potential uses.

An unwilling subject—or a subject unaware that the discipline is going to be used—receives a saving throw to avoid the effects. A subject who saves may still dream (GM's option), but there's no guarantee that he'll remember the dream on awakening. The save may be waived by a willing subject; the only requirement is that the somniomancer tells him before he goes to sleep that the discipline is going to be used.

The somniomancer can use this discipline on himself, expending the MPs immediately before going to sleep.

Enforced Sleep

Skill Level: 2 MP
Range: 10 yards +
Duration: 3 rounds/level
Area of Effect: Special
Cost: 2 per subject
TTC: 1 segment
1 yard/level
Saving Throw: Neg.

This discipline is very similar in effect to the magic-user spell Sleep, except that it is slightly less powerful. The subject falls into a comatose slumber which lasts until the duration expires or until woken by a wound or physical disturbance (shaking will wake the subject; loud noise won't). Awakening requires 1 complete melee round. Enforced Sleep will affect creatures such as elves that are immune to normal forms of sleep. (Note, however, that it won't affect undead, or other creatures (see *Chapter 1, Psionic Immunity*).

The somniomancer can use this discipline on more than one subject, expending 2 MPs per subject affected. All subjects to be affected must be within 50 yards of each other. In addition to the varying MP cost, there is an additional upper limit on the number of creatures that can be affected. This upper limit depends on the HTK Dice and Skill Levels of the subjects, as shown in Table 1, following.

Table 1: Enforced Sleep Discipline

Subject's HTK Dice	Max. # Affected
up to 1	16
1+1 to 2	8
2+1 to 3	4
3+1 to 4	2
4+1 and up	1

Note that subjects of Enforced Sleep receive a saving throw against its effects—a significant difference from the standard Sleep spell.

A somniomancer can allocate additional MPs to this discipline. For each additional 10 MPs allocated, the somniomancer can increase the maximum number of creatures affected by 1, or can extend the duration of a single subject's sleep by 1 round. (For example, Davitt the somniomancer is faced by 18 orcs. The normal maximum number of 1 HTK dice creatures like orcs that the discipline can affect is 16, but Davitt wants to take them all down. The cost for this action would be 54 MPs: 32 for the first 16 orcs, plus 20 to increase the maximum by 2, plus 2 each for the additional orcs.

Obviously, only somniomancers with very high Skill Levels can affect large numbers of creatures.)

Message

Skill Level: 2
Range: 1 mile/level
Duration: Special
Area of Effect: Individual
MP Cost: 4
TTC: 1 round
Saving Throw: None

This discipline allows the somniomancer to send a message to a subject in the form of a dream. For the discipline to work, both somniomancer and subject must be asleep. The somniomancer must use this discipline before going to sleep. As soon as the somniomancer is asleep, his mind is projected into that of the subject, and he can communicate a Message of any length. The subject will remember this message perfectly on awakening. If the subject is awake when the somniomancer goes to sleep, the effect of the discipline is held "pending." If the subject goes to sleep while the somniomancer is still asleep, the message is transferred; however, if the somniomancer wakes—for whatever reason—before the subject goes to sleep, the discipline fails and the MPs are lost.

The communication in the Message discipline is solely one-way. The subject can't ask questions, request clarification or pass information. Also, the somniomancer is unable to gain any information by viewing the dreams of the subject.

The basic range for this discipline is one mile per Skill Level of the somniomancer. If the somniomancer possesses an item that is "psychically bound" to the subject (as described in the Awaken discipline), the range becomes unlimited as long as both somniomancer and subject are on the same plane of existence.

This discipline has a failure rate based on how well the somniomancer knows the subject. Refer to the following table:

Familiarity of Subject	Chance of Failure
Very well known (<i>friend, etc.</i>)	5%
Fairly well known (<i>acquaintance</i>)	15%
Casual contact	30%
Met once	45%
Never met, but otherwise familiar (<i>rumors, etc.</i>)	60%

This chance of failure is decreased by 1% per Skill Level of the somniomancer, and possession of a psychically bound object decreases the chance of failure by 25%.

The message conveyed by this discipline is verbal in nature, and contains no emotional overtones. The subject is under no obligation to act on the contents of the message.

Prolonged Wakefulness

Skill Level: 2	MP Cost: 2 per 24 hours
Range: Touch	TTC: 3 segments
Duration: Sustained	Saving Throw: None
Area of Effect: Individual	

This discipline is an enhanced version of the first level discipline Wakefulness. The main difference—other than in MP cost—is the length of time that the subject can remain awake and alert. With Wakefulness, the maximum length of time is 72 hours; with Prolonged Wakefulness, this limit extends to 336 hours (14 days). As in the less powerful discipline, physical exertion will still lead to fatigue and ultimately exhaustion unless the subject takes time to rest, but actual sleep is not a requirement.

The discipline terminates when the somniomancer goes to sleep, falls unconscious, dies or runs out of MPs, or when 336 hours of constant wakefulness are up. Line of sight is not a requirement, but the subject must remain within a radius equal to 100 yards per Skill Level of the somniomancer (the Range in the description above refers to the range at which the discipline can be initially established). When the discipline terminates, the subject immediately loses 3 points each of INT, STA, and INS, representing mental exhaustion. These points are regained only after three hours of uninterrupted sleep for each 72 hours (or portion thereof) that the subject was under the influence of the discipline. The somniomancer can terminate the discipline at any time, with similar consequences.

Prolonged Wakefulness doesn't prevent the subject from going to sleep if he wants to (for example, if he's a spellcaster and needs to regain his spells). The subject can go to sleep normally, and the discipline terminates as soon as he does so.

A somniomancer can use this discipline on himself.

Talk in Sleep

Skill Level: 2	MP Cost: 4
Range: Touch	TTC: 1 round
Duration: 1 round/5 levels	Saving Throw: Neg.
Area of Effect: Individual	

This discipline causes a sleeping subject to begin talking, muttering, and mumbling in his native language. The subject will probably talk about whatever's uppermost on his mind, or about the subject that's causing him the most stress in his life. Significant comments will almost certainly be intermixed with nonsense, etc. In fact, the subject might enter into conversation with someone who's not really there. Anyone hearing only one side of such a conversation might be hard-pressed to make out what the topic is. Since the subject is asleep and unaware, he can't control in any way what information he might be divulging. When he awakes, he'll have no memory of talking.

Adjudicating Talk in Sleep is entirely up to the GM. The GM must decide what's the most important issue on the subject's mind, what he'd be likely to say about it, and what nonsense he'd blurt out along with valuable information. (This discipline is a great opportunity for the GM to have some fun.)

An ideal use for this discipline would be to determine which of a somniomancer's traveling companions is a "mole" planted by an enemy to betray the party. The mole would probably be at least somewhat nervous about his upcoming treachery, and thus would be fairly likely to blurt out something potentially incriminating under the influence of this discipline. (Of course, the key clue might be buried so deeply in garbage that the somniomancer doesn't recognize it when he hears it. . .)

Troubled Sleep

Skill Level: 2	MP Cost: 4 per hour
Range: 100 yards/level	TTC: 1 round
Duration: Sustained	Saving Throw: Neg.
Area of Effect: Individual	

This discipline allows the somniomancer to disturb the sleep of a subject. Under the influence of this discipline, the subject's sleep is haunted by vague nightmares and fears, preventing restful sleep. The effect is that 1 hour of Troubled Sleep is "worth" only 45 minutes with regard to regaining spells or MPs. (For example, a hypnotist goes to sleep to regain her lost MPs. A somniomancer uses Troubled Sleep on her. When the hypnotist wakes up after 8 hours, she finds she hasn't regained her MPs at all . . . because 8 hours of Troubled Sleep are equivalent to only 6 hours of restful sleep. The hypnotist would have to sleep for 10 hours and 40 minutes to regain her MPs.)

Note that Troubled Sleep is a sustained spell; it has its effects only while the somniomancer continues to pay MPs to maintain it. Take, for example, Arla the somniomancer, who has 8 MPs remaining. She wants

to Trouble the sleep of Davitt, and decides to use up all her MPs to do so. Unfortunately, she has only enough MPs to maintain the discipline for 2 hours. Davitt sleeps for 8 hours. When he wakes, he finds he's enjoyed the effect of only 7 1/2 hours sleep—6 hours of restful sleep, plus 45 minutes for each of the 2 hours that were troubled—not enough to regain his lost MPs.

The somniomancer must maintain at least some concentration on this discipline to sustain it. While he can perform any action or use any other discipline without penalty, being wounded or knocked unconscious terminates the discipline immediately. Obviously, the effect terminates when the subject wakes.

The basic range for this discipline is 100 yards per Skill Level of the somniomancer. If the somniomancer possesses an item that is "psychically bound" to the subject (as described in the Awaken discipline), the range becomes unlimited as long as both somniomancer and subject are on the same plane of existence.

This discipline has a failure rate based on how well the somniomancer knows the subject. Refer to the following table.

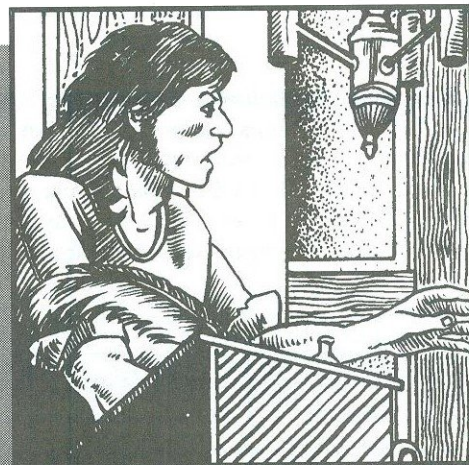
<i>Familiarity of Subject</i>	<i>Chance of Failure</i>
Very well known (<i>friend, etc.</i>)	0%
Fairly well known (<i>acquaintance</i>)	8%
Casual contact	22%
Met once	37%
Never met, but otherwise familiar (<i>rumors, etc.</i>)	50%

This chance of failure is in addition to the subject's saving throw. Possession of a psychically bound object decreases the chance of failure by 25%.

Untroubled Sleep

Skill Level: 2	MP Cost: 2 per hour
Range: Touch	TTC: 1 segment
Duration: Sustained	Saving Throw: None
Area of Effect: Individual	

This discipline allows the somniomancer to protect a sleeping subject from many malign influences that can be inflicted by other somniomancers. While this discipline is in effect, the subject gets a bonus to his saving throw against any somniomantic discipline such as Talk in Sleep, Dream Suggestion, or Nightmare. This bonus is +1 for each 6 Skill Levels (or portion) possessed



by the somniomancer. (Thus, a Skill 5 somniomancer would bestow a +1 bonus, while a Skill 19 somniomancer would bestow a +4 bonus.) In addition, the discipline allows the subject a saving throw against somniomantic effects that normally don't allow one; this saving throw is made at a -3 penalty, however.

Finally, Untroubled Sleep allows the subject to forget about cares and worries for long enough to get a good night's sleep. (This is more a role-playing issue than a concrete, measurable one.)

The somniomancer can use this discipline either on himself or on another. If used on himself, the cost is 2 MPs per hour or portion that the somniomancer remains asleep. (If the somniomancer's MP total reaches 0 while he's still asleep, the discipline immediately terminates.) For purposes of calculating MP totals, all of the MPs are considered to have been expended when the somniomancer actually goes to sleep. The somniomancer can regain MPs while sleeping under the effect of Untroubled Sleep.

If the somniomancer uses this discipline on another, the somniomancer must decide at the time of use how long the effect will last. (For example, to affect another subject over a full 8 hours of sleep, the somniomancer must expend 16 MPs. If the subject is woken before the 8 hours are up, all 16 MPs have still been expended.)

The subject—if other than the somniomancer himself—must be asleep before the discipline can be used.

Skill 3

Accelerated Sleep

Skill Level: 3	MP Cost: 4 per hour
Range: Touch	TTC: 1 round
Duration: Sustained	Saving Throw: None
Area of Effect: Individual	

This discipline allows the subject to "sleep faster" and more efficiently than normal. In other words, the subject doesn't have to sleep for a full 8 hours to gain the benefits of 8 hours of sleep. (The rationale is that this discipline enforces a more profound sleep than usual, while stimulating the mental rhythms that come with deep relaxation.)

The degree of "time compression" depends on the somniomancer's Skill Level, as follows:

Skill Level	Time Compression
1-5	1.5
6-10	2.0
11-14	3.0
15+	4.0

For example, a Skill 4 somniomancer uses this discipline on a subject. The subject then sleeps for 6 hours. When he wakes, he'll be as rested as if he'd slept for 9 hours. Looked at another way, the subject of this discipline used by a Skill 15 somniomancer would only have to sleep for 2 hours to be as rested as if he'd slept for a full 8 hours. Accelerated Sleep is thus very useful when a character has to regain spells or MPs quickly, or when he has to recover from the effects of Prolonged Wakefulness.

The somniomancer can use this discipline either on himself or on another. If used on himself, the cost is 4 MPs per hour or portion that the somniomancer remains asleep (MPs are calculated based on the "real" length of the sleep, not the accelerated effect). (If the somniomancer's MP total reaches 0 while he's still asleep, the discipline immediately terminates.) For purposes of calculating MP totals, all of the MPs are considered to have been expended when the somniomancer actually goes to sleep. The somniomancer can regain MPs while sleeping under the effect of Accelerated Sleep.

If the somniomancer uses this discipline on another, the somniomancer must decide at the time of use how long the effect will last. (For example, to affect another subject for 4 hours of sleep, the somniomancer must expend 16 MPs. If the subject is woken before the 4 hours are up, all 16 MPs have still been expended.)

If the discipline terminates before the subject wakes, calculate the "time compression" on only the length of time for which the discipline was in effect. For example, a subject sleeps for a total of 6 hours. For the first 3 hours, he is under the influence of Accelerated Sleep used by a Skill 10 somniomancer, but then the discipline terminates and he sleeps a further 3 hours of normal sleep. When he wakes, the subject is as rested as if he'd slept

for 9 hours: 3 hours times 2 for the time compression, plus 3 hours of normal sleep.

The subject—if other than the somniomancer himself—must be asleep before the discipline can be used.

Alertness

Skill Level: 3	MP Cost: 3 per hour
Range: Touch	TTC: 1 segment
Duration: Sustained	Saving Throw: None
Area of Effect: Individual	

Alertness allows the somniomancer to heighten the senses of a subject, making him less likely to be surprised. While this spell is in effect, the subject's chance of being surprised is decreased by 1 on whatever die is appropriate for his character class. In addition, it increases his chance of detecting secret doors by 10% (rounded up). Finally, it gives the subject a +1 bonus to all Initiative rolls.

The somniomancer must maintain at least some concentration on this discipline to sustain it. While he can perform any action or use any other discipline without penalty, being wounded or knocked unconscious terminates this discipline immediately. The discipline also terminates if the somniomancer's MP total reaches 0.

The somniomancer can use this discipline on himself.

Clairvoyant Dreaming

Skill Level: 3	MP Cost: 10
Range: Special	TTC: 1 round
Duration: 1 round/level	Saving Throw: None
Area of Effect: Somniomancer	

This discipline lets the sleeping somniomancer see, in the form of a dream, whatever is within sight range from a particular point that the somniomancer selects. The distance to this point is not a factor, but the locale must be known to the somniomancer either familiar to him, or obvious (such as in a nearby copse of trees). Light is a factor: the somniomancer sees in his dream only as much as he'd be able to see if he were standing in the selected spot. Thus, if the area were in complete darkness, he would see nothing. Vision extends to the normal vision range according to the prevailing light.

Unlike the magic-user spell Clairvoyance, lead sheeting doesn't block the discipline's effects, although magical protection will do so. Also unlike Clairvoyance, this discipline doesn't create an invisible sensor that can be dispelled.

The somniomancer expends the MPs on this disci-

Enforced Wakefulness

pline, then must go immediately to sleep (possibly with the use of the Instant Sleep discipline). The somniomancer immediately begins to dream of the location he selected. The dream lasts for 1 round per Skill Level of the somniomancer, giving him some time to observe events. When the spell duration expires, the somniomancer immediately wakes up, remembering all details of what he saw in his dream. The somniomancer can terminate the discipline before it expires, instantly waking up.

As with Clairvoyance, this discipline doesn't allow the somniomancer to have any direct effect on what he sees in his dream.

Dream Protection

Skill Level: 3
Range: Touch
Duration: Sustained
Area of Effect: Individual
MP Cost: 5 per hour
TTC: 1 round
Saving Throw: None

This discipline protects the subject's dreams from interference by another somniomancer. While under the effect of Dream Protection, the subject is totally immune to the effects of the following disciplines:

Dream, Message, Troubled Sleep, Nightmare, Dream Reading, Dream Suggestion, and Dream Quest.

No saving throw is required; the discipline just automatically fails. The somniomancer trying to use the failed discipline knows that his actions have been thwarted by Dream Protection, but cannot tell who the psionicist is who used the protective discipline.

The somniomancer can use this discipline either on himself or on another. If used on himself, the cost is 5 MPs per hour or portion that the somniomancer remains asleep. (If the somniomancer's MP total reaches 0 while he's still asleep, the discipline immediately terminates.) For purposes of calculating MP totals, all of the MPs are considered to have been expended when the somniomancer actually goes to sleep. The somniomancer can regain MPs while sleeping under the effect of Dream Protection.

If the somniomancer uses this discipline on another, the somniomancer must decide at the time of use how long the effect will last. (For example, to affect another subject for 4 hours of sleep, the somniomancer must expend 20 MPs. If the subject is woken before the 4 hours are up, all 20 MPs have still been expended.)

Skill Level: 3
Range: 1 mile/level
Duration: Sustained
Area of Effect: Individual
MP Cost: 1 per 2 hours
TTC: 1 turn
Saving Throw: Neg.

This nasty discipline actively prevents a subject from falling asleep. No matter how hard the subject tries, he simply cannot sleep (and thus can't regain spells or MPs). He also begins to suffer symptoms of sleep deprivation. The following table lists penalties that occur after certain periods of sleeplessness.

Period of Sleeplessness	PENALTY
0-24 hours	NONE
25-36 hours	INT -1, THAC0 -1
37-44 hours	INT -2, INS -2, STA -1, APL -1, THAC0 -2
45-50 hours	INT -3, INS -3, STA -2, APL -3, THAC0 -3
51-72 hours	INT -4, INS -4, STA -4, APL -5, THAC0 -4, special ¹
73+ hours	INT -5, INS -5, STA -5, APL -6, THAC0 -5, special ²

¹ Each hour the subject must make a System Shock roll, based on his modified STA. A failed roll indicates that the subject suffers disturbing and distracting hallucinations, which decrease the subject's THAC0 by a further -4 while they last. Hallucinations last for 1D10 rounds.

² Every hour the subject must make a System Shock roll, based on his current STA. A failed roll indicates that the subject is confused (as the Confusion spell), which lasts for 1D4 rounds.

The INT, INS, STA and THAC0 penalties reflect degradation in the subject's concentration, and progressive physical exhaustion. The APL penalty reflects the subject's increasing irritability. The GM should feel free to add physical symptoms such as shivering, double vision, etc. that will have little concrete effect on play, but are nice role-playing "tags." If sleep deprivation drops any attribute (other than APL) to 0, the subject dies. Sleep deprivation will eventually kill anyone; because of the mechanics of this discipline, however, it's impossible for a somniomancer to maintain it long enough to cause death except by dropping attributes to 0.

If the discipline has been maintained for 24 hours or less, the subject suffers no effect when the discipline is terminated. If it has been maintained for 25 or more hours, however, as soon as the discipline is terminated the subject instantly falls into a deep sleep. During this sleep, the subject regains lost attributes at a rate of 1 per 4 hours of complete sleep (round fractions down). Left undisturbed, the subject will sleep long enough to return all attributes to normal. Thus, a subject deprived

of sleep for 75 hours would sleep for 24 hours.

The subject can be roused before this time is up, but his attributes won't have returned to normal. Take the example above: the subject who was deprived of sleep for 75 hours. When the discipline terminates, he falls into a deep sleep, but is awakened 5 hours later. This means that his attributes have improved by only 1 point each. He continues to suffer the following penalties: INT -4, INS -4, STA -4, APL -5, THAC0 -4. When next he sleeps, the subject continues to regain lost attributes at a rate of 1 per 4 hours. Any sleep of more than 4 hours is enough to remove the "special" effects of sleep deprivation, however.

This discipline has a failure rate based on how well the somniomancer knows the subject. Refer to the following table:

Familiarity of Subject	Chance of Failure
Very well known (friend, etc.)	10%
Fairly well known (acquaintance)	25%
Casual contact	45%
Met once	50%
Never met, but otherwise familiar (rumors, etc.)	65%

This chance of failure is in addition to the subject's saving throw. For each Skill Level possessed by the somniomancer, the chance of failure is decreased by 1%. Possession of a psychically bound object decreases the chance of failure by 35%, and increases the range to 10 miles per Skill Level of the somniomancer.

Maintaining this discipline requires only a minimal level of concentration by the somniomancer. He can perform any action, use any discipline, suffer wounds, or even sleep while sustaining Enforced Wakefulness. The somniomancer cannot regain lost MPs while sustaining the discipline, however. This represents the ultimate limit to how long a somniomancer can sustain Enforced Wakefulness. If he chooses to do nothing else with his abilities, a Skill 11 somniomancer can keep a subject awake for no more than 122 hours. (Of course, that's quite unpleasant enough.)

Identification

Skill Level: 3	MP Cost: 15
Range: Touch	TTC: 2 rounds
Duration: Special	Saving Throw: None
Area of Effect: Item	

This discipline allows the somniomancer to identify the nature of a particular item whether magical or non-magical, and is thus somewhat similar to the magic-user spell Identify. To use this discipline, the somniomancer must sleep for at least 4 hours in constant contact with the object. During that 4 hours, he experiences a dream which communicates some information about the object. (Whether the dream is clear or requires interpretation is up to the GM.)

The base chance of success is 10% per Skill Level of the somniomancer, up to a maximum of 90%. If the item is non-magical, the somniomancer receives a 10% bonus; however, the maximum chance of success cannot be pushed over 90%. A roll of 96-00 indicates a false reading (the GM makes up an untruth about the item); a failure on a roll of 95 or less simply means that the somniomancer gained no information about the object.

As with Identify, a magical item never reveals its exact attack or damage bonuses, although the somniomancer will receive a feeling as to whether the bonuses are many or few. In the case of a charged item, the somniomancer receives only a general indication of the number of charges remaining: powerful (81%-100% of the total possible charges), strong (61%-80%), moderate (41%-60%), weak (6%-40%) or faint (5 charges or less). "Faint" takes precedence, so a Ring of Three Wishes would qualify as "faint."

In the case of a non-magical item, the discipline works more like Legend Lore: the somniomancer experiences a dream providing information about the history of the item. This takes place only if the item actually has some interesting history behind it. A typical sword would yield no information, while a sword that belonged to an ancient king—even if the weapon were non-magical—would have a fascinating tale associated with it. In the case of unique or highly significant items, the information provided might be highly cryptic or symbolic, perhaps in the form of a rhyme or riddle, or otherwise obscured.

The somniomancer expends the necessary MPs, then must immediately go to sleep in contact with the object to be analyzed.

Locale

Skill Level: 3	MP Cost: 12
Range: Special	TTC: 2 rounds
Duration: Special	Saving Throw: None
Area of Effect: Special	

Locale is similar to the discipline Identification, except that it is used on a particular geographic region, while the latter is used on an object. To use the discipline, the somniomancer must sleep for 4 hours in the area to be

studied. During that time, he experiences a dream which communicates some information about the locale. (Whether the dream is clear or requires interpretation is up to the GM.) In this case, the definition of "locale" is left up to the GM. It shouldn't be too strict (e.g., "That particular copse of trees? No, nothing interesting ever happened there.") nor too broad (e.g., "Okay, here's the history of the country.")

The base chance of success is 10% per Skill Level of the somniomancer, up to a maximum of 90%. A roll of 96-00 indicates a false reading (the GM makes up an untruth about the locale); a failure on a roll of 95 or less simply means that the somniomancer gained no information pertaining to the area.

The dream communicates information to the somniomancer about the most interesting or significant event that ever happened in the area. Perhaps the region was the site of a pivotal battle in a forgotten war, or was the home of a famous hero. The GM can use this discipline to provide Players with important background information, or can simply use it to add texture to a campaign world. In the case of highly significant locales, the information provided might be highly cryptic or symbolic, perhaps in the form of a rhyme or riddle, or otherwise obscured.

The somniomancer expends the necessary MPs, then must immediately go to sleep in the region in which he's interested.

Sleeping Automaton

Skill Level: 3	MP Cost: 15
Range: 1 mile/level	TTC: 5 rounds
Duration: 2 rounds/level	Saving Throw: Neg.
Area of Effect: Individual	

This discipline allows the somniomancer to take control of a sleeping subject's body and cause it to perform simple actions. Such actions include move-

ment (sleep-walking), picking up and moving small objects, etc., but nothing either delicate or violent, nothing that involves any decision-making processes, and nothing that requires the use of any character class skills. (For example, the subject couldn't attack someone, pick a lock, or cast a spell. He could, however, pick up a small item and drop it out the window to someone below, open an unlocked door, or walk a distance away from where he was sleeping.) The somniomancer can't force

the subject to commit suicide, or actively damage himself in any way; such an order will automatically be ignored, and will give the subject another saving throw and a chance to throw off the influence.

The subject can speak—basically parroting words that the somniomancer is inserting into his mind—but his voice will be sleep-blurred and unemotional. Since the consciousness of the subject isn't engaged, he can't be forced to divulge

secrets, etc. In effect, the subject becomes a mindless puppet for the duration of the discipline. When the subject wakes, he remembers nothing of what went on.

While the discipline is in effect, the somniomancer experiences the world through the subject's senses. The somniomancer's own body remains alive, but basically in a catatonic state. When the discipline duration expires, the somniomancer rouses from this state. The somniomancer can terminate the discipline at any time. If the somniomancer's body is wounded while catatonic, the discipline immediately terminates, with a chance of traumatic shock to the somniomancer. He must save vs. Death or suffer 1D8 HTK of damage.

When the discipline terminates, the subject reverts to a normal state of sleep. If he's in a stable position at this time, he can continue to sleep undisturbed. If he's standing up when the discipline terminates, however, the subject will fall, certainly waking him.

This discipline has a failure rate based on how well the somniomancer knows the subject. Refer to the following table:



Familiarity of Subject	Chance of Failure
Very well known (<i>friend, etc.</i>)	10%
Fairly well known (<i>acquaintance</i>)	25%
Casual contact	45%
Met once	50%
Never met, but otherwise familiar (<i>rumors, etc.</i>)	65%

This chance of failure is in addition to the subject's saving throw. For each Skill Level possessed by the somniomancer, the chance of failure is decreased by 1%. Possession of a psychically bound object decreases the chance of failure by 35%, and increases the range to 10 miles per Skill Level of the somniomancer.

Skill 4

Dream Projection

Skill Level: 4 **MP Cost:** 10
Range: 1 mile/level **TTC:** 3 rounds
Duration: Special **Saving Throw:** Neg.
Area of Effect: Individual

This is an enhanced version of the Skill 2 discipline Dream in that the somniomancer has control over the details of the sleeping subject's dream. When the somniomancer uses this discipline, he must describe—either out loud or mentally—the dream he wishes the subject to experience. This description must be phrased in 25 words or less. The sleeping subject then experiences a dream that matches the somniomancer's description. The somniomancer receives no "feedback" from the subject, and can't alter the content of the dream once it's begun. He can't even tell if the subject is asleep or not. (If the subject is awake at the time of use, the discipline fails and the MPs expended are lost.)

From the subject's point of view, the projected dream is vivid, and he will certainly remember it in detail when he wakes. The dream has no emotional intensity to it, however, and can't be used to generate any emotion in the subject. (For instance, the dream might contain normally horrific elements, but the subject won't feel the fear engendered by a true nightmare.) This emotionlessness can be a clue to an informed subject that a particular dream was projected.

A useful application of this discipline is to convey information to a subject. (For example, a somniomancer

might use it to send a dream "record" of the day's events to a distant commander or leader.) Somniomancers with a more cunning bent might use it to plant false "omens" in a subject's mind. If the somniomancer knows that the subject will then later come to him for interpretation of the "omen," this gives the psionicist the potential to really mess with the subject's mind.

The discipline lasts just long enough for the subject to experience the dream described by the somniomancer, then terminates. At this point, the subject reverts to normal sleep. The subject can be woken during the dream, but it is much more difficult to do so than is normal for a sleeper.

This discipline has a failure rate based on how well the somniomancer knows the subject. Refer to the following table:

Familiarity of Subject	Chance of Failure
Very well known (<i>friend, etc.</i>)	10%
Fairly well known (<i>acquaintance</i>)	25%
Casual contact	45%
Met once	50%
Never met, but otherwise familiar (<i>rumors, etc.</i>)	65%

This chance of failure is in addition to the subject's saving throw. For each Skill Level possessed by the somniomancer, the chance of failure is decreased by 1%. Possession of a psychically bound object decreases the chance of failure by 25%, and increases the range to 10 miles per Skill Level of the somniomancer.

Willing subjects can waive the saving throw—but not the chance of failure—if the somniomancer has informed them beforehand that the discipline will be used upon them at a particular time. (Thus, somniomantic "reports" can be scheduled ahead of time, and the recipient can waive the saving throw.)

Dream Reading

Skill Level: 4 **MP Cost:** 6 per round
Range: 100 yards/level **TTC:** 1 round
Duration: Sustained **Saving Throw:** Neg.
Area of Effect: Individual

This discipline allows the somniomancer to view the dreams of a sleeping subject, whether these dreams are natural or the result of another somniomantic disci-

pline. The somniomancer experiences all aspects of the dream, including all sensory components. However, he doesn't necessarily pick up the subject's response to the dream.

When the somniomancer uses the discipline, he must make an Attribute Check against his INS with 5D6. If the dice roll is equal to or lower than his INS, the somniomancer experiences the dream as a detached observer, and suffers no emotional or other effects from it. If the dice roll exceeds his INS, however, the somniomancer suffers the same effects from the dream as the subject himself. In other words, the somniomancer will be terrified by, and suffer damage from, a Nightmare; will fall under the effect of a Dream Suggestion; and will be killed by a Dream of Death, if such is what the subject is undergoing. Even normal dreams can be a traumatic experience: the somniomancer might find himself driven to anger or tears by vicarious emotion. (This would have no concrete game effect, but would be a nice role-playing touch.) If the subject is the victim of a dream that allows a saving throw while the somniomancer is "eavesdropping," it's the subject's saving throw that determines if the somniomancer suffers the effects. If the subject saves, then the somniomancer suffers no ill effects; if the subject fails, the somniomancer suffers the effects of the discipline and receives no saving throw of his own. (Thus, Dream Reading can be a hazardous proposition.)

Dream Reading can be a very useful way of finding out exactly what's on a character's mind. Since dreams often reflect—albeit in a very symbolic and cryptic manner—the dreamer's major concern, a Reading somniomancer could learn a lot about what's going on in the subject's world. (This must be mediated by the GM.) Also, coupling Dream Reading with Dream Interpretation avoids one of the major limitations to the latter discipline: the somniomancer doesn't have to depend on the subject's (possibly faulty) recollection of his dreams.

While the discipline is in effect, the somniomancer experiences nothing but the subject's dream. The somniomancer's own body remains in a catatonic state. When the discipline duration expires, the somniomancer rouses from this state. The somniomancer can terminate the discipline at any time. If the somniomancer's body is wounded while catatonic, the discipline immediately terminates, with a chance of traumatic shock to the somniomancer. He must save vs. Death or suffer 1D8 HTK of damage.

The subject is normally unaware that someone is viewing his dreams. If the discipline is terminated by the wounding (or death) of the somniomancer, the subject has a chance equal to 4 times his INT to wake immediately and realize that someone was eavesdrop-

ping on his dreams. (He still has no indication who, of course.) Otherwise, the subject continues to sleep normally after the discipline has ended. If, on the other hand, the subject wakes while the discipline is still in effect, the discipline terminates instantly, with no ill effects to the somniomancer.

This discipline has a failure rate based on how well the somniomancer knows the subject. Refer to the following table:

Familiarity of Subject	Chance of Failure
Very well known (friend, etc.)	0%
Fairly well known (acquaintance)	15%
Casual contact	40%
Met once	50%
Never met, but otherwise familiar (rumors, etc.)	70%

This chance of failure is in addition to the subject's saving throw. For each Skill Level possessed by the somniomancer, the chance of failure is decreased by 1%. Possession of a psychically bound object decreases the chance of failure by 35%, and increases the range to 1 mile per Skill Level of the somniomancer.

Willing subjects can waive the saving throw—but not the chance of failure—if the somniomancer has informed them beforehand that the discipline will be used on them at a particular time. (This becomes most relevant when the somniomancer wants to interpret a willing subject's dreams, but doesn't want to depend on the subject's recall.)

Dream Suggestion

Skill Level: 4	MP Cost: 18
Range: 1 mile/level	TTC: 3 rounds
Duration: 1 hr. + 1 turn	Saving Throw: Neg
Area of Effect: Individual	per 2 levels

This is a variant of Dream Projection which allows the somniomancer to insinuate a suggestion of 15 words or less into a sleeping subject's mind in the form of a dream. When the subject awakes he won't remember the dream, but the suggestion will take effect (unless he makes his saving throw). The GM should adjudicate the suggestion as with the magic-user Suggestion spell (i.e., self-destructive suggestions will be discounted, etc.).

As with other disciplines that must affect a sleeping subject, if the subject is not asleep when the

somniomancer uses the discipline, then it fails and the MPs are lost. The Dream Suggestion doesn't take effect until the subject wakes up, although the saving throw is made at the moment of use. (The somniomancer doesn't know whether the subject saved or not without watching his actions subsequent to waking.)

This discipline has a failure rate based on how well the somniomancer knows the subject. Refer to the following table:

Familiarity of Subject	Chance of Failure
Very well known (<i>friend, etc.</i>)	15%
Fairly well known (<i>acquaintance</i>)	35%
Casual contact	55%
Met once	60%
Never met, but otherwise familiar (<i>rumors, etc.</i>)	75%

This chance of failure is in addition to the subject's saving throw. For each Skill Level possessed by the somniomancer, the chance of failure is decreased by 1%. Possession of a psychically bound object decreases the chance of failure by 35%.

Forerunners

Skill Level: 4	MP Cost: 16
Range: 0	TTC: 2 rounds
Duration: Special	Saving Throw: None
Area of Effect: Somniomancer	

Forerunners are dreams that foreshadow the future. Although nowhere near as powerful as Prescient Dreams, they give the somniomancer some information about what may soon happen.

After using the discipline, the somniomancer must go to sleep. At some time during the period of sleep, he experiences a dream hinting at the future. (As usual, at the GM's discretion, this can be cryptic or symbolic.) When he wakes, he automatically remembers the dream. (This doesn't mean he can understand it immediately, however. A Dream Interpretation discipline might be needed.)

When the somniomancer uses this discipline, he must concentrate on a single, specific question as he falls asleep. This question must refer to events that will—or might—take place within the next 12 hours. The base chance for receiving some insight into the future is 80%, plus 1% per Skill Level of the somniomancer. The GM should refer to the description

of the priest spell Augury for some guidelines on how to adjudicate this discipline. Also, the GM must remember that—as Charles Dickens put it—these dreams are “shadows of the things that may be, not shadows of the things that will be.”

The discipline lasts long enough for the somniomancer to experience the dream. Immediately on completion of the dream, the somniomancer wakes up. Being awakened in the midst of a Forerunner is a highly traumatic experience, and the somniomancer automatically suffers 1D6 HTK of damage from the experience.

Mental Guard

Skill Level: 4	MP Cost: 12 per hr.
Range: Touch	TTC: 1 round
Duration: Sustained	Saving Throw: None
Area of Effect: Individual	

This discipline protects the subject from a wide variety of mental effects. Firstly, it protects the subject from any and all somniomantic disciplines while it's in effect. Secondly, it protects the subject from the following spells:

Charm, Command, Confusion, ESP, Fear, Feeblemind, Mass Suggestion, Possession, Rulership, Soul Trapping, Suggestion, and Telepathy.

Finally, by increasing the cost to 15 MPs per hour, the discipline can protect the subject from discovery or information-gathering by crystal balls or other scrying devices, Clairaudience, Clairvoyance, or disciplines from other psionic traditions that mimic these spells.

Once the discipline has been established, the subject must stay within a radius of 1 mile per Skill Level of the somniomancer or the protection terminates; line of sight is not necessary. The discipline requires only the most minimal level of concentration; the somniomancer can perform any action, use any discipline, suffer wounds, or even go to sleep while sustaining Mental Guard. The somniomancer cannot regain lost MPs while sustaining the discipline, however. This represents the ultimate limit to how long a somniomancer can sustain Mental Guard. (Death of the somniomancer immediately terminates the discipline, of course, as does the somniomancer's MP total reaching 0.)

The somniomancer can use this discipline on himself.

Nightmare

Skill Level: 4	MP Cost: 18
Range: 1 mile/level	TTC: 3 rounds
Duration: Special	Saving Throw: Neg.
Area of Effect: Individual	

This discipline allows the somniomancer to cause the sleeping subject to suffer a hideous and unsettling vision. The details of this discipline are the opposite of the seemingly similar Dream Projection in two important ways. Firstly, the somniomancer has no control over the content of the subject's nightmare, and secondly, has no way of knowing exactly what the dream was about. The discipline simply picks a deep, dark fear out of the subject's mind and plays it on the screen of his dreams. Thus, one subject might dream of spiders, while another might dream of being removed from his position of power. In any case, the events of the dream reflect something that the subject himself finds profoundly terrifying.

The Nightmare is so traumatic that it prevents restful sleep, prevents recovery of spells or MPs, and inflicts 1D10 HTK of damage on the subject. The subject receives a saving throw. A failed throw implies that the Nightmare has taken full effect; a successful throw negates the damage, but the subject still cannot recover spells or MPs.

A subject in the throes of a Nightmare will usually thrash and moan in his discomfort. If someone wakes the subject in the middle of the nightmare—trying to “save” him from the bad dream—the damage suffered increases to 2D8 HTK as a result of trauma. Also, for 2 rounds after awakening, the subject believes that the conditions of his dream are still continuing. His actions depend on the exact nature of the Nightmare (and thus on the GM's discretion). He might cower in fear of the person who woke him, or he might viciously attack the person, trying to kill him. (This sometimes happens in the “real world,” and is referred to as “night terror.”)

This discipline has a failure rate based on how well the somniomancer knows the subject. Refer to the following table:

Familiarity of Subject	Chance of Failure
Very well known (<i>friend, etc.</i>)	10%
Fairly well known (<i>acquaintance</i>)	20%
Casual contact	40%
Met once	55%
Never met, but otherwise familiar (<i>rumors, etc.</i>)	80%

This chance of failure is in addition to the subject's saving throw. For each Skill Level possessed by the somniomancer, the chance of failure is decreased by 1%. Possession of a psychically bound object decreases the

chance of failure by 35%, and increases the range to 10 miles per Skill Level of the somniomancer.

Sleep of Healing

Skill Level: 4	MP Cost: 21
Range: Touch	TTC: 1 round
Duration: Permanent	Saving Throw: None
Area of Effect: Individual	

This discipline allows the somniomancer to put a subject into a deep, healing sleep. This sleep lasts for 4 hours, during which time the subject is cured of 1D6 HTK of damage plus an additional 1 HTK for each 2 Skill Levels of the somniomancer. It's impossible to wake the subject during these 4 hours. Sleep of Healing cannot raise the subject's HTK total above his maximum. It also cannot aid creatures without corporeal bodies, or creatures who aren't living or are of extraplanar origin.

If the somniomancer allocates 30 MPs to the discipline rather than 21, Sleep of Healing cures all diseases or blindness, dispels Feeblemind, and cures those mental disorders caused by spells, disciplines, or injuries to the brain.

The duration is permanent only insofar as the creature doesn't sustain further damage.

The somniomancer can use this discipline on himself.

Stasis

Skill Level: 4	MP Cost: 18
Range: Touch	TTC: 1 round
Duration: 3 hours +	Saving Throw: None
Area of Effect: Individual	1 turn/level

This discipline puts the subject into a cataleptic state that is impossible to distinguish from death. The subject continues to breathe, and the heart continues to beat, but at a rate 1/80 of normal. (In other words, the heart beats about once per minute, and breathing is shallow and slow, with one inhalation taking almost 3 minutes.) The subject does require oxygen, so immersion in water or exposure to vacuum will eventually kill him. (Brain damage will occur after 4 hours, while death will occur after 5 hrs., 20 mins.)

The subject receives no sensory input from the outside world, and is totally unaware of what is happening to his body. Thus, any wounding or mistreatment of the body—presumably to see if the “corpse” is faking it—isn't felt, and no reaction occurs. Damage suffered from such

mistreatment is only half of normal. Paralysis, poison, or energy-level drain cannot affect the subject. Poison introduced into the body takes effect when the discipline terminates, although the subject gets a saving throw.

No concentration is required to maintain this discipline, so wounding or even killing the somniomancer doesn't terminate the effect. The somniomancer can use it on himself, or on a willing subject. The somniomancer can terminate the discipline at will; the subject takes 1 full round to actually return to normal, however. If the somniomancer used the discipline on himself, the effect will terminate only when the duration expires.

Waking Nightmare

Skill Level: 4	MP Cost: 5 per round
Range: 1 mile/level	TTC: 3 rounds
Duration: Sustained	Saving Throw: Neg.
Area of Effect: Individual	

This unpleasant discipline allows the somniomancer to project into an awake subject's mind hideous and unsettling emotions and minor hallucinations. The subject feels as though he's walking through a nightmare, except that no awakening is possible. Although when he looks at something directly, the subject sees nothing out of the ordinary, his peripheral vision is filled with stealthy movement. Beneath any noises that actually exist, the subject is sure that he can hear sounds of pursuit—gibbering, alien laughter, clashing of mandibles, etc.

While this discipline is sustained, the subject suffers the following penalties:

Initiative -2, INT -1, INS -2, APL -3, THACO -3.

These penalties end as soon as the discipline terminates. Also, every 5 rounds the subject must make a save vs. Death Magic; this is in addition to the subject's initial saving throw when the discipline is originally established. The consequences of failure depend on the subject's STA:

STA	Consequence of Failure
3-8	Death
9-12	Feeblemind (as per the spell)
13-15	Fear (as per the spell)
16+	Additional -2 penalty to INT, INS, & THACO

This saving throw reflects the possibility that the subtle hallucinations, etc. will eventually overwhelm the subject's sanity. Death, of course, is permanent (unless Raised, etc.); the fear was too much, and the



subject's heart simply stopped. Feeblemind, Fear, and the additional -2 penalties are temporary effects, stopping when the discipline terminates.

The somniomancer must maintain at least some concentration on this discipline to sustain it. While he can perform any action or use any other discipline without penalty, being wounded, killed, or knocked unconscious terminates the discipline immediately. The discipline also terminates if the somniomancer's MP total reaches 0.

This discipline has a failure rate based on how well the somniomancer knows the subject. Refer to the following table:

<i>Familiarity of Subject</i>	<i>Chance of Failure</i>
Very well known (friend, etc.)	15%
Fairly well known (acquaintance)	25%
Casual contact	50%
Met once	55%
Never met, but otherwise familiar (rumors, etc.)	65%

This chance of failure is in addition to the subject's saving throw. For each Skill Level possessed by the somniomancer, the chance of failure is decreased by 1%. Possession of a psychically bound object decreases the chance of failure by 30%, and increases the range to 5 miles per Skill Level of the somniomancer.

Walking Sleep

Skill Level: 4	MP Cost: 10 per hr.
Range: Touch	TTC: 1 round
Duration: Sustained	Saving Throw: None
Area of Effect: Individual	

This discipline allows the subject to gain the benefits of sleep—countering exhaustion, gaining spells or MPs, even healing—while still strictly being awake and functional. The subject is conscious and lucid, and is able to carry on a conversation. Physically, the subject can move at a walk, manipulate small objects, and carry a load of up to half of his normal encumbrance allowance. He cannot run, climb, enter combat, cast spells, or use any special class ability (pick pockets for a thief, Dispel Evil for a paladin, etc.)—trying to do so will immediately terminate the discipline. The somniomancer must maintain at least some concentration on this discipline to sustain it. While he can perform

any action or use any other discipline without penalty (assuming the subject is someone other than himself), being wounded or knocked unconscious terminates the discipline immediately. The discipline also terminates if the somniomancer's MP total reaches 0. As long as these restrictions are met, the subject gains the benefits of 1 hour sleep for each hour that the discipline is maintained.

Once the discipline has been established, the subject must stay within a radius of 1 mile per Skill Level of the somniomancer or the discipline terminates; line of sight is not necessary.

The somniomancer can use this discipline on himself, but the process is slightly different. Before establishing the discipline, the somniomancer must decide how long he wants the effect to last. He must then expend enough MPs to cover that length of time. If the discipline is terminated before the end of the duration he's already "paid for," the somniomancer loses the extra MPs. If the somniomancer uses this discipline on himself, using another discipline immediately terminates the effect. A somniomancer of high Skill Level can maintain this discipline long enough to regain lost MPs without actually going to sleep; the cost would be 80 MPs, however.

Skill 5

Dream of Communion

Skill Level: 5	MP Cost: 30
Range: 0	TTC: 2 rounds
Duration: Special	Saving Throw: None
Area of Effect: Somniomancer	

This discipline allows the somniomancer to make contact with a deity or extra-planar power and ask a number of questions. The somniomancer expends the MPs to use this discipline, then must go to sleep. During the period of sleep, the somniomancer dreams of conversing with the desired power (assuming the discipline is successful). The conversation is two-sided, and the somniomancer can ask 1 question per Skill Level. As with the wizard spell Contact Other Plane, only brief answers are given to these questions ("yes," "no," "maybe," etc.).

The somniomancer can contact an elemental plane or some plane further removed. The further removed the plane is from the Prime Material, the greater the chance that the shock will unseat the somniomancer's reason or even kill him, but the greater the chance of the power knowing the answer and telling the truth.

If the somniomancer goes insane, the effect strikes

Table 2: Dream of Communion

Plane	Chance of Insanity*	Chance of Knowledge	Chance of Veracity†
Elemental	20%	55% (90%)	62% (75%)
Inner Plane	25%	60%	65%
Astral Plane	30%	65%	67%
Outer plane	35%	70%	70%
Next Outer plane, etc.	+5%	+5%	+3%

upon asking the first question. The condition lasts for 1D10 days per plane that the target plane is removed from the Prime Material. There is a 1% chance per plane that the somniomancer dies before regaining his sanity, unless a Remove Curse is cast upon him. A surviving somniomancer cannot recall the answer to the question that drove him mad.

Refer to Table 2 for chances of insanity, knowledge, and veracity.

Dream Quest

Skill Level: 5 **MP Cost:** 30
Range: 1 mile/level **TTC:** 3 rounds
Duration: Special **Saving Throw:** Neg.
Area of Effect: Individual

This discipline allows the somniomancer to enter the dreams of a sleeping subject and place a magical command on him to carry out some service or to refrain from some action or course of activity. (Thus, Dream Quest is similar in many ways to Geas.)

To use the discipline, the somniomancer expends the MPs and expresses in 25 words or less the compulsion that he wants to inflict on the subject. This compulsion becomes woven into the sleeping subject's dreams. When the subject awakes he will remember the details of the dream with extreme clarity, and will realize that he is under a magical compulsion (unless he makes his saving throw). The GM should adjudicate the compulsion as with the magic-user spell Geas (for example, self-destructive commands will be discounted, etc.). As with Geas, the subject must follow the conditions of the dream until the "quest" is actually completed. Failure to do so causes the subject to grow sick and die within 1D4 weeks. Deviation from or twisting of the instructions causes the subject to lose STR points. Rate of STR loss is up to the GM, but here are some guidelines: Completely ignoring the compulsion would cause the subject to lose 5 STR points per day, while very subtly perverting the intent of the compulsion might cost only

1 STR point per day.

As with other disciplines that must affect a sleeping subject, if the subject is not asleep when the somniomancer uses the discipline, then it fails and the MPs are lost. The Dream Quest doesn't take effect until the subject wakes up, although the saving throw is made at the moment of use. (The somniomancer doesn't know whether the subject saved or not without watching his actions subsequent to waking.)

This discipline has a failure rate based on how well the somniomancer knows the subject. Refer to the following table:

Familiarity of Subject	Chance of Failure
Very well known (friend, etc.)	15%
Fairly well known (acquaintance)	35%
Casual contact	55%
Met once	60%
Never met, but otherwise familiar (rumors, etc.)	75%

This chance of failure is in addition to the subject's saving throw. For each Skill Level possessed by the somniomancer, the chance of failure is decreased by 1%. Possession of a psychically bound object decreases the chance of failure by 35%.

Dream Travel

Skill Level: 5 **MP Cost:** 50
Range: Special **TTC:** 3 rounds
Duration: Permanent **Saving Throw:** None
Area of Effect: Somniomancer

Dream Travel is similar in effect to Teleport: it allows the somniomancer to travel almost instantaneously to another place on the same plane of existence. The

somniomancer expends the MPs, then goes to sleep, concentrating on his intended destination. Once asleep, he dreams of the destination. During the dream, his unconscious body vanishes and reappears in (or near) the desired locale. The somniomancer immediately wakes up upon arrival. Unlike Teleport, the somniomancer cannot transport another person using this discipline. The somniomancer can "take along" personal equipment up to 150 lbs in weight, as long as it's secured somehow to his body (in a backpack, perhaps).

Table 3: Dream Travel

Destination is	Chance of Success	"Scatter"
Very familiar	85%	6D10 yards
Studied carefully	75%	2D% yards
Seen casually	60%	2D% x 2 yds.
Viewed once	50%	1D4 miles
Never seen	40%	2D6 miles

The chance of success depends on how familiar the somniomancer is with the destination. Unlike Teleport, the somniomancer doesn't risk coming in low or high, but he does suffer a significant risk of arriving yards or even miles from his destination, in a random direction (refer to Table 3). For example, Davitt the somniomancer wants to Dream Travel to a spot that he's seen only once. The chance of arriving on target is 50%. Davitt fails his roll. According to the "scatter" column, he arrives 1D4 miles away from his destination in a random direction. (If Davitt's target is a small island, this might lead to a very wet awakening. . .)

Madness

Skill Level: 5	MP Cost: 35
Range: 1 mile/level	TTC: 2 rounds
Duration: Permanent	Saving Throw: Neg.
Area of Effect: Individual	

This is an enhanced version of the discipline Nightmare. The somniomancer can stimulate such disturbing dreams in a subject that the subject becomes insane. The GM should decide on a suitable form of insanity, although Paranoia is a good suggestion. This insanity is permanent unless cured through other means. The somniomancer has no control over what form the nightmare will take, so he can't manipulate the subject into a certain kind of insanity.

As with other disciplines that must affect a sleeping

subject, if the subject is not asleep when the somniomancer uses the discipline, then it fails and the MPs are lost. The insanity doesn't become apparent until the subject wakes up, although the saving throw is made at the moment of use. (The somniomancer doesn't know whether the subject saved or not without watching his actions subsequent to waking.)

This discipline has a failure rate based on how well the somniomancer knows the subject. Refer to the following table:

Familiarity of Subject	Chance of Failure
Very well known (<i>friend, etc.</i>)	10%
Fairly well known (<i>acquaintance</i>)	30%
Casual contact	50%
Met once	60%
Never met, but otherwise familiar (<i>rumors, etc.</i>)	70%

This chance of failure is in addition to the subject's saving throw. For each Skill Level possessed by the somniomancer, the chance of failure is decreased by 1%. Possession of a psychically bound object decreases the chance of failure by 35% and increases the range to 5 miles per Skill Level.

Plane Shift

Skill Level: 5	MP Cost: 55
Range: 0	TTC: 3 rounds
Duration: Permanent	Saving Throw: None
Area of Effect: Somniomancer	

Plane Shift is similar in effect to the priest spell of the same name: it allows the somniomancer to move himself to another plane of existence. The somniomancer expends the MPs, then goes to sleep, concentrating on the plane he wishes to reach. Once asleep, he dreams of the destination plane. During the dream, his unconscious body vanishes and reappears in the desired plane. The somniomancer immediately wakes up upon arrival. Unlike the priest spell, the somniomancer cannot transport another person using this discipline. The somniomancer can "take along" personal equipment up to 150 lbs in weight, as long as it's secured somehow to his body (in a backpack, perhaps).

The nature of the destination plane must be determined by the GM. There is no chance that the somniomancer will arrive on the wrong plane; how-

ever, there is a chance—equal to 35% minus the somniomancer's Skill Level—that he won't arrive precisely where he wants on that plane. The consequences of "missing the mark" will vary from plane to plane, so this is left up to the GM.

Prescient Dream

Skill Level: 5	MP Cost: 62
Range: Touch	TTC: 1 turn
Duration: Special	Saving Throw: None
Area of Effect: Individual	

This is a more powerful version of Forerunners in that it gives the somniomancer a wider view of what may occur in the future for a particular individual (including the somniomancer himself).

If the subject is someone other than the somniomancer himself, the psionist must spend at least 1 hour in close conversation with the subject, learning as much as possible about his background, attitudes, etc. If the somniomancer is using this discipline on himself, this 1 hour is unnecessary. Then the somniomancer expends the MP's to use the discipline, and goes to sleep. During the period of sleep, the somniomancer experiences a vivid dream which portrays an important event in the subject's future. As with most dreams, this will probably be somewhat cryptic and symbolic, giving the somniomancer only a vague idea of what's in store. When the somniomancer wakes up, he remembers the dream.

The GM can adjudicate this discipline in two ways. The first is if he knows of an event that will happen to the subject in the near future. (For example, the GM knows that an old nemesis, who the subject thinks to be dead, will soon reappear and try to kill the subject. The GM could describe a dream that portrays "a faceless threat from the past, one that you thought yourself safe from," or something similar.) If the GM knows of no relevant event in the near future, he can roll 1D10 and consult the following table.

These outcomes are very vague and ambiguous, which is how they should be. The GM should feel free to change these outcomes or add to them in any way.

When the discipline is used, the GM should record the outcome. Then, as the campaign progresses, he should subtly influence matters so the outcome comes to pass. (The ideal result would be for the player to look back on events afterwards and say, "Oh yes, that's what the Prescient Dream said would happen.")

As with Forerunners, the GM shouldn't feel too constrained to make events fit the Prescient Dream exactly. After all, all the somniomancer sees is shadows of things that may happen.

Die Roll Outcome

- 1 *The character will conquer a great opponent, but at significant cost.*
- 2 *The character will seem to lose his fortune and future, but will then regain them through struggle.*
- 3 *The character will gain something of great value, but subsequently lose it.*
- 4 *The character will be raised to a position of great renown or authority.*
- 5 *The character will be brought low, disgraced, or humiliated.*
- 6 *A seeming friend will turn on the character at the worst possible time.*
- 7 *Just when things looked their worst, someone believed to be an enemy is found to be an ally.*
- 8 *Powerful beings will spare the character's life at an unexpected moment.*
- 9 *An enemy working behind the scenes will cause great trouble in the character's life.*
- 10 *An unknown benefactor will work to aid the character and advance his career.*

Sleep Guard

Skill Level: 5	MP Cost: 15
Range: 0	TTC: 1 round
Duration: Special	Saving Throw: None
Area of Effect: Somniomancer	

This discipline is somewhat similar to Contingency Awaken, in that the somniomancer can set up a contingency condition and, when that condition is fulfilled, take an action. The difference is that the action isn't simply to wake up—as with Contingency Awaken—but to trigger another discipline. There is no precise restriction on how complicated the contingency condition can be. The only requirement is that the sleeping somniomancer must be able to determine whether or not the contingency condition has actually occurred. If the GM decides that the sleeping somniomancer would be unable to recognize the contingency condition, the discipline fails. (The somniomancer won't know this until the Sleep Guard fails to be triggered at the appropriate time, however.) An example of an acceptable

contingency condition would be "Trigger a particular discipline at the first loud noise," or "Trigger a particular discipline if someone/something touches you."

A normal sleeper has his eyes closed, and has only the most rudimentary facilities of judgment. Thus, for a normal sleeper, contingency conditions like "Trigger a discipline when the door opens" or "Trigger a discipline if you're in danger" would probably not work. (In the first case, unless the door made a characteristic squeaking noise, the sleeping somniomancer simply wouldn't know that it had opened. In the second, "danger" requires too complex a judgment call for a sleeper to make.)

Sleep Guard becomes a lot more useful when coupled with the discipline Sleeping Awareness. The latter discipline allows the sleeper's brain to pay much more attention to stimuli, and allows for considerably more judgment. This is particularly true if the more powerful version of the discipline is used so the sleeper's eyes remain open. In this case, the two unacceptable contingency conditions become much more acceptable. The discipline remains in effect until the somniomancer awakens, for whatever reason.

When the somniomancer establishes this discipline, he must state the other discipline to be used when the contingency condition is met. For example, the somniomancer might state that he will trigger the discipline Waking Nightmare on the first person to touch him, or Enforced Sleep if anyone breaks into his room.

To set up the Sleep Guard discipline, the somniomancer must expend 15 MPs before going to sleep. If the contingency condition is met, the second discipline is triggered and the somniomancer expends the MP cost of that discipline. (For the purpose of determining MP recovery, assume that the MPs for the second discipline were expended immediately before the somniomancer went to sleep.) If the contingency condition isn't met before the somniomancer wakes up, he doesn't have to pay the MP cost for the second discipline. Obviously, if the somniomancer doesn't have enough MPs remaining to pay for the second discipline, it is never triggered even if the contingency condition is met. Once the conditions of the Sleep Guard are set, the somniomancer sleeps normally and is capable of regaining MPs while he's asleep.

Transportation

Skill Level: 5	MP Cost: 50 + 15 per
Range: Touch	additional person
TTC: 4 rounds	Duration: Permanent
Saving Throw: None	Area of Effect: Special

This is an enhanced version of Dream Travel: it allows the somniomancer to travel almost instantaneously to another place on the same plane of existence. It differs in that the somniomancer can take along "passengers" at a cost of 15 MP each. The somniomancer expends the MPs, then goes to sleep, concentrating on his intended destination. The "passengers" must also go to sleep. Once asleep, the somniomancer dreams of the destination. During the dream, the somniomancer's unconscious body and those of the passengers vanish and reappear in (or near) the desired locale. The somniomancer and passengers immediately wake upon arrival. The somniomancer and each passenger can "take along" personal equipment up to 150 lbs in weight per person, as long as it's secured somehow to the somniomancer's or passenger's body (in a backpack, perhaps).

Table 4: Transport

<i>Destination is</i>	<i>Chance of Success</i>	<i>"Scatter"</i>
Very familiar	85%	6D10 yards
Studied carefully	75%	2D% yards
Seen casually	60%	2D% x 2 yds.
Viewed once	50%	1D4 miles
Never seen	40%	2D6 miles

The chance of success depends on how familiar the somniomancer is with the destination. Unlike Teleport, the somniomancer doesn't risk coming in low or high, but he does suffer a significant risk of arriving yards or even miles from his destination, in a random direction. Refer to Table 4. For example, Arla the somniomancer wants to Transport herself and her colleagues to a spot she's studied carefully. The chance of arriving on target is 75%. Arla fails her roll. According to the "scatter" column, she and her passengers arrive 2D% yards away from her destination in a random direction.

If the Transport "scatters," it's 80% likely that the somniomancer and her passengers will arrive in the same spot. If the somniomancer fails this roll, then each person involved in the Transport scatters individually. (If the somniomancer has only seen the destination once or has never seen it, this could spread the party over a wide area.)

A somniomancer can also use Transport to send a sleeping subject to another location. In this case, an unwilling subject receives a saving throw to resist the discipline. A willing subject can waive the saving throw if the somniomancer tells him, before he goes to sleep, that Transport will be used. Since the somniomancer is not so intimately involved in this process, the chance for

a successful arrival is decreased by 10%. Scatter is calculated normally for an unsuccessful Transport. Transporting another person in this way costs 65 MPs.

||||| Skill 6 |||||

Astral Dreaming

Skill Level: 6	MP Cost: 55 + 5 per additional person
Range: Touch	Duration: Special
TTC: 4 rounds	Area of Effect: Special
Saving Throw: None	

This discipline is similar in effect to the wizard Astral Spell. The somniomancer can project his spirit from his sleeping body into the astral plane, and from there travel to other planes of existence. In addition, the somniomancer can take along up to 8 "passengers" (at an additional cost of 5 MPs per person), who must also be sleeping.

As with the Astral Spell, the astral body is connected to the physical body by a silver cord. If this cord is broken, the astral traveler dies. While the spirit is traveling astrally, the physical body is in a state of suspended animation, with effects identical to those of the discipline Stasis.

This discipline lasts until the somniomancer terminates it—at which time he and his passengers return to their bodies—or until the somniomancer's astral or physical body is killed. If the former, then the somniomancer's spirit returns to his body, but the passengers are stranded; if the latter, then the somniomancer is dead and the passengers are again stranded.

Refer to the Astral Spell in the basic rule book for more information on traveling the planes.

Dream of Death

Skill Level: 6	MP Cost: 55
Range: 30 yards/level	TTC: 4 rounds
Duration: Instantaneous	Saving Throw: None
Area of Effect: 20'/level (diameter)	

This powerful discipline is similar to the wizard Death Spell, except that it only works on sleeping subjects. (Thus, it would be perfect for dispatching a camp full of sleeping enemies.) The discipline simply suppresses the subject's breathing and heartbeat, killing instantly (and painlessly). Unlike victims of the Death Spell, these victims can be Raised or Resurrected normally.

The number of creatures that can be slain is a function of their HTK dice. Refer to the following table:



Creatures' HTK Dice	Max # Killed
Under 2	5D20
2 to 4	3D20
4+1 to 6+3	2D6
6+4 to 8+3	1D6

Creatures with more than 8+3 HTK dice cannot be killed by Dream of Death. If creatures of differing HTK dice are attacked with this discipline, roll 5D20 to determine how many under 2 HTK dice creatures are affected. If the dice roll is greater than the number of under 2 HTK dice creatures asleep in the area of effect, apply the remainder of the roll to the higher HTK dice creatures according to the following table:

Creatures' HTK Dice	Conversion Factor
2 to 4	2
4+1 to 6+3	8
6+4 to 8+3	16

If the remaining points are equal to half or more of the next surviving creature's conversion factor, that creature dies as well; otherwise the additional points are lost.

As an example, Davitt the somniomancer uses Dream of Death on a camp of 25 orcs and 6 ogres. The dice roll total is 60. This kills all the orcs (at a cost of 25) and 4 of the ogres (at a cost of 8 each, or 32). The remaining 3 points are lost. If the dice roll had totaled 61, then 5 of the ogres would have died.

The somniomancer remains awake when using this discipline. It has no effect on creatures that aren't asleep. (Thus, in the example of eliminating an enemy camp, any non-sleeping sentries would be untouched by the discipline . . . and in fact wouldn't know what had happened to their fellows until they tried to wake their replacements at the end of their shift.)

Sleeping Wish

Skill Level: 6	MP Cost: 60
Range: Special	TTC: 1 turn
Duration: Permanent	Saving Throw: Special
Area of Effect: Special	

Also known as Affective Dreaming, this discipline is the somniomantic version of the Wish spell. Before going to sleep, the somniomancer states exactly the conditions he'd like to see arise as a result of the Sleeping Wish. While asleep, the somniomancer dreams of the condition. So intense is this dream that it resonates with the fabric of the universe and actually alters reality. Reality changes immediately, but the somniomancer isn't aware of the change until he wakes.

The GM should adjudicate this discipline carefully, as with a Wish spell. The limitations on the discipline's effects are similar to those of a Wish: for example, a Wish will only raise an attribute by 1/10 of a point

above 18. Since reality is being altered by a dream—not directly by the will of the somniomancer—the GM should remember the nature of dreams. No matter how hard the somniomancer concentrates on what he wants, the details of the dream might well be altered by other factors, such as problems that the somniomancer has on his mind. Although the dream—and hence the reality change—will probably be at least somewhat like what the somniomancer wanted, the details might be very different. (This gives the GM the opportunity to “tone down” a particularly disruptive Sleeping Wish . . . and to have a little fun!)

The MP cost for this discipline is stated as 60, but this figure is merely to determine whether the somniomancer has enough mental energy remaining to use it. (In other words, if the somniomancer doesn't have 60 MPs remaining, he can't use the discipline at all.) Use of a Sleeping Wish drains all of the somniomancer's MPs. In addition, he can't regain any MPs for 48 hours. Finally, the strain of using this discipline ages the somniomancer by 3 years.

(As an aside: Some philosophers claim that Affective Dreaming doesn't actually change reality. What they say it really does is shift the somniomancer to another, parallel reality where conditions match what the somniomancer desires. Since the measurable and demonstrable effects are identical either way, there's no way of proving or disproving this theory . . . but it does make for interesting philosophical discussions.)

MAGIC ITEMS

Although somniomancy isn't strictly magic—just as no psionic tradition is magic in the normal sense of the word—there are various items that bear the same relationship to somniomancy that magic items do to normal magical abilities. Several such items are described following, but the GM should feel free to design any other items as he sees fit.

Although individual GMs may wish to rule otherwise, most of these items can be created (and used) only by the somniomancers. Exceptions are noted in the text.

Incense of Dreaming: Usually found in small cones, this sweet-smelling incense enhances the effectiveness of any somniomantic discipline in which the somniomancer is asleep. While the incense is burning, MP costs for such disciplines are reduced by 10% (round fractions down). In addition, if the subject of the discipline receives a saving throw, this save is made at a penalty of -1. One cone of incense will burn for 1D4+4 turns.

Incense of Dark Dreams: This incense is indistinguishable from Incense of Dreaming, even in its scent while burning. Its effects are quite different, however. If a somniomancer inhales the smoke of Incense of Dark

Dreams while he's asleep, he must save vs. Spells—with a -3 penalty to the die roll—or suffer the effects of the discipline Nightmare. The Nightmare will continue until the Incense is extinguished or consumed, or until the somniomancer is woken. Incense of Dark Dreams has no effect on non-somniomancers. One cone of incense will burn for 1D6+6 turns.

Somniomantic Eyeshades: This is a small black velvet mask which covers the wearer's eyes, excluding light. If a somniomancer sleeps while wearing the Eyeshades, he need only sleep for 4 hours—rather than 6—to recover MPs. Somniomantic Eyeshades have no effect on non-somniomancers.

Dream Focus: A Dream Focus can be any small object weighing less than one pound. A somniomancer must create his own Dream Focuses if they're to be effective. The procedure involves concentrating on the item for 1 hour—any interruption negates the process—and pouring 50 MPs into it. (The somniomancer simply expends 50 MPs.) Somniomancers of lower Skill Level can break the procedure into up to three phases, each performed on a subsequent day. Each phase takes 1 hour. If the process is broken into two phases, each phase costs 30 MPs; if broken into three, each costs 20 MPs. When the requisite number of MPs have been poured into the object, it becomes a charged Dream Focus attuned to the somniomancer who created it.

A Dream Focus increases the efficacy of any discipline that affects a sleeping subject . . . but only so long as the subject has the Dream Focus on or near his body while he's asleep. If the subject of a discipline has a Dream Focus in his possession, the chance of the discipline failing is decreased by 15%. In addition, any saving throw the subject receives against the discipline is made at a -4 penalty.

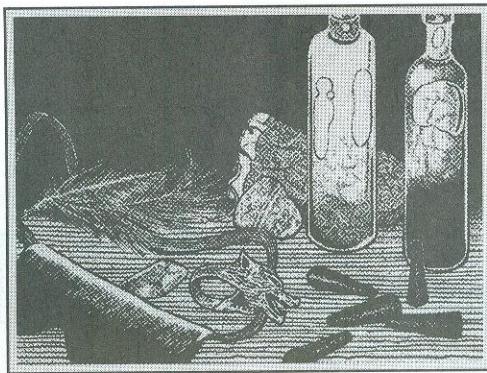
Dream Focuses can greatly improve the effectiveness of difficult disciplines. The trick, of course, is to insinuate the Focus into the prospective subject's possession. . . .

POTIONS

During their initial training, somniomancers use various potions to help them achieve the profound sleep necessary to explore their powers. When they reach higher Skill Levels, of course, they need no longer resort to pharmaceutical aid to sleep.

Any somniomancer, regardless of level, knows how to concoct various formulations of sleep potion. (The

formulations will vary from individual to individual, depending on their teacher. This gives the GM free reign to invent weird and wonderful formulae.) In general, the ingredients of these potions are naturally-occurring substances, rather than the monstrous ichor (e.g., beholder's blood) or symbolic components (e.g., the voice of a spider) that appear in traditional magic-user potions. This doesn't mean that somniomancers necessarily have it easy when collecting ingredients, however. Some substances may be dauntingly expensive or almost impossible to obtain (for example, an extract from a kind of kelp that only grows at depths in excess of 50 fathoms). As with other potions, it's up to the GM to determine the appropriate ingredients. In general, the ingredients will cost between 200 and 400 gp. The time required to brew, diffuse, distill, decant, and extract the potion is a number of days equal to the cost of the ingredients divided by 100.



The base chance for creating a sleep potion is 85%. This is decreased by 1% for each 100 gp worth of ingredients required (reflecting the innate complexity of the potion). The base chance of success is increased by 1%

for every 2 Skill Levels (or fraction thereof) possessed by the somniomancer. (For example, a Skill 7 somniomancer wishes to create a sleep potion. The GM decides that the formulation known to the somniomancer requires 300 gp worth of material. This potion will take 3 days to concoct, and the chance for success is 86% [$85-3+4$].) If the somniomancer fails the roll, the resulting potion can be totally ineffective or poisonous, or can have the effects of a Potion of Delusion (GM's option). Of course, the somniomancer won't know whether the potion is effective or not until it's tested.

Certain somniomancers know how to concoct a potion that has the same effect as the discipline Enforced Wakefulness. This potion will cost 500 gp to make, and has a base chance of success of 75%, modified by the normal considerations. The period of Enforced Wakefulness is 5D12+24 hours. This potion is very bitter to the taste, so the somniomancer must take pains to conceal the flavor.

SOMNIOMANCERS AND THE CAMPAIGN

Somniomancers rarely become adventurers. Their abilities are powerful, particularly at higher Skill Levels, but require uninterrupted sleep both to use their

disciplines and to recover MPs. Uninterrupted sleep is usually at a premium on an adventure, lessening the effectiveness of a somniomancer. Thus, somniomancers usually prefer to operate at least partially covertly, from a safe home base. Some daring somniomancers do become adventurers, however, and can be useful allies or deadly enemies.

In societies where psionic abilities are distrusted, somniomancers will keep their true nature secret. There are tales of groups of somniomancers combining their powers to overthrow an oppressing government. In these cases, even if the overthrow is totally successful, it's a rare situation to see a somniomancer actually taking the throne of a land. Most somniomancers will prefer to put a puppet on the throne, and rule from behind the scenes.

• SAMPLE NON-PLAYER CHARACTER

Berron Somnus

Human, Skill 10 somniomancer

STR: 10, INT: 13, INS: 13, STA: 11, DEX: 10, APL: 14
HTK: 21, AC: 10

MV: 12," AL: N. Good

AT: 1, DM: (by weapon), THAC0 17

HT: 5'9," WT: 160 lbs.

Weapon Proficiencies: dagger, sling

Weapons: dagger, sling

Armor: none

Magic Items: none

Disciplines:

Skill 1: Awaken, Dream Interpretation, Instant Sleep, Sleeping Awareness, Wakefulness

Skill 2: Contingency Awaken, Dream, Message, Untroubled Sleep

Skill 3: Accelerated Sleep, Alertness, Clairvoyant Dreaming, Dream Protection, Identification, Legend

Skill 4: Dream Reading, Forerunners, Mental Guard Sleep of Healing, Stasis, Walking Sleep

Specials: none

Berron is a handsome man in his late 20s, slender, and pale with finely-chiselled features and thick black hair. He can be very articulate when he wants to be, but his manner is usually somewhat introverted. Berron is a good listener, believing in the old saying "Give everyone your ear but few your voice." His ability to truly listen—rather than just wait for his turn to talk—has earned him considerable respect. He is well-educated in philosophy and history, and has a fascination with distant lands, although he has yet to get up the courage to travel himself.

When he was 6 years old, Berron was badly injured when he was thrown from a horse. For several years he

was unable to walk, and for a decade after that he could move only slowly and with a pronounced limp. When he was bedridden, his parents—who were well-off enough to afford this boon—employed a tutor cum nurse to make young Berron's life as bearable as possible. The tutor they selected was a middle-aged woman named Cara, who happened to be a somniomancer of great skill. (Berron's parents did not know this; if they had, they would not have hired her, since they feel a grave mistrust toward anyone with "unnatural" powers like psionics.)

Cara felt sorry for Berron. She saw the mental abilities within him, and secretly taught him many of her skills. Somniomancy gave the boy the opportunity to experience the world in ways that would otherwise have been denied to him by his ailments. When he was finally able to live a normal life, he kept in close contact with Cara; she still remains his mentor.

Berron is cautious about admitting his abilities to anyone, and in fact is somewhat ashamed of them. (This is a result of his early indoctrination from his parents.) He uses his abilities to help others, particularly those who are in a position analogous to his own youth.



CHAPTER 3 TELEPATHS

Telepathy refers to the ability to read the thoughts of others and to insinuate thoughts into other minds. Telepaths have a deep understanding of their own thought processes, and an unmatched ability to control their own minds. This allows them to resist the effects of most mind-altering magic and even to control their own emotions.

Telepaths are very sensitive to the “thought waves” that most people unconsciously emit. Their own brains resonate harmonically with these waves, allowing them to read at least the surface thoughts—and sometimes the deep memories and emotions—of others. By focusing their own mental processes, they can strengthen their own emitted thought waves so much that even an untrained brain will resonate with theirs.

More than any other sub-class of psionicist, telepaths are born and not made. The ability to read other minds is innate and—at least initially—continuous. A child genetically endowed to become a telepath is constantly bombarded by the thoughts of others. To the untrained mind, the thoughts of others become a continuous background babble, out of which no useful information can be extracted. This condition is traumatic, enough to unseat the reason of anyone without the strong willpower required to cling to sanity. For this reason, all telepaths have an INS attribute of 15 or more. Telepaths with lower INS attributes are being born all the time, but they either go mad as children or become hermits. In the latter case, complete isolation protects them from the background “mental noise,” but also prevents them from ever developing their telepathic powers.

The process of “clinging to sanity” described previously actually refers to learning how to block out the thoughts of others. This must be done, or the telepath will go insane. Because of this, many telepathic disciplines actually represent a way of selectively lowering the guards that the character has learned to erect in self-defense. (This has no direct game effects, but is a useful role-playing “tag.”)

WORLD VIEW

Before they learn how to properly shield their minds, telepaths frequently develop an aversion to other people. They become introspective, even actively antisocial. Even after they’ve gained enough control to filter out mental background noise, these attitudes usually remain. Since most telepaths don’t learn during their formative years how to deal with other people, their APL attribute is rarely over 10. (Certainly, there are some telepaths with better social skills, but they’re very few and far between.) Telepaths frequently don’t enjoy verbal conversation, much preferring to communicate directly, mind to mind.

The vast majority of telepaths are loners, and this is reflected in their alignment. Most telepaths are Chaotic in outlook, with C. Neutral as the most common alignment. There are also a fair number of true Neutral telepaths. Some individuals see their abilities as a way to help others; these lean towards C. Good. Others find that their early aversion to people has developed into disdain, even hatred; these lean more towards C. Evil. In any case, telepaths are possibly more likely than any other sub-class of psionicist to use their abilities actively to get what they want. Many telepaths become adventurers, for two major reasons. Firstly, it gets them away from cities and towns, away from the great throngs of people around whom they still usually feel uncomfortable. Secondly, their fellow adventurers are much more likely to accept their abilities as a boon, rather than a curse or a threat.

In almost all societies, telepaths are viewed with great distrust, and often hatred. The ability to look inside another’s mind, to read his thoughts, is seen as the most heinous invasion of privacy that’s possible. And actually implanting thoughts in his mind is in violation of virtually every right that civilized society has ever come up with. Although most telepaths may claim that they can’t force anyone to do something that’s totally against his nature, very few people will believe that. Telepaths make great scapegoats: “I don’t know why I stole that purse, officer, it wasn’t my idea.

It must have been that *&%\$&@\$ telepath over there that made me do it!"

Some societies might look on telepaths coolly but fairly: as a fact of life, but not one to be trusted or welcomed with open arms. Others might go to other extremes, and declare the

practice or possession of telepathic powers to be a capital crime! In such societies, the government might order the expulsion or maybe, even the extermination of all telepaths.

How then, would the telepaths respond to such oppression? Many would simply fade into the woodwork, hiding their abilities and maybe changing their identities. They would

reveal their powers only to those few friends that they really trusted (and the typical antisocial telepath would have precious few trusted friends!). Others might hit the road and search for more accepting societies.

Some few would vent their rage against the oppressive government by trying to overthrow it . . . and telepaths are just the characters to make such a rebellion work. (This, of course, is one of the reasons why many governments fear telepaths among their subjects.) While telepaths wouldn't normally go out of their way to work together, combating oppression might be a valid motive. A small group of dedicated and powerful telepaths could make life very unpleasant for virtually any government.

As with most psionics, telepaths are rarely physical people. In fact, many will view physical strength and those who rely on it with some degree of scorn. After all, apes rely on strength. It takes a "true" human to get by solely by using his mind. While telepaths are much less constrained by the requirements of meditation than somniomancers, they still must spend considerable amounts of time practicing and honing their mental skills. Most telepaths will avoid athletic pursuits, but this is usually more a matter of taste than one of ability. In conflict, telepaths will always operate from well back of the front line, and often will make their presence felt from a great distance out of harm's way.

Telepaths—if the Player Characters can identify and befriend them—can be valuable allies. They can also be daunting foes, particularly when they're surrounded by mind-controlled minions.

• COMBAT

Telepaths use the Magic-User Combat Result Table, and operate under the weapon and armor restrictions

listed for the "basic" psionist, as discussed in Chapter 1. Telepaths can engage in psionic combat, and their ability to read the surface thoughts of an enemy makes them particularly lethal. Whenever a telepath uses a controlling attack in psionic combat, or counterattacks against a controlling attack, he gains 2 "free" MPs which are added to his attack total; these additional MPs are not subtracted from the telepath's MP total. The telepath's opponent must expend MPs normally to counter these 2 "free" MPs. In addition, the duration of control, if the telepath establishes it through psionic combat, is increased by 50%. For example, Jubal the telepath bests Rath the telekineticist in psionic combat. In Jubal's last controlling attack, Rath runs out of MPs and leaves 3 of Jubal's attacking MPs un-counteracted. Normally, Rath would be under Jubal's control for 3 rounds. Since Jubal is a telepath, however, he controls Rath for 4 rounds plus 5 segments.

TELEPATHY •

As a basic attribute of their sub-class, telepaths are able to detect changes in their own thought processes that might escape "mundanes." A telepath will always know if he's under the influence of mind-controlling magic such as Charm, Suggestion, etc. He will also know if his memory record has been altered in any way, either a loss caused by Forget or something similar, or an addition caused by the witch spell Mindwrite (see the *Witches Sourcebook*). In the former case, the telepath will detect a gap in his memory but won't know what memory was excised; in the latter, he'll know that something was added to his memory record, but won't know which is the false memory.

The disciplines available to a telepath all relate in one way or another to mental processes and emotions. Some of these disciplines mimic the effects of traditional magic-user or cleric spells.

Many of these disciplines give the subject a "willpower saving throw." This is based on the subject's INS, and modified by his Skill Level. Refer to Table 1 and Table 2, following.

Table 1: Willpower Saving Throw

INS	Save
<5	20
6-9	18
10-12	16
13-14	13
15-16	12

Table 2: Skill Level Modifier

Skill Level	Modifier
1-3	-4
4-6	-2
7-9	-1
10-11	0
12-14	+1
15-18	+2
19	+3
20	+4

Skill 1	Skill 2	Skill 3
Detect Lie	Active Telepathy	Animal Communication
Dispel Exhaustion	Chameleon	Automaton
Distract	Confuse	Confound
Extrasensory Scan	Detect Motive	Control
Hide Emotion	Emotion Read	Detect Invisible Creatures
Spook	False Emotion	Emotion Write
Suggest	Fear	Hold
Tongues	Feeblemind	Insanity
	Know Alignment	Masks
	Mind Read	Pain Block
	Pain Ease	Rapport
	Remove Fear	Remote Sensing
		Ventriloquism

Skill 4	Skill 5	Skill 6
Agony	Memory Write	Group Mind
Memory Protection	Mind Block	Mind Quench
Mental Erasure	Mindreave	Mindwipe
		Trigger

DISCIPLINE DESCRIPTIONS

||||| Skill 1 |||||

Detect Lie

Skill Level: 1	MP Cost: 2 per round
Range: Special	TTC: 1 segment
Duration: Sustained	Saving Throw: Neg.
Area of Effect: Individual	

This discipline allows the telepath to tell if the subject deliberately and knowingly speaks a lie. As with the priest spell of the same name, Detect Lie doesn't reveal the truth, uncover unintentional inaccuracies, or reveal evasions or "lies of omission." In practice, this discipline lets the telepath pick up on the subtle mental clues that always accompany an active lie. The subject receives a willpower saving throw (INS or less on 3D6), but with an additional penalty equal to -1 for each point the telepath's INT exceeds 14. (Thus, if the telepath has INT 16, the subject saves at -2.)

For this discipline to work, the telepath and subject must share a common language, and the telepath must be able to hear the subject (this explains the "Special" entry under Range). Detect Lie will work only if the telepath can hear the subject's voice directly, not through the intermediary of any magical item, spell, or discipline.

Dispel Exhaustion

Skill Level: 1	MP Cost: 5
Range: Special	TTC: 1 round
Duration: 1 turn/level	Saving Throw: None
Area of Effect: Individual	

This discipline allows the telepath to remove the symptoms of exhaustion from the mind of the subject (but not the cause, of course). This has the effect of temporarily restoring 25% of any HTK that the subject has lost as a result of combat (round fractions up). The rationale is that lost HTK—particularly in characters with higher Skill Levels—represent exhaustion and stress more than they do physical damage. When the discipline's duration expires, all regained HTK are lost. The telepath can use this discipline on himself. Only one Dispel Exhaustion discipline can be in effect on a single character at any time, although there's no restriction against using another one once the first has terminated. While under the effect of this discipline, the subject takes additional damage normally.

For example, Jubal the telepath has 22 HTK when at full strength. Thanks to a run-in with an alleybasher, he's taken 10 HTK of damage. He uses Dispel Exhaustion on himself, which restores 25% of the HTK he's lost. He's lost 10, so he regains 3 (round fractions up), giving him a current HTK total of 15. While under the influence of this discipline, the alleybasher's assistant inflicts another 12 HTK of damage, dropping Jubal's current total to 3. When the Dispel Exhaustion discipline terminates, Jubal loses the 3 HTK he'd temporarily regained. His HTK total is now 0, so Jubal collapses.

Distract

Skill Level: 1 **MP Cost:** 5 per round
Range: 5 yards/level **TTC:** 1 segment
Duration: Sustained **Saving Throw:** Neg.
Area of Effect: Individual

This discipline allows the telepath to infiltrate disturbing thoughts and confusing emotions into the mind of a subject. These thoughts and emotions are somewhat unpleasant, but not intense enough to cause a concrete effect (such as fear) in most characters. In the case of a spellcaster preparing to cast a spell, however, the effect is intense enough to disrupt the casting. Any spell being readied when the discipline takes effect is lost, and the subject is unable to cast another spell while the discipline is maintained. The subject must make a willpower saving throw to resist the effect.

This discipline requires a low but significant level of concentration from the telepath. He can move or take any physical action, including melee combat, but he is unable to use another discipline while maintaining Distract. The discipline terminates if the telepath is wounded, rendered unconscious, or killed. It also terminates as soon as the telepath has insufficient MPs remaining to maintain the discipline.

The subject must make a save against his INT on 3D6 to recognize that the confusing thoughts come from an outside source. Even on a successful roll, the subject will not know the source of the distraction, however.

Extrasensory Scan

Skill Level: 1 **MP Cost:** 2 per round
Range: 10 yards/level **TTC:** 1 segment
Duration: Sustained **Saving Throw:** None
Area of Effect: Special

Extrasensory Scan allows the telepath to search a region directly in front of him for the mental emissions characteristic of life. The discipline gives the telepath no information on what the living creature is, or what its desires or emotions are; these must be determined with subsequent disciplines. Neither does it tell the telepath exactly where the creature(s) may be, or their number.

The effect forms a cone originating from the telepath, and extends away in the direction he's facing. This cone expands 5 yards laterally for each 10 yards of its length. (Thus, the Extrasensory Scan of a Skill 12 telepath will be 120 yards long and 60 yards wide at its greatest spread.) The discipline gives the telepath no indication of where within the scan volume the detected mind(s) may be, either in terms of distance or direction. The

cone will move with the telepath, so he can narrow down the possible locations by scanning around with the cone.

Mental emissions can be blocked by intervening substances. The amount required depends on the material, as follows:

Material	Thickness to Block Emissions
Wood	2 feet
Stone	6 inches
Light metal (e.g., copper)	1 inch
Heavy metal (e.g., lead, gold)	1/2 inch

Thus, a telepath could detect a creature on the other side of a 4"-thick stone wall, but not if the wall was lined with 1/2" of lead.

Undead and non-intelligent creatures like puddings have no mental processes in the normal sense, and so cannot be detected with this discipline. The GM might also decide that the mental processes of certain extraplanar creatures are so alien as to preclude detection also.

This discipline takes a reasonable level of concentration from the telepath. He can move or take any simple physical action, but is unable to enter melee, run, climb, or use another discipline while maintaining Extrasensory Scan. The discipline terminates if the telepath is wounded, rendered unconscious, or killed. It also terminates as soon as the telepath has insufficient MPs remaining to maintain the discipline.

Hide Emotion

Skill Level: 1 **MP Cost:** 3 per round
Range: Touch **TTC:** 1 segment
Duration: Sustained **Saving Throw:** None
Area of Effect: Individual

This discipline allows the telepath to screen a subject's emotions from readings by the discipline Emotion Read and by the wizard spell ESP. While this discipline is maintained, these effects will provide the caster with no useful information about the subject. In the case of Emotion Read, the other telepath will receive a complete blank, indicating to him that Hide Emotion is in use. In the case of ESP, the caster will know that there's an intelligent mind within range of the spell, but can get no reading as to the subject's motives or emotions.

In addition, Hide Emotion gives the subject a +3 bonus to saving throws against the following disciplines and spells:

Discipline

Spook
Detect Motive
Know Alignment
Emotion Write

Spell

Spook
Taunt
Irritation
Know Alignment
Scare
Emotion
Fear
Phantasmal Killer

The telepath can use this discipline on himself. The telepath will sense when any of the spells or disciplines discussed above are being attempted on him, although he won't automatically know the source. Subjects other than the telepath won't sense the attempted use of these spells or disciplines.

This discipline requires a low but significant level of concentration from the telepath. He can move or take any physical action, including melee combat, but he is unable to use another discipline while maintaining Hide Emotion. The discipline terminates if the telepath is wounded, rendered unconscious, or killed. It also terminates as soon as the telepath has insufficient MPs remaining to maintain the discipline for another round.

Spook

Skill Level: 1 **MP Cost:** 5
Range: 30 yards/level **TTC:** 1 segment
Duration: Special **Saving Throw:** Neg.
Area of Effect: Individual

This discipline is similar to the wizard spell of the same name. By playing on his subconscious fears, this discipline persuades the subject that the telepath is someone dangerous. To use Spook, the telepath must be able to communicate verbally with the subject (that is, they must share a common language, and the subject must be able to hear the telepath). While expending the necessary MPs, the telepath talks to the subject. Exactly what he says is unimportant, as long as the emotional content of the speech is threatening. The telepath's mental influence intensifies the subject's hidden fears until the subject is forced to move away from the telepath. This isn't headlong flight—it's a controlled retreat, at the subject's normal walking rate—but it is directly away from the telepath.

The subject receives a willpower saving throw when the discipline is initially established, and another at the beginning of each subsequent round that he remains within the range of the discipline. As soon as the subject successfully saves, or when he moves out of range, the

effect of the discipline terminates. In addition to the modifiers for subject Skill Level, this saving throw is modified by -1 for each 3 Skill Levels of the telepath.

The discipline terminates if the telepath is killed, knocked unconscious, or suffers more than 8 HTK of damage from a single attack. (This proves to the subject that the telepath isn't as daunting an opponent as he had come to think.)

Suggest

Skill Level: 1 **MP Cost:** 8
Range: 20 yards **TTC:** 4 segments
Duration: 1 hr. +1 hr./level **Saving Throw:** Neg.
Area of Effect: Individual

This discipline is similar to the wizard spell Suggestion in that the telepath influences the actions of the subject by uttering a short sentence or two describing a course of action desired by the telepath. Obviously, the subject must be able to hear and understand the telepath's statement. The statement must also be couched so as to sound at least partially reasonable to the subject. Obviously and directly self-destructive suggestions are always ignored. While the telepath utters the suggestion, he focuses his mental energy to break down the subject's innate resistance and suspicions.

The subject receives a willpower saving throw to resist the effect. If the GM decides that the suggestion sounds particularly reasonable, then the save is made with an additional +1 or +2 penalty.

Once the suggestion has been made and the mental manipulations performed, this discipline requires no further attention from the telepath. The discipline will remain in force until its duration expires, no matter what happens to the telepath in the meantime.

Tongues

Skill Level: 1 **MP Cost:** 3 per round
Range: 10 yards **TTC:** 1 segment
Duration: Sustained **Saving Throw:** None
Area of Effect: Individual

This discipline allows the telepath to communicate with a creature with whom he shares no common language. While this discipline is being maintained, both the telepath and the subject can speak their native languages, but each will understand the other. (The rationale is that this discipline allows the telepath to monitor and subtly control the speech and language centers in the subject's brain. As the subject speaks, the telepath picks up the meaning of the communication

directly from the speech center; conversely, as the telepath speaks he projects his meaning directly into the subject's language center.) Neither participant gains any knowledge of the other's language. Eavesdroppers gain no benefit from this discipline; however, they can understand the conversation if they speak the appropriate languages, of course.

This discipline gives the telepath access to the subject's brain, but only at a rudimentary level. The telepath can only "hear" the content that the subject is putting into speech; he can't read emotions, thoughts or memories, and can't automatically tell if the creature is lying. (Detect Lie will work in this situation, however.) The level of communication is similar to the kind of everyday conversation you hear on the streets. While it can handle commercial negotiations, requests for directions, arguments and perhaps even jokes, it's normally incapable of conveying more complex subjects. If the telepath wants to get into a closely-reasoned theological debate, expound on the subtleties of psionics, or discuss other, more complex subjects, he must expend 6 MPs per round for as long as it takes to finish the more detailed intercourse.

Tongues requires a high level of concentration from the telepath. He can walk slowly, but can't do anything more strenuous than that, and can't use another discipline while sustaining Tongues. In addition, the discipline terminates if the telepath suffers any damage.

||||| Skill 2 |||||

Active Telepathy

Skill Level: 2	MP Cost: 5 per round
Range: 30 yards	TTC: 1 segment
Duration: Sustained	Saving Throw: Neg.
Area of Effect: Individual	

This discipline is what most people imagine when they think about telepathy: direct mind-to-mind communication between two people. It allows the telepath and the subject—or two or more subjects—to communicate silently and instantly. Although the range limit to establish the discipline is 30 yards, once Telepathy is in effect, the range is unlimited assuming that the characters attempting to communicate have clear lines of sight to each other.

Active Telepathy can't be used to read the thoughts, memory, or emotions of another; it's simply a way of establishing quick and silent communication. One participant can only "hear" the thoughts that another participant actively "sends" to him. (The rationale is that Active Telepathy gives the participants mental

access to each other's speech centers. Thus, one participant can hear only those thoughts that the other "silently speaks." There are other disciplines that allow the telepath to read the thoughts of a subject without the subject's cooperation, but these are more costly, and only one-directional.)

Direct mind-to-mind communion is approximately 4 times faster than verbal communication. The GM should keep this in mind when determining how long a complex dialogue takes.

The MP cost listed is to establish Telepathy between the telepath and a single subject. The telepath can set up a three-way—or more complex—link by spending an additional 5 MPs per round for each additional person included in the linkage. The telepath must always be part of the link-up. Every member of the linkage can hear everything "sent" by every other participant. Thus, it's impossible to "target" a communication to only one participant, unheard by other participants. (Therefore, it's impossible to "tap" into a telepathic link between other characters.)

The telepath can set up as many separate "circuits" as he likes, subject to MP cost considerations. For example, Jubal the telepath can set up one circuit with Arla (at a cost of 5 MPs per round) and another circuit with Davitt (an additional 5 MPs per round). Jubal can then send a particular message to either Arla or Davitt, without the other overhearing. (He can also send a message to both if he wishes.) Arla can hear nothing sent by Davitt, or vice versa.

The discipline description says that subjects are allowed a saving throw. This is to reflect the situation where the telepath wants to form a link with an unwilling subject, so he can threaten or taunt him silently and directly. (This can be particularly effective, since the subject can't "block his ears" to a telepathic message.) In such a case, the subject receives a willpower saving throw to resist the communication. If the subject successfully saves, the telepath expends 5 MPs, but no linkage is established. Willing subjects can freely waive this saving throw.

Maintaining this discipline requires no significant concentration by the telepath. The telepath and other participants are free to take any action, or use any other discipline (subject to MP considerations, of course). The linkage is not affected if the telepath or any participant suffers a wound. However, the discipline immediately terminates if the telepath is rendered unconscious or killed, or if he has insufficient MPs remaining to maintain the discipline.

A multi-person link is normally an all-or-nothing affair, and the telepath can't terminate only one "arm" of such a linkage to save MPs. For example, take a single three-way linkage between Jubal, Davitt, and Arla,

which costs 10 MPs per round to maintain. Jubal the telepath can't drop Arla out of the circuit while keeping contact with Davitt. He would have to drop the whole circuit, and re-establish a link with Davitt alone . . . which would require Davitt to be within the 30 yard range to establish the discipline. The only exception is when one of the subjects in a multi-person link—not the telepath who established the link—is rendered unconscious or killed. That "arm" of the linkage immediately terminates, and the telepath ceases to pay MPs to maintain it. The other "arms" of the linkage are unaffected, however. (Thus, in the three-cornered example above, Arla is knocked unconscious; Jubal's connection with Davitt is unaffected, and the cost to maintain the linkage drops from 10 to 5 MPs per round.)

Chameleon

Skill Level: 2 **MP Cost:** 7 per round
Range: 10 yards **TTC:** 2 segments
Duration: Sustained **Saving Throw:** Neg.
Area of Effect: Individual

This discipline allows the telepath to mentally monitor how his behavior and speech is affecting another, and modify his approach to make the subject more comfortable . . . and more gullible. (The discipline name comes from the concept of being a "social chameleon"—modifying one's persona to better fit the expectations and preferences of another.) For example, a telepath is trying to "sweet-talk" a bartender into giving her some information that the bartender is unwilling to furnish. Through the Chameleon discipline, the telepath recognizes that her initial approach was too submissive and fawning; the bartender doesn't like subservient people. She toughens her manner, but now she senses that she has gone too far to the other extreme, and that she's rubbing the bartender the wrong way. She backs off a little, becoming less aggressive but maintaining a veneer of healthy self-confidence. That's exactly the manner that the bartender likes to deal with, so she maintains that persona throughout her dealings with him.

In game terms, Chameleon increases the telepath's APL by 4 points for as long as he maintains the discipline, but only with respect to 1 person—the subject. The maximum effective APL that can be generated through this discipline is 18.

The subject receives a willpower saving throw to resist this effect. This save is modified by the factors listed in the following table. Multiple modifiers are cumulative.

Condition	Modifier
Subject is friendly towards telepath	-4
Subject is neutral towards telepath	-3
Subject is hostile towards telepath	0
Subject views telepath's race with Tolerance, Antipathy, or Hatred	+1
Subject is suspicious of telepath	+1
Desired course of action* is:	
• beneficial to subject	-1
• neutral to subject	0
• potentially harmful to subject	+1
• potentially deadly to subject	+4

* This refers to the course of action which the telepath wishes to persuade the subject to take.

For example, Jubal the telepath wants to persuade a half-elfen clerk to let him in to speak with the mayor, and decides to use Chameleon to give him an edge. As a civil servant paper-pusher, the clerk is at best neutral towards Jubal (-3 modifier to saving throw); as a half-elf, he views the human Jubal with tolerance (+1); he would probably be somewhat suspicious of any dusty adventurer who is wanting to see the mayor (+1); and finally, the desired course of action—letting Jubal in—has the potential of getting the clerk in trouble with his boss, which would be a harmful outcome (+1). The clerk makes his willpower saving throw with a total modifier of 0.

If the subject successfully saves against the discipline, he realizes that the telepath is trying to manipulate him, or is mocking him. Throughout the encounter, the telepath's APL is lowered by 1D4 points. (The telepath has no direct way of knowing whether the Chameleon discipline is working or not, although he might be able to guess it from the subject's reactions.)

Confuse

Skill Level: 2 **MP Cost:** 14 per round
Range: 5 yards/level **TTC:** 2 segments
Duration: Sustained **Saving Throw:** Neg.
Area of Effect: Individual

This discipline is similar in effect to the priest spell Confusion. The telepath actively disrupts the subject's

mental processes, making it impossible for him to concentrate on any subject for more than a moment at a time. While under the influence of Confusion, the subject cannot cast spells or use psionic disciplines. In addition, it creates indecision and the inability to take effective action. Confused subjects react as follows (roll 1D10):

Die Roll	Reaction
1	Wander away (unless prevented) for duration of discipline.
2-7	Stand confused for 1 round (and then roll again).
8-9	Attack nearest creature for 1 round (then roll again).
10	Act normally for 1 round (then roll again).

Subjects who roll the "attack nearest creature" result will preferentially use natural or body weaponry; only if they have no effective natural weaponry will they use manufactured weapons. Note that magic use—or the use of innate abilities that mimic magic—is impossible.

The MP cost refers to use of this discipline against a single subject. If multiple subjects are within 15 yards of each other, and all are within range, the cost is 8 MPs per subject per round that the discipline is maintained. If a subject wanders out of the 15-yard radius, the cost for maintaining the discipline's effect on that subject increases to 14 MPs per round.

The telepath must maintain a moderate level of concentration on this discipline to sustain it. While he can perform any simple physical action, he cannot use any other discipline. Being wounded, killed, or knocked unconscious terminates the discipline immediately. The discipline also terminates if the telepath's MP total reaches 0. The telepath can terminate the discipline at any time.

Subjects receive a willpower saving throw to resist the effects of this discipline.

Detect Motive

Skill Level: 2 **MP Cost:** 10
Range: 5 yards/level **TTC:** 2 segments
Duration: Instantaneous **Saving Throw:** Neg.
Area of Effect: Individual

This discipline allows the telepath to perform an "instantaneous reading" of a single subject's central motivation or desire. It can be used on any subject with

an INT attribute of 1 or better. In the case of a subject with animal intelligence, the motivation will be simple and straightforward: fear, hunger, territorial imperative, etc. If the subject has an intelligence level closer to human, the telepath will receive a sense of the subject's central motivation—the desire or objective that is nearest to the core of his behavior.

This reading is neither particularly deep nor subtle, and can't pick out layered motivations, or intricate details. For example, it might tell the telepath that the subject is lying because he wants the telepath to go away . . . but it won't tell exactly why the subject wants the telepath to leave. Alternatively, it might tell the telepath that the subject's friendly behavior covers an undercurrent of suspicion. It won't tell exactly what the subject is suspicious about . . . and it certainly won't reveal that the subject has a hair-trigger temper, until that temper has been set off. Thus, Detect Motive will warn the telepath that someone represents a potential ally or possible enemy, but won't open the subject's mind like a book for the telepath to read. Detect Motive doesn't reveal thoughts, nor does it expose the subject's current emotions. (Thus, the discipline might reveal that the subject is trying to threaten the telepath, but not the fact that the threat covers a deep fear on the part of the subject.)

Note that this is an instantaneous reading; thus it reveals the motive that is the strongest at the instant the discipline is used. While this will usually be at least related to the subject's core motivation, it might not always be so. (The subject might be distracted for a moment, or letting his mind wander onto other subjects.)

The subject receives a willpower saving throw to resist this discipline. If he saves successfully, the telepath receives no reading at all (he expends the MPs as normal, of course). If the subject's roll exceeds the necessary figure by 6 or more, however, the telepath perceives a motive diametrically opposite to the subject's true motive.

Emotion Read

Skill Level: 2 **MP Cost:** 10
Range: 5 yards/level **TTC:** 2 segments
Duration: Instantaneous **Saving Throw:** Neg.
Area of Effect: Individual

Similar to Detect Motive, Emotion Read allows the telepath to perform an "instantaneous reading" of a single subject's emotional state. It can be used on any subject with an INT of 1 or better. This reading is neither particularly deep nor subtle, and can't pick out layered emotions, or intricate details. For example, it might tell the telepath that the subject is deathly afraid . . . but it

won't tell exactly what the subject is afraid of, or why. Alternatively, it might reveal that the subject is tragically sad, but not the cause of the despair.

Emotion Read doesn't reveal thoughts, nor does it expose the subject's motivation. (Thus, the discipline might reveal that the subject is coldly unemotional at the moment, but not the fact that the subject is contemplating the cold-blooded murder of the telepath.)

Note that this is an instantaneous reading; thus it reveals the emotion that is the strongest at the instant the discipline is used. While this will usually be at least related to the subject's continuing emotional "set," it might not always be so. (The subject might be distracted for a moment, or remembering and responding to past events.)

The subject receives a willpower saving throw to resist this discipline. If he saves successfully, the telepath receives no reading at all (he expends the MP's as normal, of course). If the subject's roll exceeds the necessary figure by 6 or more, however, the telepath perceives an emotion diametrically opposite to the subject's true emotion.

False Emotion

Skill Level: 2	MP Cost: 7 per round
Range: Touch	TTC: 1 round
Duration: Sustained	Saving Throw: Neg.
Area of Effect: Individual	

This discipline allows the telepath to shield a subject's true emotions from magical and psionic examination. Thus, it can counter the discipline Emotion Read and the wizard spell ESP. While this discipline is maintained, any psionicist or wizard using one of these effects will sense the emotion desired by the telepath. (While establishing the discipline, the telepath must concentrate on exactly what kind of False Emotion he wants portrayed.)

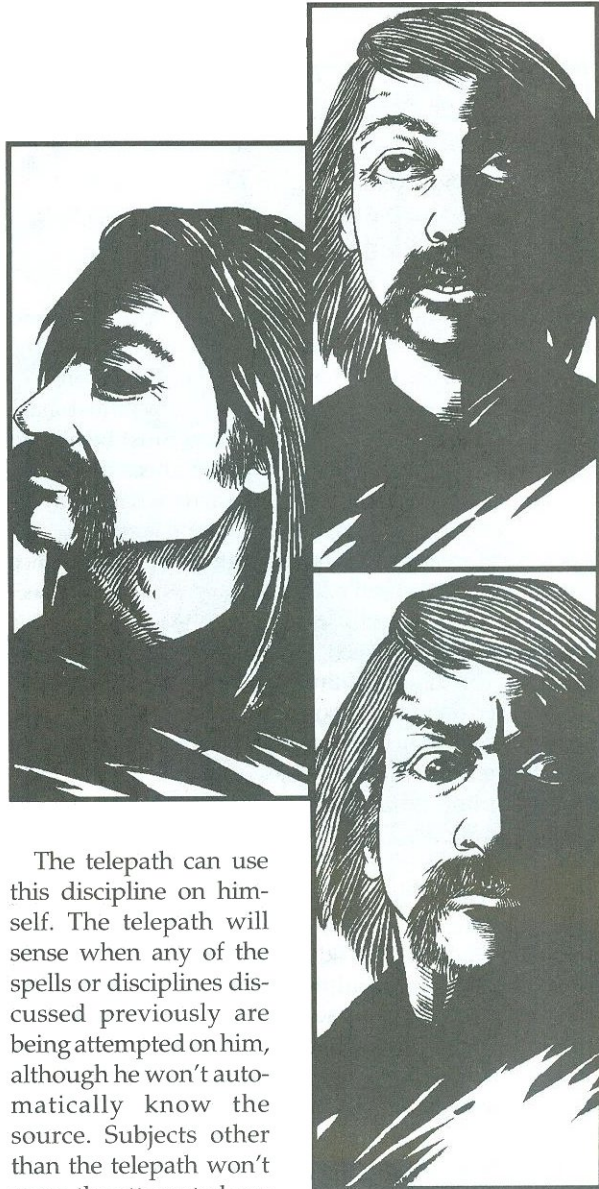
In addition, False Emotion gives the subject a +3 bonus to saving throws against the following disciplines and spells:

Discipline

Spook
Detect Motive
Know Alignment
Emotion Write

Spell

Spook
Taunt
Irritation
Know Alignment
Scare
Emotion
Fear
Phantasmal Killer



The telepath can use this discipline on himself. The telepath will sense when any of the spells or disciplines discussed previously are being attempted on him, although he won't automatically know the source. Subjects other than the telepath won't sense the attempted use of these spells or disciplines.

This discipline requires a low but significant level of concentration from the telepath. He can move or take any physical action, including melee combat, but he is unable to use another discipline while maintaining Hide Emotion. The discipline terminates if the telepath is wounded, rendered unconscious, or killed. It also terminates as soon as the telepath has insufficient MP's remaining to maintain the discipline.

Anyone trying to use Emotion Read or ESP on the subject must make a willpower saving throw, modified by a +2 penalty for each 5 Skill Levels (or portion thereof) possessed by the telepath who established the discipline. If he fails the saving throw, the character reads the false emotion; if he succeeds, he reads the subject's true emotion.

Fear

Skill Level: 2 **MP Cost:** 17
Range: 3 yards/level **TTC:** 2 segments
Duration: 1 round/level **Saving Throw:** Neg.
Area of Effect: Individual

This discipline lets the telepath generate a strong and unnatural fear in the mind of the subject. As with the discipline Spook, the telepath must be able to communicate verbally with the subject (that is, they must share a common language, and the subject must be able to hear the telepath). While expending the necessary MPs, the telepath talks to the subject. Exactly what he says is unimportant, as long as the emotional content of the speech is threatening. The telepath's mental influence intensifies the subject's hidden fears until the subject turns and flees directly away from the telepath, at his maximum rate of speed. This flight continues for the duration of the discipline, or until the discipline is terminated for other reasons. (Note that the range refers to the maximum distance that the discipline can be established. An affected subject continues to flee until the discipline terminates, regardless of his distance from the telepath.)

As with the wizard spell of the same name, there's a chance that the subject will drop anything he is holding when afflicted by Fear. The base chance is 70% at Skill 1 (or 1 HTK die). Each Skill Level (or HTK die) above 1 decreases this probability by 5%.

The subject receives a willpower saving throw when the discipline is initially established. In addition to the normal modifiers for subject Skill Level, this saving throw is further modified by a +1 penalty for each 3 Skill Levels of the telepath.

The discipline terminates if the telepath is killed, knocked unconscious, or suffers more than 8 HTK of damage from a single attack. (This proves to the subject that the telepath isn't as daunting an opponent as he had come to think.)

Feeblemind

Skill Level: 2 **MP Cost:** 10 per round
Range: 10 yards/level **TTC:** 3 segments
Duration: Sustained **Saving Throw:** Neg.
Area of Effect: Individual

This discipline is similar to the wizard spell of the same name in that it causes a subject's intellect to degenerate to the level of a moronic child (and INT of about 3). Feeblemind is particularly effective against

wizard or psionicist subjects, causing them to get the following modifiers added to their willpower saving throws to resist the discipline's effects:

Subject	Modifier
Psionicist	+4
Wizard	+3
Priest	-1

These modifiers also apply to creatures with innate magic use. If their natural abilities mimic wizard-style spells, they suffer a +4 penalty to their willpower saving throws; if they mimic clerical magic, they will receive a -1 bonus.

Feeblemind immediately strips spell-casting subjects of any spells that they have memorized, and prevents them from learning any more while the discipline is in effect. It strips psionicists of all remaining MPs, making it impossible for them to use disciplines or regain MPs while the discipline is in effect.

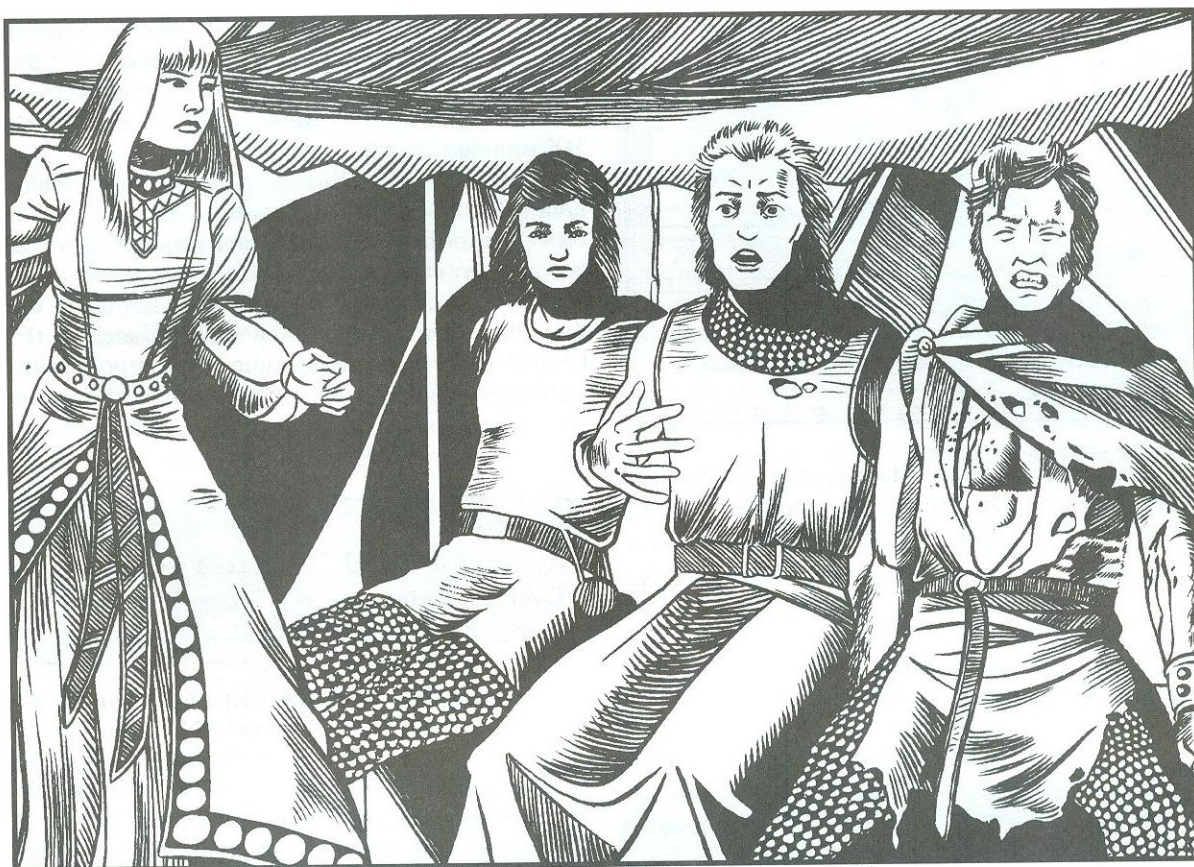
This discipline requires a low but significant level of concentration from the telepath. He can move or take any physical action, including melee combat, but he is unable to use another discipline while maintaining Feeblemind. The discipline terminates if the telepath is wounded, rendered unconscious, or killed. It also terminates as soon as the telepath has insufficient MPs remaining to maintain the discipline.

Feeblemind can also be used as an instantaneous effect, more directly analogous to the wizard spell. For a one-time cost of 50 MPs, the telepath can make the effect permanent . . . at least, until a Heal or Wish spell—or equally powerful effect—is used to reverse it. In its instantaneous form, Feeblemind maintains its effects regardless of the actions or fate of the telepath.

Know Alignment

Skill Level: 2 **MP Cost:** 12
Range: 5 yards/level **TTC:** 2 segments
Duration: Instantaneous **Saving Throw:** Neg.
Area of Effect: Individual

This discipline allows the telepath to probe the subject's thoughts for clues to his moral and ethical belief system—in other words, his alignment. When using this discipline, the telepath must decide which axis of alignment he'll probe: Lawful-Chaotic or Good-Evil. To probe both simultaneously costs 20 MPs and takes 3 segments.



The psionic version of Know Alignment will work only on living creatures. The subject receives a willpower saving throw to resist the discipline. If the subject successfully saves, the telepath receives no information. If, however, the subject rolls a natural 20 on the saving throw, the telepath “reads” an alignment 1D3 “steps” away from the subject’s true alignment. (For example, Jubal the telepath is trying to learn the alignment of Dyson, who is true Neutral. Dyson rolls his saving throw, and gets a natural 20. The GM rolls 1D3, and gets 2. Jubal gets an impression of an alignment from Dyson . . . but it’s totally wrong. He senses either C. Evil or L. Good (GM’s choice), both of which are two alignment “steps” away from true Neutral.)

Mind Read

Skill Level: 2	MP Cost: 20 per round
Range: 5 yards/level	TTC: 3 segments
Duration: Sustained	Saving Throw: Neg.
Area of Effect: Individual	

This discipline lets the telepath “listen in” on the surface thoughts of a subject. Mind Read is a case of

simple “mental eavesdropping;” the telepath can’t communicate thoughts to the subject. Mind Read is neither particularly sensitive nor particularly deep. The telepath will sense surface thoughts, but not hidden motivations or memories. As an analogy, the telepath would receive about the same level of information as he would from hearing the subject talk to himself.

Obviously, the details—and the usefulness—of the thoughts “overheard” will depend on the intelligence of the subject. While a telepath could read the thoughts of an animal, he’d probably receive only a confused “mental mumble” of emotions and barely-formed thoughts. “Listening in” to the mind of a highly intelligent wizard, however, would be much more illuminating; the telepath might be amazed by the crystal clarity and deep insight of the wizard’s mental processes.

The subject receives a willpower saving throw to resist the effects of this discipline. A successful save means that the telepath receives no reading; 20 MPs are expended anyway, of course. If the subject exceeds his necessary saving throw by 5 or more, he senses that someone is trying to enter his mind. He won’t automatically know who or how, of course.

In addition to the saving throw, this discipline has a failure rate based on how well the somniomancer knows

the subject. Refer to the following table:

Familiarity of Subject	Chance of Failure
Very well known (<i>friend, etc.</i>)	5%
Fairly well known (<i>acquaintance</i>)	15%
Casual contact	30%
Met once	45%
Never met, but otherwise familiar (<i>rumors, etc.</i>)	60%

This chance of failure is decreased by 1% per Skill Level of the somniomancer. Possession of a psychically bound object¹ decreases the chance of failure by 25%.

¹ A "psychically bound object" is some object with a close "psychic bond" to the prospective subject. This object can be either a part of the subject's body—a lock of hair or nail paring, for example—or an object that the subject has had close to his body for a prolonged period for time. A cherished ring, scarf, etc., for example.

Pain Ease

Skill Level: 2	MP Cost: 8 per round
Range: Touch	TTC: 3 segments
Duration: Sustained	Saving Throw: None
Area of Effect: Individual	

This discipline allows the telepath to partially block the neural pathways that carry the sensation of pain to the brain. While this discipline is in effect, the subject can feel the sensation of touch normally, and will receive mental "cues" that an action or event has caused physical damage, but won't feel intense pain as such, or suffer its debilitating effects.

In game terms, this affects a wounded character in the same way as the discipline Dispel Exhaustion: it has the effect of temporarily restoring 25% of any HTK that the subject has lost as a result of combat (round fractions up). The rationale is that lost HTK—particularly in characters with higher Skill Levels—represent pain more than they do physical damage. When the discipline's duration expires, all regained HTK are lost.

Only one Pain Ease can be in effect on a single character at any time, although there is no restriction using another one, once the first has terminated.

While this discipline is in effect, the subject suffers only 75% of damage he incurs (round fractions down in this case). The GM must keep track of the "extra" points, because when the discipline terminates, the subject

suffers all of those additional HTK as if he suffered another wound. In addition, the sudden onset of the eased pain is such a physical shock that the subject must make a save vs. System Shock or fall unconscious for 1D3 rounds.

The telepath can use this discipline on himself. Maintaining this discipline requires only a minimal level of concentration by the telepath. He can take any physical action, even enter combat, and use any other disciplines. Wounding the telepath won't terminate the discipline. Pain Ease terminates immediately if the telepath is killed or rendered unconscious, or if he has insufficient MP's remaining to maintain the discipline.

Remove Fear

Skill Level: 2	MP Cost: 8
Range: 5 yards/level	TTC: 4 segments
Duration: Instantaneous	Saving Throw: None
Area of Effect: Individual	

This discipline allows the telepath to counter the effects of magical or psionic Fear (this includes such spells/disciplines as Spook and Scare). In effect, the telepath enters the subject's mind, calming and smoothing away the unnatural thoughts that cause the fear.

In game terms, Remove Fear allows the subject another saving throw against magical or psionic Fear, this time with a +4 bonus to the die roll. If the saving throw succeeds, the effects of the Fear terminate immediately. In addition, the discipline provides ongoing resistance to Fear and Fear-like effects for one turn after its use. During this time, all saving throws against Fear are made with the same +4 bonus.

The telepath can use this discipline on himself, but only if he's not currently under the effects of Fear. (That is, he can benefit by the secondary effect of the discipline, but not the primary.)

Skill 3

Animal Communication

Skill Level: 3	MP Cost: 12 per round
Range: 5 yards/level	TTC: 1 round
Duration: Sustained	Saving Throw: Neg.
Area of Effect: Individual	

This discipline allows the telepath to set up direct mental communication with any single non-monstrous animal. The effect is similar to Active Telepathy in that

neither participant can read the deep thoughts, emotions, or memory of the other: all that comes across the link is what the participant wants to communicate. (Thus, while it's possible for the telepath to send a message to a mouse, it's very unlikely that he'll get anything worthwhile back.)

Animal Communication doesn't automatically make the subject animal-friendly towards the telepath, although creatures near the higher end of the animal intelligence range—dogs, cats, lions, etc., although not rats or snakes—would probably put off attacking the telepath until they've figured out what this "voice in their head" is all about. The GM should remember that any communication that the telepath receives will match the mentality and interests of the creature, and that the creature's motives and priorities will certainly be very different from the telepath's. As with the priest spell *Speak With Animals*, responses from basically wary and cunning creatures will usually be terse or evasive, while the less intelligent creatures will probably just make inane comments about the things that interest them. (For example, a rabbit will be much more interested in asking the telepath where it can find some nice, succulent lettuce than in explaining where it saw an encampment of orcs.)

Direct mind-to-mind communion is approximately 4 times faster than verbal communication. The GM should keep this in mind when determining how long a complex dialogue takes.

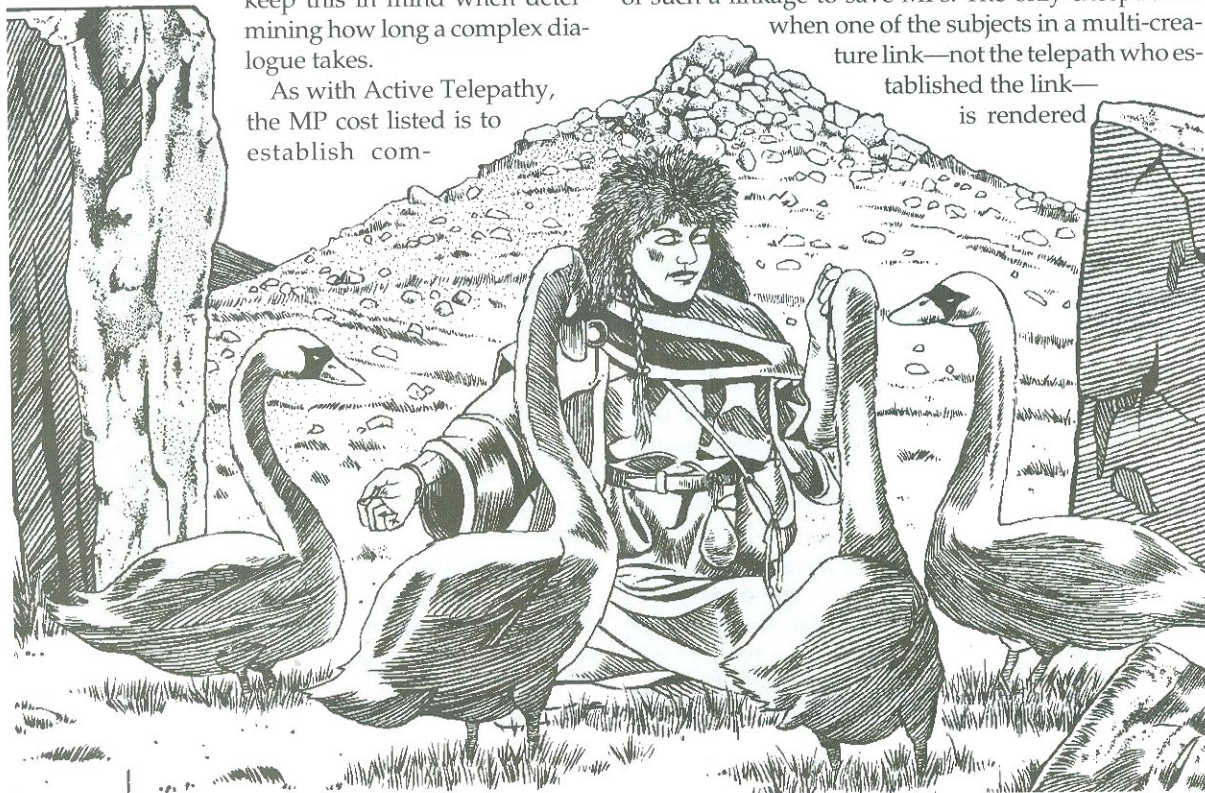
As with *Active Telepathy*, the MP cost listed is to establish com-

munication between the telepath and a single subject animal. The telepath can set up a three-way—or more complex—link by spending an additional 5 MPs per round for each additional animal included in the linkage. The telepath must always be part of the link-up. (This could be used to set up a "meaningful dialogue" between a lion and a lamb, for example.) Every member of the linkage can hear everything "sent" by every other participant. Thus, it's impossible to "target" a communication to only one participant, unheard by other participants. (It's impossible to "tap" into a telepathic link between other characters.) The telepath can set up as many separate "circuits" as he likes, subject to MP cost considerations.

The subject animal receives a willpower saving throw to resist this discipline.

Maintaining this discipline requires no significant concentration by the telepath. The telepath and other participants are free to take any action, or use any other discipline (subject to MP considerations, of course). The linkage is not affected if the telepath or any of the participants suffer a wound. The discipline immediately terminate if the telepath is rendered unconscious or killed, or if he has insufficient MPs remaining to maintain the discipline.

A multi-creature link is normally an all-or-nothing affair, and the telepath can't terminate only one "arm" of such a linkage to save MPs. The only exception is when one of the subjects in a multi-creature link—not the telepath who established the link—is rendered



unconscious or killed. That "arm" of the linkage immediately terminates, and the telepath ceases to pay MPs to maintain it. The other "arms" of the linkage are unaffected, however.

Automaton

Skill Level: 3 **MP Cost: 21 per round**
Range: 10 yards/level **TTC: 1 round**
Duration: Sustained **Saving Throw: Neg.**
Area of Effect: Individual

This discipline lets the telepath temporarily take over and control the motor centers of a subject. By concentrating, the telepath can move the subject's limbs and cause him to perform simple physical actions.

The key word here is "simple." It's strictly impossible to force a subject to perform delicate actions such as picking a lock or picking a pocket. Movement is possible, up to 75% of the subject's maximum movement. It's also possible to force a subject to attack someone, either through melee or ranged combat, but the subject's "to hit" roll suffers a -4 penalty to represent the clumsiness of using another's body. The subject cannot be forced to use magic.

It's also impossible to force the subject to speak—the physical motions are too intricate for remote control—but it is possible to prevent the subject from speaking. If the telepath so wills, the most that the subject can do is utter inarticulate mumbles and wails.

Automaton gives the telepath no access to the subject's thoughts, memory, or sensory apparatus. Thus, the telepath can't see through the subject's eyes. To control the subject, the telepath must be within the range of the discipline and must be able to see the subject. Breaking either of these conditions causes the discipline to terminate immediately.

This discipline requires a high level of concentration by the telepath. While maintaining this discipline, he cannot move or take any physical action, and cannot use another psionic discipline. If he is wounded, rendered unconscious, or killed, the discipline immediately terminates.

Note that Automaton gives the telepath control over the subject's body, not his mind. If the subject is also a psionist, he can use psionic disciplines... but only by expending the extra MPs to use them without a focusing ritual (see *Chapter 1*). This can lead to the interesting situation where a telepath is causing the subject to walk towards the edge of the cliff, while the subject is wildly belaboring the telepath with his own psionic disciplines, trying madly to distract the telepath before something dreadful happens.

Confound

Skill Level: 3 **MP Cost: 15 per round**
Range: 0 **TTC: 2 segments**
Duration: Sustained **Saving Throw: Neg.**
Area of Effect: Telepath

Confound allows the telepath to hide his true thoughts from magic such as ESP and disciplines such as Mind Read. Instead of the telepath's true thoughts, the reader receives a pattern of thoughts that the telepath has created as a screen. When initially establishing the discipline, the telepath must concentrate on the false thoughts that he wants to erect. These thoughts can be as different from his true thoughts as he wishes. (For example, a telepath who is planning to infiltrate a group and destroy it from within might erect false thoughts which portray him as a true believer, loyal to the purposes of that group.)

Anyone trying to read the thoughts of someone protected by Confound must make a willpower saving throw. A successful save means that the reader senses the telepath's true thoughts, not the false ones. The reader also recognizes that the telepath is making an effort to shield those thoughts. The telepath can't tell—except from the reader's subsequent behavior—whether or not the reader has penetrated the discipline. This willpower saving throw is modified according to the Skill Level of the telepath using Confound. For each 3 Skill Levels possessed by the telepath, the willpower saving throw suffers a +1 modifier. (This is in addition to the normal willpower saving throw modifiers.)

Maintaining this discipline requires only a minimal level of concentration by the telepath. He can take any physical action, even enter combat, and use any other disciplines. Wounding the telepath won't terminate the discipline. Confound terminates immediately if the telepath is killed or rendered unconscious, or if he has insufficient MPs remaining to maintain the discipline for another round.

At lower Skill Levels, the telepath can use this discipline only on himself. When he achieves Skill 11, however, he can use it on another, as long as the subject is willing. This use of the discipline requires that the telepath touch the subject. Once the discipline is established, there is no range limit, as long as the telepath can see the subject. Someone trying to read the thoughts of the subject receives a willpower saving throw to penetrate the effects of the discipline. This save is modified by +1 for each 4 Skill Levels possessed by the telepath. The discipline terminates normally if the telepath is killed, rendered unconscious, or if he has insufficient MPs remaining to maintain the discipline.

Control

Skill Level: 3	MP Cost: 30 per round
Range: 10 yards/level	TTC: 1 round
Duration: Sustained	Saving Throw: Neg.
Area of Effect: Individual	

This is a significantly more powerful version of the discipline Automaton. Using Control, the telepath gains more subtle control over the subject's actions. The modifier for the subject's 'to hit' rolls, if he's forced into combat, decreases to -2. The subject can be forced to perform significantly more delicate actions, including such things as picking a lock or a pocket. All such delicate actions suffer a -15% penalty, however, to reflect the "remote control" nature of the discipline. The subject can be forced to speak, although the telepath isn't able to inject a full range of emotions into the subject's voice (everything said by the controlled subject is more or less in a monotone). The subject cannot cast spells, and cannot use psionic disciplines—whether on his own behalf or at the command of the controlling telepath.

As with Automaton, Control gives the telepath no access to the subject's thoughts, memory, or sensory apparatus. Thus, the telepath can't see through the subject's eyes. To control the subject, the telepath must be within the range of the discipline and must be able to see the subject. Breaking either of these conditions causes the discipline to terminate immediately.

This discipline requires a high level of concentration by the telepath. While maintaining this discipline, he can't move or take any physical action, and can't use another psionic discipline. If he is wounded, rendered unconscious, or killed, the discipline immediately terminates.

The subject receives a normal willpower saving throw to resist this discipline, but the save is made at a +1 penalty in addition to any other modifiers that apply.

Detect Invisible Creatures

Skill Level: 3	MP Cost: 15 per round
Range: 10 yards/level	TTC: 3 segments
Duration: Sustained	Saving Throw: Neg.
Area of Effect: Special	

Detect Invisible Creatures allows the telepath to search a region directly in front of him for the mental emissions characteristic of life. The discipline gives the telepath no information on what the living creature is, or what its desires or emotions are; these must be determined with other disciplines. (In these ways, the discipline is similar to Extrasensory Scan.) This discipline is different in

that it gives the telepath exact information as to where the creature is within his range of scan. This location information is precise enough to let the telepath—and anyone mentally linked to him through Active Telepathy, Rapport, or Group Mind—attack the creature without the normal -4 penalty to hit invisible creatures.

The effect forms a cone originating from the telepath, and extending away in the direction in which he's facing. This cone, which moves with the telepath, expands 5 yards laterally for each 10 yards of its length. (Thus, the Detect Invisible Creatures scan of a Skill 12 telepath will be 120 yards long and 60 yards wide.)

This discipline is designed to detect invisible creatures, not to search for creatures on the other side of intervening material or terrain. Thus, it is limited to the telepath's line of sight.

Undead and non-intelligent creatures have no mental processes in the normal sense, and so cannot be detected with this discipline. The GM might decide that the mental processes of certain extra-planar creatures are so alien as to preclude detection also.

This discipline takes a reasonable level of concentration from the telepath. He can move or take any simple physical action, but is unable to enter melee, run, or climb. He may sustain a discipline that he's already established, however. The discipline terminates if the telepath is wounded, goes unconscious, is killed, or when it also terminates as soon as the telepath has insufficient MPs remaining to maintain the discipline.

While this discipline is—as its name implies—intended to detect invisible creatures, it also allows the telepath to find and attack creatures concealed by darkness (natural or magical), smoke, fog, etc.

An invisible creature receives a willpower saving throw to resist the effects of this discipline. To reflect the relative power of Detect Invisible Creatures, however, this save suffers an additional modifier of +1 for each Skill Level possessed by the telepath. A successful save indicates that the telepath knows an invisible creature is there, but receives no detailed information on its location.

Unlike the wizard spell Detect Invisibility, this discipline won't work on inanimate objects, or on creatures that are astral or out-of-phase.

Emotion Write

Skill Level: 3	MP Cost: 9 per round
Range: 5 yards/level	TTC: 3 segments
Duration: Sustained	Saving Throw: Neg.
Area of Effect: 20' radius	

Like the wizard spell Emotion, this discipline lets the telepath create a single emotional reaction in the

subject(s). Some typical emotions are listed following, but the GM should feel free to allow other effects that follow similar guidelines.

Courage: The subject becomes berserk, fighting at +1 to hit and +3 to damage, and temporarily gaining 6 HTK (all damage against the subject is deducted from these temporary points first). The subject never has to check morale, and receives a +5 bonus to saving throws vs. the various forms of Fear. Courage counters—and is countered by—the fear emotion.

Fear: The effect is similar to the Fear discipline. The subject flees directly away from the telepath while the discipline is sustained. Fear counters—and is countered by—courage.

Friendship: The subject reacts more positively to any encounter; in game terms, the result of any roll on the *Encounter Reactions Table* (see standard rule book) is improved by one step (i.e., threatening becomes cautious, cautious becomes indifferent, etc.). Friendship counters—and is countered by—hate.

Happiness: The subject experiences a feeling of warm well-being and confidence. All rolls on the *Encounter Reactions Table* are improved by 3 (probably making the reaction more friendly). The subject won't attack unless sorely provoked. Happiness counters—and is countered by—sadness.

Hate: The subject reacts more negatively to any encounter; in game terms, the result of any roll on the *Encounter Reactions Table* is dropped by one step (i.e., friendly becomes indifferent, cautious becomes threatening, etc.). Hate counters—and is countered by—friendship.

Hope: The subject's morale is improved by +3, and saving throws, and attack and damage rolls are all improved by +1 while this discipline is in effect. Hope counters—and is countered by—hopelessness.

Hopelessness: The subject's morale is decreased by -10 while the discipline is in effect. In addition, in the round in which the discipline is initially established, all subjects must immediately make a morale check. Hopelessness counters—and is countered by—hope.

Sadness: The subject feels unaccountably glum, and is prone to fits of morose introspection. All 'to hit' and initiative rolls suffer a penalty of 1, while the chance of being surprised is increased by 25%. Sadness counters—and is countered by—happiness.

All subjects within the area of effect receive a willpower saving throw when the discipline is initially established. In addition to the normal modifiers for subject Skill Level, this saving throw is further modified by +1 for each 3 Skill Levels of the telepath. Even in

the case of beneficial emotions and a willing subject, there is no way to waive this saving throw (this reflects the mind's innate resistance to having its emotions played with).

The discipline terminates if the telepath is killed, knocked unconscious, or suffers more than 8 HTK of damage from a single attack.

Hold

Skill Level: 3	MP Cost: 5 per round
Range: 5 yards/level	TTC: 4 segments
Duration: Sustained	Saving Throw: Neg.
Area of Effect: Individual	

This discipline is similar in effect to the wizard spells Hold Person and Hold Monster: it holds any thinking creature rigidly immobile for as long as the telepath maintains the effect. ("Thinking creatures" include all demihuman races, animals, monsters, etc. Undead, mindless creatures, magical constructs such as golems, and most creatures of the outer planes are not affected by Hold.)

Held subjects can't move, speak, cast spells, or employ focusing rituals to use psionic disciplines. They can think and sense normally, however, and so can use innate magical abilities that don't require speech or movement. Held subjects continue to suffer the full effects of wounds, disease, or poison.

This discipline requires a low but significant level of concentration from the telepath. He can move or take any physical action, including melee combat, but he is unable to use another discipline while maintaining Hold. The discipline terminates if the telepath is wounded in combat, rendered unconscious, or killed. It also terminates as soon as the telepath has insufficient MPs remaining to maintain the discipline.

Insanity

Skill Level: 3	MP Cost: 16 per round
Range: 10 yards/level	TTC: 5 segments
Duration: Sustained	Saving Throw: Neg.
Area of Effect: Individual	

This discipline is similar to the discipline Feeblemind in that it causes a subject's INT to degenerate to the level of a moronic child (an INT of about 3). In addition, it



causes the subject to suffer one of the types of insanity listed in the standard guide book. The GM can either roll randomly, or choose a particularly interesting one.

Insanity is particularly effective against wizard or psionist subjects, causing them to suffer the following penalties to their willpower saving throws to resist the discipline's effects:

Subject	Modifier
Psionist	+4
Wizard	+3
Priest	-1

These modifiers also apply to creatures with innate magic use. If their natural abilities mimic wizard-style spells, they suffer a +3 penalty to their willpower saving throws; if they mimic clerical magic, they will receive a -1 bonus.

Insanity immediately strips spell-casting subjects of any spells that they have memorized, and prevents them from learning any more while the discipline is in effect. It strips psionists of all remaining MPs, making it impossible for them to use disciplines or regain MPs while the discipline is in effect.

This discipline requires a low but significant level of concentration from the telepath. He can move or take any physical action, including melee combat, but he is unable to use another discipline while maintaining Insanity. The discipline terminates if the telepath is wounded in combat, rendered unconscious, or killed. It also terminates as soon as the telepath has insufficient MPs remaining to maintain the discipline.

Insanity can also be used as an instantaneous effect, more directly analogous to the wizard spell. For a one-time cost of 60 MPs, the telepath can make the effect permanent . . . at least, until a Heal or Wish spell—or equally powerful effect—is used to reverse it. In its instantaneous form, Insanity maintains its effects regardless of the actions or fate of the telepath.

Masks

Skill Level: 3	MP Cost: 20 per round
Range: 0	TTC: 4 segments
Duration: Sustained	Saving Throw: Neg.
Area of Effect: Telepath	

Masks is a more powerful—and more costly—version of the discipline confound in that it allows the telepath to hide his true thoughts, emotions, and motives from magic such as ESP and disciplines such as

Mind Read. Instead of the telepath's true thoughts, motives, etc. the reader "reads" a mental structure that the telepath has created as a screen. When initially establishing the discipline, the telepath must concentrate on the false structure he wants to erect. This structure can be as different from his true thoughts and emotions as he wishes. (For example, a telepath who is contemplating an attack on a more powerful enemy, and is nervous about the outcome, might erect false thoughts which portray him as totally confident, believing that it's inconceivable that he and his large group of (really nonexistent) followers can fail.)

Anyone trying to read the thoughts of someone protected by Masks must make a willpower saving throw. A successful save means that the reader senses the telepath's true thoughts and emotions, not the false ones. The reader also recognizes that the telepath is making an effort to shield those thoughts. The telepath can't tell—except from the reader's subsequent behavior—whether or not the reader has penetrated the discipline. This willpower saving throw is modified according to the Skill Level of the telepath using Masks. For each 3 Skill Levels possessed by the telepath, the willpower saving throw suffers a +2 modifier. (This is in addition to the normal willpower saving throw modifiers.)

Maintaining this discipline requires only a minimal level of concentration by the telepath. He can take any physical action, even enter combat, and use any other disciplines. Wounding the telepath won't terminate the discipline. Masks terminates immediately if the telepath is killed, rendered unconscious, or if he has insufficient MPs remaining to maintain the discipline.

At lower Skill Levels, the telepath can use this discipline only on himself. When he achieves Skill 11, however, he can use it on another, as long as the subject is willing. This use of the discipline requires that the telepath touch the subject. Once the discipline is established, there is no range limit, as long as the telepath can see the subject. Someone trying to read the thoughts and beliefs of the subject receives a willpower saving throw to penetrate the effects of the discipline. This save is modified by +2 for each 4 Skill Levels possessed by the telepath. The discipline terminates normally if the telepath is killed or rendered unconscious, or if he has insufficient MPs remaining to maintain the discipline for another round.

Pain Block

Skill Level: 3	MP Cost: 15 per round
Range: Touch	TTC: 4 segments
Duration: Sustained	Saving Throw: None
Area of Effect: Individual	

This discipline is a more powerful version of Pain Ease, and allows the telepath to completely block the neural pathways that carry the sensation of pain to the brain. While this discipline is in effect, the subject can feel the sensation of touch normally, and will receive mental "cues" that an action or event has caused physical damage, but won't feel any pain or suffer its debilitating effects.

In game terms, this affects a wounded character by temporarily restoring 50% of any HTK that the subject has lost as a result of combat (round fractions up). The rationale is that lost HTK—particularly in characters with higher Skill Levels—represent pain more than they do physical damage. When the discipline's duration expires, all regained HTK are lost. Only one Pain Block discipline can be in effect on a single character at any time, although there's no restriction against using another one once the first has terminated.

While this discipline is in effect, the subject suffers only 50% of damage he incurs (round fractions down in this case). The GM must keep track of the "extra" points, because when the discipline terminates, the subject suffers all of those additional HTK as if he suffered another wound. In addition, the sudden onset of the blocked pain is such a physical shock that the subject must make a System Shock roll or fall unconscious for 1D6 rounds.

In addition, Pain Block temporarily gives an unwounded character 8 HTK in excess of his normal maximum. Any damage suffered by the subject while the discipline is maintained is taken first from these temporary points. When the discipline terminates, any remaining temporary points are lost. Damage that has been suffered in excess of these temporary points remains, but no further HTK are deducted from the subject.

The telepath can use this discipline on himself. Maintaining this discipline requires only a minimal level of concentration by the telepath. He can take any physical action, even enter combat, and use any other disciplines. Wounding the telepath won't terminate the discipline. Pain Block terminates immediately if the telepath is killed, rendered unconscious, or if he has insufficient MPs remaining to maintain the discipline.

Rapport

Skill Level: 3	MP Cost: 10 per round
Range: 30 yards	TTC: 1 segment
Duration: Sustained	Saving Throw: Neg.
Area of Effect: Individual	

This is a deeper and more intense version of Active Telepathy. It allows the telepath and the subject—or

two or more subjects—to communicate silently and instantly. In addition, it allows the participants to share deeper thoughts, emotions, and even memories. The participants experience all sensory input received by each other—albeit to a weak, diluted degree. Participants can quickly share memories, descriptions, plans, hopes and fears, etc. Rapport is not intense enough to communicate highly complex or detailed information; for example, the discipline can't be used to explain to another how to cast a particular spell, pick a lock, etc.

Although the range limit to establish the discipline is 30 yards, once Rapport is in effect the range is unlimited, assuming that the characters are on the same plane of existence. Clear line of sight is not necessary, and intervening obstacles or terrain do not interfere with the linkage.

Direct mind-to-mind communion using Rapport is approximately 20 times faster than verbal communication. The GM should keep this in mind when determining how long a complex dialogue takes.

The MP cost listed is to establish Rapport between the telepath and a single subject. The telepath can set up a three-way—or more complex—link by spending an additional 10 MPs per round for each additional person included in the linkage. The telepath must always be part of the link-up. Every member of the linkage can share freely with every other participant. Thus, it's impossible to "target" a communication to only one participant, unheard by other participants. (Therefore, it's impossible to "tap" into a Rapport link between other characters.)

The telepath can set up as many separate "circuits" as he likes, subject to MP cost considerations. For example, Jubal the telepath can set up one circuit with Arla (at a cost of 10 MPs per round) and another circuit with Davitt (an additional 10 MPs per round).

The discipline description says that subjects are allowed a saving throw. This is to reflect the situation where the telepath wants to form a link with an unwilling subject, so he can threaten or taunt him silently and directly. There's a significant risk to this, however, since the telepath has no control over what the subject can read over the link. The telepath using Rapport opens up his mind, memories, etc. to the other creature, and is incapable of keeping secrets, etc. Thus, it's unlikely that a telepath will establish Rapport with anyone whom he doesn't fully trust. If the telepath decides to do so regardless of the consequences, the subject receives a willpower saving throw to resist the communication. If the subject successfully saves, the telepath expends 10 MPs, but no linkage is established. Willing subjects can freely waive this saving throw.

Maintaining this discipline requires no significant concentration by the telepath. The telepath and other

participants are free to take any action, or use any other discipline (subject to MP considerations, of course). The linkage isn't affected if the telepath or any participant suffers a wound. The discipline immediately terminates if the telepath is rendered unconscious, killed, or if he has insufficient MPs remaining to maintain the discipline.

A multi-person link is normally an all-or-nothing affair, and the telepath can't terminate only one "arm" of such a linkage to save MPs.

Remote Sensing

Skill Level: 3 **MP Cost:** 17 per round
Range: 1 mile/level **TTC:** 1 round
Duration: Sustained **Saving Throw:** Neg.
Area of Effect: Individual

This discipline lets the telepath temporarily "tap into" the sensory apparatus of a subject. The telepath sees everything the subject sees, hears everything he hears, etc. Normally the subject is totally unaware that someone else is "riding along" inside his head.

Remote Sensing gives the telepath no access to the subject's thoughts or memory. Thus, the telepath cannot sense what the subject is thinking, just what he's experiencing with his senses. Note that the telepath shares all sensory input experienced by the subject, including senses that the telepath doesn't normally possess (infravision, etc.). This also includes sensory input that the subject gains through the use of spells such as Clairvoyance.

"All sensory input" includes pain. If the subject is wounded, the telepath immediately suffers damage equal to 25% (rounded down) of the HTK suffered by the subject. This damage does not vanish when the discipline terminates—it represents the debilitating effects of severe pain—and must be healed normally.

This discipline requires a high level of concentration by the telepath. While maintaining this discipline, he cannot move or take any physical action, and cannot use another psionic discipline. If he is wounded, rendered unconscious, or killed, the discipline immediately terminates.

The subject receives a willpower saving throw to resist the effects of this discipline. A successful save means that the telepath doesn't "make the connection;" the MPs are expended anyway, of course. If the subject exceeds his necessary saving throw by 5 or more, he senses that someone is trying to enter his mind. He won't automatically know who or how, of course. A willing subject can waive the saving throw.

In addition to the saving throw, this discipline has a failure rate based on how well the somniomancer knows

the subject. Refer to the following table:

<i>Familiarity of Subject</i>	<i>Chance of Failure</i>
Very well known (<i>friend, etc.</i>)	0%
Fairly well known (<i>acquaintance</i>)	10%
Casual contact	25%
Met once	40%
Never met, but otherwise familiar (<i>rumors, etc.</i>)	65%

This chance of failure is decreased by 2% per Skill Level of the somniomancer. Possession of a psychically bound object decreases the chance of failure by 25% and increases the range to 10 miles per Skill Level of the telepath.

Ventriloquism

Skill Level: 3 **MP Cost:** 18 per round
Range: 10 yards/level **TTC:** 3 segments
Duration: Sustained **Saving Throw:** Neg.
Area of Effect: Individual

This discipline lets the telepath temporarily take over and control the speech centers of a subject. By concentrating, the telepath can cause the subject—no matter whether he is conscious or unconscious, asleep or awake—to say whatever the telepath wants him to say, or to remain completely silent. Unlike Control, Ventriloquism gives the telepath complete control over all aspects of the subject's voice: pitch, volume, and emotional nuances. While the discipline is in effect, the subject can say only what the telepath wants him to say.

Ventriloquism gives the telepath no access to the subject's thoughts, memory, or sensory apparatus. Thus, the telepath cannot see through the subject's eyes. Nor does it give him control over the subject's movements. (Thus, the subject might be saying one thing, while using gestures or writing notes to communicate something totally different. In such a situation, the reactions of people observing the subject would depend totally on whether they are aware that the psionic discipline Ventriloquism exists. People who do not know that telepaths have this ability might conclude that the subject has just gone mad.) To control the subject's speech, the telepath must be within the range of the discipline and must be able to see the subject. Breaking either of these conditions causes the discipline to terminate immediately.

This discipline requires a relatively high level of



concentration by the telepath. While maintaining this discipline, he can move at a slow walk, or perform simple and non-strenuous physical actions, but he can't use another psionic discipline. If he is wounded, rendered unconscious, or killed, the discipline immediately terminates.

Note that Ventriloquism gives the telepath control over the subject's speech apparatus, not his mind. If the subject is also a psionist, he can use psionic disciplines . . . but only by expending the extra MPs to use them without a verbal focusing ritual (see *Chapter 1*). The subject could also cast any spell that doesn't have a verbal component, or use any innate magical ability that doesn't depend on the power of speech.

||||| Skill 4 |||||

Agony

Skill Level: 4	MP Cost: 10 per round
Range: 5 yards/level	TTC: 5 segments
Duration: Sustained	Saving Throw: Neg.
Area of Effect: Individual	

This discipline is the opposite of Pain Ease and Pain Block in that it lets the telepath maximally stimulate the neural pathways responsible for communicating pain

to the brain. While this telepath is sustained, the subject is racked with agonizing pain, preventing coherent thought or coordinated movement. The subject can't cast spells or use psionic disciplines, can move no faster than a slow walk, and is incapable of any intricate physical actions. Speech is slow and hoarse. The subject can engage in combat, but 'to hit' and damage rolls suffer a -3 penalty. INT is temporarily decreased by 3 points, and INS by 4 (with consequent modifiers to willpower saving throws, etc.). Normal saving throws are made at -3; this last penalty doesn't apply to willpower saving throws, since these have already suffered due to the subject's decreased INS. Finally, the subject suffers 1D3 HTK of damage in each round that the discipline is sustained.

The subject of Agony receives a normal willpower saving throw to resist its effects; this save suffers an additional +1 penalty for each 4 Skill Levels of the telepath. If the subject successfully saves, the discipline isn't established; the telepath expends 10 MPs, however. If the subject exceeds his necessary saving throw by 5 or more, he senses that someone is trying to enter his mind. He won't automatically know who or how, of course. In addition, on such a high saving throw, the telepath experiences a "backlash" of pain, and suffers 1D3 HTK of damage.

This discipline requires a low but significant level of concentration from the telepath. He can move or take

any physical action, including melee combat, but he is unable to use another discipline while maintaining Agony. The discipline terminates if the telepath is wounded in combat, rendered unconscious, or killed. It also terminates as soon as the telepath has insufficient MPs remaining to maintain the discipline.

Memory Protection

Skill Level: 4	MP Cost: Special
Range: 0	TTC: Special
Duration: Special	Saving Throw: None
Area of Effect: Telepath	

Memory Protection is designed to protect the telepath from disciplines that read or alter his memory record. Its first effect is to give him a bonus of 3 to his saving throw—whether based on willpower or a standard magical save—against any magic or discipline that tries to corrupt, erase, read, or otherwise affect his memory (i.e., Forget, Memory Read, Mindwipe, etc.). This effect mimics a sustained discipline, and costs 5 MPs per round; it takes 2 segments to establish this protection. Maintaining this form of the discipline requires only a minimal level of concentration by the telepath. He can take any physical action, even enter combat, and use any other disciplines. Wounding the telepath won't terminate the discipline. The protection terminates immediately if the telepath is killed, rendered unconscious, or if he has insufficient MPs remaining to maintain the discipline.

The more powerful—and more interesting—version of this discipline is an instantaneous effect, costing 50 MPs and taking 1 turn to use. This version records a “back-up” of the telepath's memory record—an instantaneous “snap-shot” of his memory at the moment the discipline is used—and stores it safely in some unused portion of the telepath's mind. (This is exactly analogous to making a back-up of a computer's hard disk, and storing that back-up in a safe place.) This back-up is not updated as the telepath's “true” memory record expands; it is a static record of everything that the telepath remembered at the instant he used the discipline.

The advantage of this back-up is that it can't be altered or erased by any magical or psionic power used against the telepath. Thus, Forget might clip a few minutes out of the telepath's “true” memory record; Mental Erasure might delete huge portions of it; Mindwipe might destroy the entire record, but the back-up record isn't affected in any way. As long as the telepath still retains his psionic abilities and his memory of how to use this particular discipline, he can instantly “restore” his “true” memory record from the back-up. This costs 10 MPs, takes 1 round, and eliminates the

back-up record.

Let's look at an example of how this works. Knowing that he might soon come into conflict with another telepath, Jubal makes a back-up of his memory record. Two hours later, he runs afoul of another telepath, who uses the discipline Mental Erasure to erase the last 60 hours of Jubal's memory record. Jubal wanders away, not remembering anything of his encounter with the other telepath, or anything that happened to him over the past 60 hours. When he finds that the current date is almost three days later than what he thinks it should be, Jubal realizes that someone's been running rough-shod through his memory. Luckily, it was more than 60 hours ago that Jubal learned the Memory Protection discipline (otherwise he'd have been out of luck until he relearned it). Jubal hopes that he might have had the foresight of backing up his memory, and so expends the 10 MPs necessary to “restore” from such a back-up—if it exists. (Note that he has no way of knowing whether such a back-up exists or not until he uses the discipline.) The back-up does exist, so Jubal regains most of his memory—everything that happened between 60 hours ago (when the “erasure” began) and the moment that he made the back-up. He also remembers everything since the time that his memory was erased. Alas, there is no way that Jubal can restore the memory of the two hours between when he made the back-up and when he got his memory erased. Since the back-up is a static snap-shot, it did not record events subsequent to its creation. The only place that those memories existed was in Jubal's “true” memory record . . . which was erased.

Memory Read

Skill Level: 4	MP Cost: 8 per round
Range: Touch	TTC: 2 rounds
Duration: Sustained	Saving Throw: Neg.
Area of Effect: Individual	

This discipline allows the telepath to read portions of the subject's memory record, experiencing those memories as intensely as does the subject when he remembers. First, this discipline is to put the subject into a deep, almost comatose sleep. Then it lets the telepath browse through selected portions of the subject's memory.

The time this process takes depends on the amount of memory that the telepath wants to view. When the discipline is first established, it takes the telepath 1D3 rounds to locate the desired area of the memory. The actual reading takes one-twenty-fourth (1/24) as long as the events being read took in real life. For example, Jubal the telepath wants to read the subject's memory of

a pivotal battle. The battle lasted for 8 hours, or 48 turns. Thus it will take Jubal 2 turns to read the subject's memory of the battle. (This is in addition to the 1D3 rounds it takes Jubal to locate the area of the memory record he's interested in.)

The telepath experiences the memory record with the same intensity as the subject. Thus, if the event of interest is long ago and not particularly important to the subject, the telepath will receive only a faded and probably incomplete experience of it.

The subject receives a willpower saving throw to resist the initial establishment of the discipline. If he makes this save, he doesn't lose consciousness, and the telepath can't read his memory. (The telepath still expends 8 MPs, of course.) Once asleep, the subject receives another willpower saving throw to prevent the telepath from actually reading his memory. This second saving throw is made at a +5 penalty, however. Again, a successful save means that the telepath is unable to read the subject's memory. Both of these willpower saving throws are modified by +1 for each 4 Skill Levels possessed by the telepath.

This discipline requires a high level of concentration by the telepath. While maintaining this discipline, he cannot move or take any physical action, and cannot use another psionic discipline. If he is wounded, rendered unconscious, or killed, the discipline immediately terminates.

Mental Erasure

Skill Level: 4	MP Cost: 30
Range: 25 yards	TTC: 2 rounds
Duration: Permanent	Saving Throw: Neg.
Area of Effect: Individual	

This discipline is similar in effect to the wizard spell *Forget*, except that the period of time that is forgotten is much greater: 3 hours per Skill Level of the telepath. (Thus a Skill 20 telepath can make a subject *Forget* the last 60 hours.) The excision of so much memory is traumatic. When and if the memory is ever returned (by a *Heal* or *Restoration* spell, for example), the shock is so great that the subject must save vs. Wands or be stunned for 1 round per hour of memory excised. There is no risk of stunning if the subject restores his memory from a back-up created by *Memory Protection*, however.

The subject receives a willpower saving throw to resist the effects of this discipline, but the saving throw is made at a +5 penalty to reflect the power of *Mental*

Erasure. In addition, the die roll is modified by another +1 for each 3 Skill Levels possessed by the telepath.

Skill 5

Memory Write

Skill Level: 5	MP Cost: 65
Range: Touch	TTC: Special
Duration: Permanent	Saving Throw: Neg.
Area of Effect: Individual	

This powerful discipline could be described as the reverse of *Mental Erasure*: instead of removing the subject's memory, it lets the telepath feed false memories into the subject's mind. The subject is unable to distinguish false memories inserted this way from natural memories.

The total duration of "memory time" that the telepath can insert is limited to 1 hour per Skill Level. This means that a Skill 16 telepath could create memories of an entire 16-hour period that never really happened. The time taken to insert the memories is 5 minutes for each hour of memory being created. Thus, in the previous example, the telepath

would take 80 minutes, to insert the memory.

The telepath can choose exactly how far back in the subject's memory record the false memories should be "spliced in." The limit is 1 year per Skill Level of the telepath. Continuing with the previous example, the Skill 16 telepath could "insert" the false day so that the subject thinks it occurred anywhere up to 16 years ago.

The telepath must have some reasonable familiarity with the events being described, but the subject's own brain fills in the fine details. For example, if the telepath is inserting memories of a fishing trip, he must be familiar with the sensations of being aboard a fishing boat. The telepath doesn't have to fill in all details, such as a boat's color, the captain's name, etc., unless these are somehow significant parts of the memory.

If the subject has real memories covering the same period as the false memories, there might be confusion. The subject can't tell which version of events is the true one, but he will recognize that there is some kind of contradiction. This contradiction won't cause a problem unless the memories are specifically linked to a particular day. (For example, the subject remembers spending last midsummer's day at home, but also remembers spending the same day climbing a local mountain. Or, the subject knows he spent the two weeks centered around last midsummer's day on an



adventure in the wilderness, while also remembering that he spent last midsummer's day gaming in the marketplace.) The GM must adjudicate whether or not the contradiction is striking enough for the subject to worry about it. (If there's no specific date attached to the (false) memory of gaming in the marketplace, then the subject might simply assume that the day he remembers took place before or after the adventure.) If the contradiction is sufficiently striking, the subject must make a willpower saving throw or fall into confused introspection (treat as a Confusion spell). False memories that include actions totally against the subject's nature—such as a cleric slaying an enemy with a sword—will immediately case this introspective, confused state. (For these reasons, a smart telepath will remove the real memories using Mental Erasure—if possible—before implanting the false memories.)

The cleric spells Heal or Restoration (if cast for this specific purpose) or a Wish will so reduce the intensity of the false memories that the subject can recognize them for what they are. If the subject is a telepath and restores his memory from a back-up created by Memory Protection, the false memories are totally deleted.

Note that this discipline can't be used to convince the subject that he is someone else, that he has a different name, hails from a different place, or anything that wide-ranging. These matters are stored in the memory record in too many different places to modify in such a way. For example, a telepath might give the subject the memory that—on a particular occasion—someone called him by a different name, but this would have no effect on the many other times the subject remembers hearing or using his own name. Memory Write can't be used to teach a character a magical or clerical spell, imbue a non-spellcaster with spellcasting ability, teach a psionist a discipline, or imbue a non-psionist with psionic abilities. (The subject might think he can cast a spell or use a discipline, and falsely remember having done it before, but he will still be incapable of performing the action.)

The subject receives a willpower saving throw to resist the establishment of this discipline. A willing subject can waive this saving throw. (Cunning Players and GMs can no doubt think of cases where it would be beneficial to a character to have his memory record altered.)

Mind Block

Skill Level: 5	MP Cost: 17 per hour
Range: 0	TTC: 3 rounds
Duration: Permanent	Saving Throw: None
Area of Effect: Telepath	

While the powerful discipline Mind Block is in effect,

the telepath is totally protected from all devices, spells, and disciplines that detect, influence, or read emotions or thoughts. This protects against the spells Augury, Charm, Command, Confusion, Divination, Empathy (all forms), ESP, Fear, Feeblemind, Mass Suggestion, Phantasmal Killer, Possession, Rulership, Soul Trapping, Suggestion, and Telepathy. It also protects against the psionic disciplines Detect Lie, Distract, Extrasensory Scan, Spook, Suggest, Active Telepathy, Confuse, Detect Motive, Emotion Read, Fear, Feeblemind, Know Alignment, Mind Read, Automaton, Confound, Control, Detect Invisible Creatures, Emotion Write, Hold, Insanity, Remote Sensing, Ventriloquism, Agony, Mental Erasure, Memory Write, Mindreave, Mind Quench, Mindwipe, and Trigger (in other words, the vast majority of telepathic disciplines).

The discipline also protects the telepath from detection or information gathering by crystal balls or other scrying devices, Clairaudience, Clairvoyance, Commune, Contact Other Planes, or Wish-related methods.

Mindreave

Skill Level: 5	MP Cost: 70
Range: 5 yards/level	TTC: 5 segments
Duration: Permanent	Saving Throw: Neg.
Area of Effect: Individual	

This discipline is a much more powerful version of Insanity in that it causes a subject's intellect to degenerate to the level of a moronic child (an INT of about 3). In addition, it causes the subject to suffer one of the types of insanity listed in the standard guide book. The GM can either roll randomly, or choose a particularly interesting one. The effects of this madness grow progressively worse, until the subject's mind is totally destroyed and he dies. The time it takes for this to occur is 1 day for each point of the subject's normal INT (not his INT while affected by Mindreave).

Mindreave is particularly effective against wizard or psionist subjects, causing them to suffer the following penalties to their willpower saving throws to resist the discipline's effects:

Subject	Modifier
Psionist	+5
Wizard	+4
Priest	-1

These modifiers also apply to creatures with innate magic use. If their natural abilities mimic wizard-style

spells, they suffer a +4 penalty to their willpower saving throws; if they mimic clerical magic, they will receive a -1 bonus.

Mindreave immediately strips spell-casting subjects of any spells that they have memorized, and prevents them from learning any more while the discipline is in effect. Unlike Insanity and Feeblemind, it doesn't strip psionics of MPs: it causes them to expend all of their MPs by using disciplines chosen at random. (The GM can roll dice to select the disciplines to be used, or can select particularly interesting ones.) If the psionist uses a sustained discipline, he will sustain it until he runs out of MPs, or until one of the normal conditions for terminating the discipline occurs (unconsciousness, wounding, etc.). If an instantaneous discipline is selected, the psionist will use it, then immediately trigger another discipline. This will continue until the psionist runs out of MPs or is rendered unconscious. In all cases, the subject(s) of any discipline will be randomly selected by the GM. (Thus a psionist under the affects of Mindreave can be a major threat to everyone in his immediate vicinity. The GM should adjudicate this situation carefully. Obviously, an insane somniomancer isn't going to take the time to calmly go to sleep to use a particular discipline.) Once the psionist has expended all his MPs in this wild use of psionic power, he can never regain any MPs while the discipline is in effect.

Mindreave can only be cured by a Wish; a Limited Wish is ineffective. A clerical Heal or Restoration spell—cast for this express purpose—will prevent the madness from growing any worse and will save the subject from dying, but these magicks are unable to remove the insanity or restore the subject's mental faculties.

||||| Skill 6 |||||

Group Mind

Skill Level: 6	MP Cost: 15 per round
Range: 30 yards	TTC: 3 segments
Duration: Sustained	Saving Throw: None
Area of Effect: Individual	

This is a deeper and much more intense version of Rapport. It allows the telepath and a willing subject—

or two or more subjects—to communicate silently and instantly. In addition, it allows the participants to share deeper thoughts, emotions, memories, and even certain skills. The participants experience all sensory input received by each other—albeit to a slightly diluted degree. Participants can quickly share memories, descriptions, plans, hopes and fears, etc. Group Mind is intense enough to communicate any information, no matter how complex or detailed.

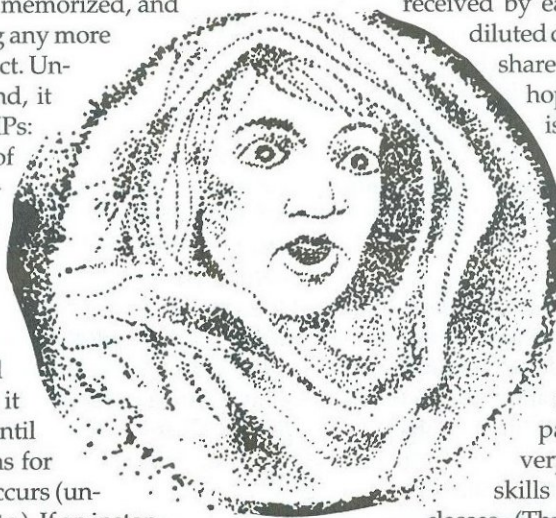
Willing participants in a Group Mind can manipulate each other's bodies in a manner similar to Control. This "remote control" is very precise, enabling the controlling mind to use another participant's body to perform very delicate actions. This includes skills specific to various character

classes. (Thus, a thief could remotely use another participant's body to pick a lock or pick a pocket.) All delicate actions used remotely like this are performed at 75% of their normal chance for success. (Thus, if the thief in the example above normally has an 80% chance to pick a pocket, remote use of this skill would have only a 60% chance of success.) The participant whose body will be controlled remotely must be willing, and can take back control at any time.

Participants in Group Mind cannot be controlled to cast spells that they are normally unable to cast. (A Group Mind connection can be used to by a wizard to teach another wizard a particular spell, however, assuming that the learning wizard is eligible to learn and use that spell.)

Psionics participating in a Group Mind can use psionic disciplines, and can choose any other participant as the origin of the discipline. (For example, a telepath participating in a Group Mind wants to use the discipline Mindreave on an enemy. Unfortunately, the enemy is out of range of the telepath. Another participant in the Group Mind is much closer to the enemy, however. The telepath can use the discipline and choose that other participant as its originating point. If a psionist chooses this option, all constraints concerning concentration, movement, combat, etc. that would normally apply to him now apply to both him and the other participant.

Even if the range limit to establish the discipline is 30 yards, once Group Mind is in effect the range is infinite, assuming that the characters are on the same plane of existence. Clear line of sight is unnecessary, and intervening obstacles or terrain don't interfere with the linkage.



Direct mind-to-mind communion using Group Mind is approximately 30 times faster than verbal communication. The GM should keep this in mind when determining how long a complex dialogue takes.

The MP cost listed is to establish Group Mind between the telepath and a single subject. The telepath can set up a three-way—or more complex—link by spending an additional 10 MPs per round for each additional person included in the linkage. The telepath must always be part of the link-up. Every member of the linkage can share freely with every other participant. Thus, it's impossible to "target" a communication to only one participant, unheard by other participants. (Therefore, it's impossible to "tap" into a Group Mind link between other characters.)

The telepath can set up as many separate "circuits" as he likes, subject to MP cost considerations. For example, Jubal the telepath can set up one circuit with Arla (at a cost of 10 MPs per round) and another circuit with Davitt (an additional 10 MPs per round).

Group Mind can only be established with willing subjects; thus there is no saving throw. A participant—other than the telepath, of course—can drop out of the Group Mind at any time, with no penalty. This doesn't affect other "arms" of the linkage.

Maintaining this discipline requires no significant concentration by the telepath. The telepath and other participants are free to take any action, or use any other discipline (subject to MP considerations, of course). The linkage is not affected if the telepath or any of the participants suffer a wound. The discipline immediately terminates if the telepath is rendered unconscious, is killed, or if he has insufficient MPs remaining to maintain the discipline.

A multi-person link is normally an all-or-nothing affair, and the telepath can't terminate only one "arm" of such a linkage to save MPs.

Mind Quench

Skill Level: 6	MP Cost: 51
Range: 10 yards/level	TTC: 6 segments
Duration: Instantaneous	Saving Throw: None
Area of Effect: 20'/level (dia.)	

This powerful discipline is similar to the wizard Death Spell. The discipline suppresses all neural activity in its subjects, including the actions of the autonomic nervous system. Death is immediate and painless. Unlike victims of the Death Spell, victims of Mind Quench can be Raised or Resurrected normally.

The number of creatures that can be slain is a function of their HTK dice. Refer to the following table:

<i>Creatures' HTK Dice</i>	<i>Max # Killed</i>
Under 2	5D20
2 to 4	3D20
4+1 to 6+3	2D6
6+4 to 8+3	1D6

Creatures with more than 8+3 HTK dice cannot be killed by Mind Quench. If creatures of differing HTK dice are attacked with this discipline, roll 5D20 to determine how many under 2 HTK dice creatures are affected. If the dice roll is greater than the number of under 2 HTK dice creatures in the area of effect, apply the remainder of the roll to the higher HTK dice creatures according to the following table:

<i>Creatures' HTK Dice</i>	<i>Conversion Factor</i>
2 to 4	2
4+1 to 6+3	8
6+4 to 8+3	16

If the remaining points are equal to half or more of the next surviving creature's conversion factor, that creature dies as well; otherwise the additional points are lost.

As an example, Jubal the telepath uses Mind Quench on a group of 25 orcs and 6 ogres. The dice roll total is 60. This kills all the orcs (at a cost of 25) and 4 of the ogres (at a cost of 8 each, or 32). The remaining 3 points are lost. If the dice roll had totaled 61, then 5 of the ogres would have died.

Mind Quench is a difficult and draining discipline. The telepath is unable to use any other disciplines for 1D4 rounds after using Mind Quench, although he still retains all his remaining MPs.

Mindwipe

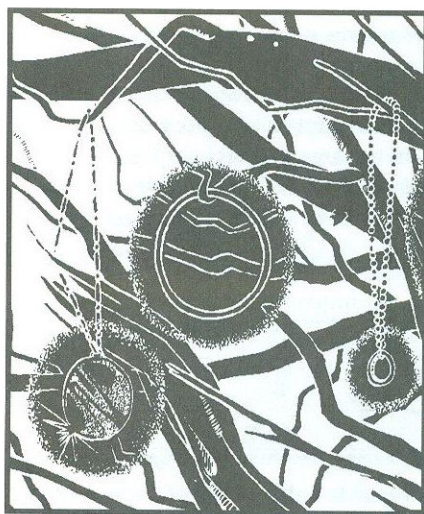
Skill Level: 6	MP Cost: 65
Range: Touch	TTC: 1 hour
Duration: Permanent	Saving Throw: Neg.
Area of Effect: Individual	

This discipline allows the telepath to totally erase the subject's mental record—in other words, to totally obliterate everything that the subject remembers. Mindwipe allows for no half-measures or selective erasures: if the discipline succeeds, the subject remembers nothing about his past life. It is as if the subject were literally born again, with a totally clear memory. For the first 2D10 hours

after the discipline is complete, the subject is effectively paralyzed, doing nothing but soaking up sensations. After that, the subject is able to function on a simple physical level—since physical activities such as walking are stored as “muscle memory” in the cerebellum and are beyond the reach of this spell—but that’s all. The subject must learn language all over again, can remember no proficiencies that involve even the slightest level of mental involvement, etc. (This is the classic

“soap opera” version of amnesia.)

The subject has lost all experiences except for those at the most grossly physical level, and is effectively a Skill 0 (non-classed) character once more. If the subject was a fighter, he retains one-tenth of the Experience Points possessed before the use of the discipline (these points represent purely physical reactions, etc.); with cor-



rect training, the Character can theoretically advance in Skill quite rapidly. If the subject was of any other class, that person’s Experience Points drop to 0. Mindwipe will remove all spellcasting and psionic ability, but not the potential to retrain as a spellcaster or psionist.

When coupled with multiple castings of Memory Write, Mindwipe can be used to create an entirely new person—the ultimate form of personality manipulation. The subject has no memories, so there is no possibility of contradiction.

The subject of Mindwipe receives a willpower saving throw to resist the effects of the discipline. To reflect the power of the discipline, however, this saving throw suffers a +1 penalty for each 2 Skill Levels of the telepath.

A Heal or Restoration spell (if cast for this specific purpose) or a Wish spell will return some of the subject’s memory, but not all; there have been physical changes in the makeup of the brain which cannot be reversed. The GM should roll 1D8 and multiply the result by 10; this result is the percent of memories that have been returned. The shock of returning memory is so great that the subject is stunned (as if by a Power Word) for 1D8 hours, Feebleminded for another 1D8 hours, and Confused for another 1D4 hours.

If the subject of the Mindwipe was a telepath, it’s possible that he has made a back-up of his memory using Memory Protection. Unfortunately, to access this

back-up he must advance sufficiently in Skill Level to use the discipline Memory Protection, then learn it once more. Afterwards, he can restore his complete memory record. Even restoring from back-up is traumatic, but not as much as with other remedies. The subject is still stunned, Feebleminded, and Confused, but all durations are half of what they would be for other characters.

Reversing a Mindwipe could conceivably turn the subject into a dual- or multi-classed character. Take, for example, the case of a character who attained several Skill Levels as a cleric, then was Mindwiped and trained to be a fighter. When the effects of the Mindwipe are removed, the character becomes a fighter/cleric. If the character is human, he can’t progress in the class held before the Mindwipe; if the character is a race entitled to be multi-classed, he can progress in both. There is no way that characters can gain multiple classes through reversed Mindwipe that they would not otherwise be entitled to (for example, forbidden combinations such as cleric/magic-user). In such a situation, the trauma of returning memory wipes out all the class abilities acquired since the Mindwipe.

Mindwipe is a very powerful and intricate discipline, and, as such, puts significant stress on the telepath. The telepath must make a System Shock roll or permanently lose 1 point of STA. Whatever the outcome of the roll, the telepath must recover for 1D4 turns after using Mindwipe. During this time, he is unable to use any discipline of Skill 3 or above, and his MP total is cut in half. He is also incapable of physical exertion (including melee combat).

Trigger

Skill Level: 6

MP Cost: 70

Range: Touch

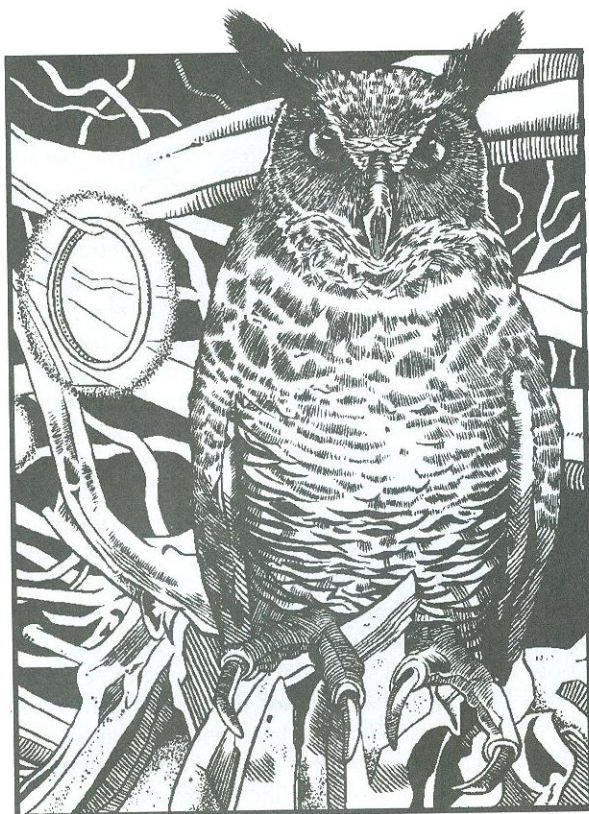
TTC: 1 turn

Duration: Special

Saving Throw: Neg.

Area of Effect: Individual

Trigger is a nasty little discipline that couples the effects of Mind Quench with a contingency situation in a subject. The discipline allows the telepath to plant a “trigger” in the subject’s mind. This trigger will be set off, and will instantly kill the victim in the same manner as Mind Quench, whenever a certain set of circumstances arises. These circumstances must be somehow linked with the subject’s mind. (For example, a trigger might be placed so that, when another telepath tries to read the subject’s mind, the trigger kills the subject.) The subject gains a willpower saving throw at the time of casting, with a +3 penalty to reflect the power of this discipline. A successful save means that the trigger hasn’t “taken” (of course, the telepath using the disci-



pline doesn't know this). When the conditions of the trigger are met, the subject gets to make a save vs. Death Magic, and with a -3 penalty. A successful save means that the subject lives, but is temporarily insane (as per the discipline *Insanity*) for 2D10 hours.

Once the telepath has established this discipline, it requires no further concentration from him. The Trigger will remain in place until activated, regardless of what happens to the telepath.

A Trigger can be removed only through a Wish, or through the actions of a telepath who knows this discipline. Removing a Trigger takes 2 turns and costs 85 MPs. There's also a chance that the telepath will accidentally set off the Trigger while trying to remove it. The telepath must make a save against his INT on 4D6; a successful roll means that the Trigger is successfully removed; a failure means that the telepath set off the Trigger, killing the subject.

• MAGIC ITEMS

There exist several items that bear the same relationship to telepathy that magic items do to normal magical abilities. Several such items are described below. The GM should feel free to design any other items as he sees fit.

Although individual GMs may wish to rule otherwise, most of these items can be created (and used) only by telepaths. Exceptions are noted in the text.

Amulet of Mental Protection: This amulet usually

takes the form of a simple platinum disc, but other forms have been recorded. It bestows upon its wearer some protection against all telepathic disciplines that grant a willpower saving throw. If the wearer is a telepath, this protection takes the form of a -3 bonus to all willpower saving throws; if the wearer is a non-telepath, the bonus is only -2.

Psychic Bond: This powerful item can take the form of any small object, but most often appears as a plain gold ring. Any telepath can bond the item to him merely by concentrating on it for 30 uninterrupted minutes. From then on, the item makes anyone who possesses or wears it particularly vulnerable to any discipline used by the telepath. (The trick, of course, is to get the item into the possession of a prospective subject of the telepath's disciplines.) The possessor of the Psychic Bond suffers a +3 penalty to all willpower saving throws against any discipline used by the telepath who has bound the item to himself. In addition, it gives the telepath all the advantages of possessing a "psychically bound" object when using those disciplines to which such an object is relevant (specifically, *Mind Read* and *Remote Sensing*).

Circlet of Telepathy: This appears as a plain platinum band large enough to fit around the brow of a human. When worn, it magically alters its size to fit the telepath perfectly. While wearing the Circlet, the MP cost of using the disciplines *Active Telepathy*, *Rapport*, and *Group Mind* are reduced by 25% (round fractions up); the MP cost of using the disciplines *Detect Lie*, *Tongues*, *Detect Motive*, *Emotion Read*, *Know Alignment*, *Mind Read*, *Animal Communication*, *Detect Invisible Creature*, *Insanity*, *Remote Sensing*, *Mental Erasure*, *Memory Write*, *Mindread*, and *Trigger* are reduced by 10% (round fractions up).

Circlet of Mental Protection: Similar in appearance to the Circlet of Telepathy, this item provides the wearer with the effects of the discipline *Mind Block*. To use the item, the telepath must concentrate on its power, and must spend 5 MPs per hour to maintain the protection. The level of concentration is very low. The telepath can perform any physical action and can use any other discipline; the effect terminates only when the telepath runs out of MPs, chooses to cancel the effect, or is rendered unconscious. Note that the telepath doesn't have to know—or be of sufficient Skill Level to use—*Mind Block* to gain this protection. The Circlet of Mental Protection can be used only by telepaths.

TELEPATHS AND THE CAMPAIGN •

Many telepaths become adventurers, although few form long-term bonds with adventuring colleagues. A telepath might join a company for a single adventure, then break away and follow their own path. Even those

telepaths who do form long-term bonds with colleagues will probably find it difficult to become close friends, or to admit their true nature and the range of their abilities.

In most towns and cities, telepaths will try their best to keep a low profile. This is particularly true of those who harbor ill-will against the current government. They'll do whatever it takes to hide their true nature from their neighbors and from those who might cause them harm. Town-based telepaths will have learned early on the advantages of secrecy, and will be highly distrusting of strangers. It would be very difficult for adventuring characters to find and befriend a telepath.

The majority of telepaths encountered by adventurers will be opponents or enemies. These telepaths might decide that the adventurers represent useful tools, or that they're obstacles to their ongoing causes and ambitions.

As with somniomancers, most telepaths who are trying to overthrow the status quo will be unwilling to take the throne themselves, greatly preferring to put a puppet in command while ruling from behind the scenes.

• SAMPLE NON-PLAYER CHARACTER

Teela Mournglum Human

Skill 14 telepath

STR: 9, INT: 16, INS: 16, STA: 10, DEX: 9, APL: 9

HTK: 25, AC: 10

MV: 12," AL: C. Neutral (Evil tendencies)

AT: 1, DM: (by weapon), THAC0 16

HT: 5'2," WT: 110 lbs

Weapon Proficiencies: dagger

Weapons: dagger

Armor: none

Magic Items: Amulet of Mental Protection

Disciplines:

Skill 1: Detect Lie, Dispel Exhaustion, Distract, Hide Emotion, Spook, Suggest

Skill 2: Active Telepathy, Chameleon, Confuse, Detect Motive, Emotion Read, False Emotion, Feeblemind, Know Alignment, Mind Read

Skill 3: Automaton, Confound, Control, Emotion Write, Hold, Insanity, Masks, Remote Sensing

Skill 4: Agony, Memory Protection, Mental Erasure

Skill 5: Memory Write, Mind Block, Mindreave

Specials: none

Teela is a petite, raven-haired woman in her early 40s. Her beauty is striking, but her personality is unpleasant and abrasive in the extreme. She cares little about her clothes or appearance, and so often looks unkempt.

Teela was born in a society that hated and feared psionics—or anyone different from the norm, for that matter. When she started to show signs that she might be telepathic, her parents took her to a variety of churches and temples, hoping for a miracle to remove

the "taint" from their child. Teela didn't see her psionic potential as a taint, however, but rather as a blessing. During her early childhood she developed a hatred for everyone around her, including her parents, because they didn't share her powerful intellect. She discovered early on that her genius (as she sees it) made it impossible for her to fit in. As soon as this penetrated, she decided to do whatever she could to make herself as different as possible from everyone else. Her parents' attempts to make her conform angered her, and she left home at age 13 to find a home more to her liking.

On the road, she met an aging telepath, and became his companion, student . . . and lover. It was he who taught her most of the disciplines she now can wield with such great effect. Both she and her mentor were strong-willed and selfish, so it was only a matter of time before they came into conflict. In a duel of psionic powers, Teela killed her mentor, and carried on alone.

Her current home is a society that brutally oppresses psionics, so she must disguise her true nature. Teela now runs a small store that deals in nick-knacks and junk. Behind the scenes, however, she's gathering a group of like-minded telepaths with the aim of overthrowing the town government and running it herself.

Teela still hates others (including other telepaths, although she doesn't let them know that). Other people are either tools, Teela believes, to be used then discarded, or obstacles to be removed as efficiently as possible.



CHAPTER 4

TELEKINETICISTS

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The word “telekinetics” refers to those powers of the mind relating to the remote movement and manipulation of matter. (These are the powers that most people consider “mind over matter.”)

Telekineticists are intimately aware of the laws of mechanics—particularly what we call Newton’s Laws of Motion—and can use their mental abilities to modify or temporarily override these laws. By concentrating and expending mental energy, telekineticists can move objects, alter their speed and direction, and sometimes even modify their physical properties. At higher Skill Levels, this control extends even to the molecules that make up matter. High-powered telekineticists can increase or decrease the kinetic energy of these molecules, raising or lowering the temperature of an object. (Some of these effects mimic disciplines possessed by pyromancers.) A sufficiently powerful telekineticist can increase molecular kinetic energy sufficiently to make an object disintegrate.

More so than perhaps any other sub-class of psionist, telekineticists must be as much scientists as practitioners of the psionic arts. They must understand precisely how objects normally react to the laws of physics in order to know how to subvert those laws to suit themselves. Thus, the early career of a telekineticist is usually little different from that of a would-be wizard or sage: poring over books and parchments, eschewing action for contemplation. (The big difference, of course, is that the telekineticist is studying treatises on the physical—rather than the magical—sciences.) After this hard-studying apprenticeship, however, the telekineticist is usually much more active than the average magic-user. A telekineticist is frequently no stranger to weapons; after all, a thrown dagger or a swung sword is just as much an example of the laws of physics as a falling apple or swinging pendulum. Because of his knowledge of kinetics, inertia, leverage, etc., a telekineticist understands the mechanics of combat. A warrior may know from experience how far an arrow will drop over a 200-yard flight, and his muscle sense may tell him when he’s overswinging with his bastard sword; a

telekineticist, on the other hand, can often figure such things out intellectually. (This is the difference between trained—almost instinctive—reactions and solving the same problems through “brute force computation.”) For these reasons, telekineticists are considerably more skilled in combat than their psionist brethren of other sub-classes. (This is discussed further under *Combat*.)

WORLD VIEW

At lower Skill Levels, telekineticists are often rather bookish and somewhat naive in the ways of the world. Once the book-learning phase of their training is over, they are often as active in the world as members of virtually any other character class.

While some telekineticists see their ability merely as something to study and perfect for its own sake, most see the power as a means towards an end: a way of bending the world to their will. Telekinetic abilities may seem to be the perfect choice for the Evil character who wants to run rough-shod over those around him. After all, doesn’t this power extend his reach, often as far as his eye can see? The fact of the matter is, however, that the mentally arduous early training selects against those people eager for an “inside track.” The book-learning side of being a telekineticist is tedious—and probably impossible to follow to its conclusion—for anyone who’s not at least partially fascinated with physics for its own sake. (This isn’t to say that a telekineticist’s attitude will change once he’s out in the real world, of course.) For these reasons, there are few strongly Evil telekineticists; the most common alignments are N. Good, true Neutral, or C. Neutral. Some Lawful telekineticists exist, but—as with most other psionists—most practitioners of the art are more or less loners.

While telekinetics are viewed in many societies as the same evil practices as other psionic arts, they’re much easier for the telekineticist to conceal. Certainly, a telekineticist who spends his time levitating tables or moving wagons with his mind is going to be recognized for what he is. But telekinetic powers can be used much

more subtly. Objects can be made to fall "accidentally;" a heavy object can be reduced in weight (i.e., partially levitated) while the telekineticist lifts it; items can be moved around while nobody is looking. Thus, it's much easier for a telekineticist to wield his powers right under the noses of suspicious observers than it is for virtually any other kind of psionicist.

When disguising their true nature, telekineticists will frequently pretend to be thieves. It's relatively easy for a skilled telekineticist to mimic most thief-related abilities, and—while not totally acceptable socially—thieves don't engender the same blind fear and hatred that known psionicists do.

Telekineticists can be much more free in using their more subtle powers. This goes a long way towards removing the fear and paranoia that many other psionicists feel about "mundanes." Telekineticists are much less likely than telepaths or pyromancers to suffer the psychological "warping" that turns them Evil. This, in turn, reflects in mundanes' attitudes towards telekineticists. While telekineticists are still feared, sometimes hated, simply because they're different, the level of fear is usually nowhere near as great as with somniomancers, telepaths, or pyromancers.

Nevertheless, there are still some societies where the use of telekinetic abilities is illegal, and sometimes punishable by death. As do other psionicists, telekineticists keep a low profile, masquerading as other character classes or totally non-skilled workers. The abilities of the telekineticist are much less appropriate to waging a rebellion than are those of somniomancers and telepaths, and even pyromancers. For this reason, few telekineticists—even in the most repressive society—will consider banding together to overthrow the government themselves. Certainly, individual telekineticists might—and probably will—join other organized forces of resistance, but you will rarely see a power bloc of telekineticists staging a coup d'état.

Telekineticists are the most likely out of all psionicist sub-classes to be helpful towards Player Characters. If the characters do encounter a telekineticist enemy, however, their work may well be cut out for them in trying to defeat him.

• COMBAT

Telekineticists use the Thief Combat Result Table and are free to use any armor up to and including studded leather, and have the same selection of weapons as thieves. Telekineticists can't use shields. To reflect their knowledge of the physics of motion—leverage, inertia, etc.—as applied to moving human bodies, they gain a +1 bonus to all unarmed physical attacks.

Telekineticists can engage in psionic combat.

TELEKINETICS

Relatively speaking, telekineticists have few disciplines. The majority of them can be used in varying ranges of power or precision, however, with different applications having different MP costs, usage times, and degrees of concentration. These are reflected in the discipline descriptions. For each discipline there is a "base" condition that describes the MP cost, concentration level, time to cast, and effect for the minimal use of this discipline. A table then describes various modifiers based on changes to this base condition.

For example, the "base" condition for the discipline Lift states an MP cost of 3 MPs per round, a time to cast of 2 segments, and a level of concentration of "moderate." The effect generated by this base condition is an object of 5 lbs. or less, with a vertical movement of 1 foot per second. This might be useful for lifting a full tankard of ale off a barroom table. But let's say that the telekineticist wants to lift a chest full of gold coins at a speed of 10 feet per second. Just for argument's sake, assume that a chest full of gold coins weighs 500 lbs. According to the table in the description of Lift, an object weighing 500 lbs. has the following modifiers:

MP cost: x3

TTC: no modification

Concentration: +2

This means that using Lift on a 500 pound object costs 9 MPs per round (rather than 3), that the discipline takes 2 segments to establish, and that the level of concentration is increased by 2 "steps," from "moderate" to "extreme." (Refer to the following section for a discussion of the different "steps" of concentration.) The chest still moves at only 1 foot per second, however.

The table in the description of Lift also states that a velocity of 10 feet per sec. has the following modifiers:

MP cost: x3

TTC: no modification

Concentration: +1

This means that the total feat—lifting the chest at 10 feet per second—costs 27 MPs per round, that the discipline still takes 2 segments to establish, and that the level of concentration is increased by 1 "step." (As discussed later, all concentration levels above extreme are treated as extreme. This limiting step is applied only after all modifications have been made for telekineticist Skill Level, however.)

All modifiers are cumulative.

Table 1: Concentration Steps

STEP	EFFECT
1	Minimal Telekineticist can move and fight normally; can use other disciplines; discipline terminated by unconsciousness or death.
2	Moderate Telekineticist can move normally, but cannot enter melee combat; can use other disciplines; discipline terminated by unconsciousness or death.
3	High Telekineticist can move at slow walk and perform simple physical actions; can't use other disciplines; discipline terminated by unconsciousness, death, or wound.
4	Extreme Telekineticist cannot move or perform any physical actions; cannot use other disciplines; discipline terminated by unconsciousness, death, or wound.

"Concentration steps" are a convenient way of discussing the level of concentration that a telekineticist needs to devote to a particular use of a discipline.

Each discipline has a "base" concentration step. This can be modified if the telekineticist changes the "base" conditions of the discipline: affecting a larger object, having a greater effect, etc. Changes in the base condition will usually increase the base concentration by a certain number of steps (as described in the previous example). In essence, affecting a larger object or causing a greater degree of change is more draining on the telekineticist and requires a greater level of concentration.

Telekinetic effects are easier for high-Skill telekineticists than they are for beginners. This is reflected as follows: for each 5 Skill Levels of the telekineticist of Skill 5 or above, the "concentration step" of a discipline is decreased by 1. For example, the "concentration step" for using a discipline in a particular way is "extreme." For telekineticists of Skill 1 through Skill 4, the concentration remains "extreme." For telekineticists of Skill 5 through 9, the concentration decreases to "high;" for Skill 10 through 14, it decreases to "moderate," while for Skill 15 and higher it becomes "minimal."

Stated another way, telekineticists receive a decrease in the level of concentration required based on their Skill Level:

Skill Level	Concentration Level Modifier
1-4	—
5-9	-1
10-14	-2
15+	-3

Let's look at how this might work. A Skill 11 telekineticist wants to Lift an object weighing 500 lbs. at a velocity of 10 feet per second. The description of Lift gives a concentration modifier for a 500 object of +2, and a modifier for 10 feet per second of +2. The "base" concentration for Lift is "moderate." This concentration level must be increased by 4 steps to account for the conditions. This is then decreased by 2 steps because the telekineticist is Skill 11. This brings the concentration required up to "extreme." If the telekineticist were Skill 16, however, he would decrease the concentration level by 3; thus the concentration level would only be "high" for this task.

Concentration can't be decreased below "minimal" or increased above "extreme." All modifiers are calculated and summed before this "limit condition" is imposed, however.

Telekineticist Disciplines

Skill 1	Skill 2	Skill 3
Feather Fall	Bend	Crush
Lift	Break	Impact
Manipulate	Floating Disc	Shatter
Slide	Jump	Throw
	Levitate	
	Push	
	Shield	
	Wind	
Skill 4	Skill 5	Skill 6
Chill	Cleave	Compress
Heat	Fly	Disintegrate
Kinetic Wall	Kinetic Dome	Enlarge
Slow		

DISCIPLINE DESCRIPTIONS

||||| Skill 1 |||||

Feather Fall

Skill Level: 1	MP Cost: Variable
Range: 10 yards/level	TTC: Variable
Duration: Sustained	Saving Throw: None
Area of Effect: Individual	

Similar to the wizard spell of the same name, this discipline causes the subject to assume the effective

mass of a piece of down. The object's rate of fall is instantly changed to two feet per second (120 feet per round). The subject suffers no damage when landing at this speed, regardless of the height from which he originally fell. If the discipline terminates while the subject is still in the air, however, he begins to fall at the normal rate. Falling damage is calculated from the height of the subject when the discipline terminated.

The telekineticist can use this discipline on himself. Unlike the wizard spell, it can't be used on an inanimate object (some of the energy required by the discipline is presumed to come from the mind of the subject).

The telekineticist must be within range of, and have a clear line of sight to, the subject for as long as the discipline is maintained. Breaking either condition terminates the discipline immediately. The discipline also terminates if the telekineticist has insufficient MPs to sustain it for another round.

Base Condition: *Subject plus equipment weighs less than 300 lbs.*

MP Cost: *2 per round*

TTC: *1 segment*

Concentration: *Moderate*

Condition	Modifiers
Subject plus equipment weighs 301-500 lbs	MP x2
Subject plus equipment weighs 501-700 lbs	MP x3; Concentration +1
Subject plus equipment weighs 701-1,000 lbs	MP x4; Concentration +2; TTC x2
Subject plus equipment weighs 1,001+ lbs	MP x8; Concentration +4; TTC x2

Example: Darin, a Skill 10 telekineticist, wants to use Feather Fall on an armored storm giant who's fallen over a cliff. The GM rules that a storm giant in full armor weighs more than 1,000 lbs. Thus the MP cost is 16 MPs per round (2×8), the level of concentration required is "extreme," and the time required to establish the discipline is 2 segments.

Lift

Skill Level: 1
Range: 5 yards/level
Duration: Sustained
Area of Effect: Object or individual
MP Cost: Variable
TTC: Variable
Saving Throw: None

This discipline allows a telekineticist to lift an object or creature vertically. Lift can't move objects horizontally; they can be pushed or dragged, however, if horizontal movement is necessary. The "base condition" of this discipline is a very slow rate of vertical movement: 1 foot per second, or 60 feet per round. This can be increased, but at a significant cost; after all, Lift is intended to be a convenient way of moving heavy objects, not a creator of high-velocity vertical missiles.

Base Condition: *Object weighs 5 lbs. or less; vertical speed 1 foot per sec. or less.*

MP Cost: *3 per round*

TTC: *2 segments*

Concentration: *Moderate*

Condition	Modifiers
Object weighs 5-10 lbs.	MP +1
Object weighs 11-50 lbs.	MP +2
Object weighs 51-100 lbs.	MP +3
Object weighs 101-250 lbs.	MP +4; Concentration +1
Object weighs 251-500 lbs.	MP x3; Concentration +2
Object weighs 501-1,000 lbs.	MP x5; Concentration +3; TTC x2
Object weighs 1,001-2,000 lbs.	MP x10; Concentration +3
Object weighs 2,001-5,000 lbs.	MP x20; Concentration +3; TTC x2
Object weighs 5,001-10,000 lbs.	MP x25; Concentration +5; TTC x3
Object weighs 10,001-20,000 lbs.	MP x33; Concentration +5; TTC x5
Object weighs 20,001+ lbs.	Impossible
Speed 1-5 feet per second	MP x2
Speed 6-10 feet per second	MP x3; Concentration +1
Speed 11-15 feet per second	MP x4; Concentration +2
Speed 16+ feet per second	Impossible

The maximum vertical speed that can be generated by Lift is 15 feet per second. All modifications for weight are made before modifications for speed.

Example: Darin, a Skill 10 telekineticist, wants to Lift a 50 pound block of stone at 5 feet per second. The MP cost is 10 MPs per round ($(3+2) + 5$); the concentration level required is "minimal" (thanks to Darin's Skill Level



modifier), and the time to cast remains 2 segments.

A telekineticist cannot use Lift on himself.

The telekineticist must be within range of, and have a clear line of sight to, the subject for as long as the discipline is maintained. Breaking either condition terminates the discipline immediately. The discipline also terminates if the telekineticist has insufficient MPs to sustain it for another round.

Once a lifted object comes to rest against a solid surface, the discipline can apply no more force to that object than is necessary to hold it there. In other words, Lift can hold an enemy against the ceiling, but it can't crush him against the ceiling. The initial impact against a solid object can inflict damage, however, dependent on the speed of impact:

Speed	Damage Inflicted
1-5 feet/sec	none
6-10 feet/sec	1D3-1
11-15 feet/sec	1D4-1

Manipulate

Skill Level: 1 **MP Cost:** Variable
Range: 1 yard/level **TTC:** Variable
Duration: Sustained **Saving Throw:** None
Area of Effect: Object

This is a discipline that stresses fine control over brute power. It affects only items under 1 lb. in weight, but can manipulate those with a high degree of precision, particularly when wielded by high-Skill telekineticists.

The telekineticist must be within range of, and have a clear line of sight to, the target for as long as the discipline is maintained. Breaking either condition terminates the discipline immediately. The discipline also terminates if the telekineticist has insufficient MPs to sustain it for another round.

Base Condition: *Object weighs 1 lb. or less; complexity of manipulation is low.*
(e.g. turning a book page, moving a coin, etc.)

MP Cost: 5 per round

TTC: 1 segment

Concentration: High

Condition	Modifiers
Complexity of manipulation is moderate (e.g., writing a simple message)	MP x2; Concentration +1; TTC x2
Complexity of manipulation is high (e.g., untying knot)	MP x5; Concentration +3; TTC x3
Complexity of manipulation is "extreme" (e.g., picking a lock)	MP x15; Concentration +4; Concentration +4; TTC x5

The GM must adjudicate how complex any manipulation is, and how many rounds it will take. Additional modifiers can be included for unusual conditions: time pressure, pursuit, etc.

Example: Dworkin, the Skill 20 telekineticist, has been tied up and wants to release himself. The GM determines that untying the ropes is a highly complex manipulation that will take 2 rounds. This means that the MP cost for the endeavor is 25 MPs per round for 2 rounds; it takes Dworkin 3 segments to establish the discipline, and the level of concentration is "high."

Slide

Skill Level: 1 **MP Cost:** Variable
Range: 5 yards/level **TTC:** Variable
Duration: Sustained **Saving Throw:** None
Area of Effect: Object or individual

This discipline is analogous to Lift—it's a slow application of force in a single plane—except that with Slide,

the force is purely horizontal. The "base condition" of this discipline is a very slow rate of horizontal movement: 1 foot per second, or 60 feet per round. This can be increased, but at a significant cost; after all, Slide is intended to be a convenient way of moving heavy objects, not a creator of high-velocity projectiles.

The force generated by Slide can be applied in any direction; this direction can be changed at will by the telekineticist. (This is in contrast to the discipline Push, where the force is always generated directly away from the telekineticist.)

Base Condition: *Object weighs 5 lbs. or less; horizontal speed 1 ft. per sec. or less.*

MP Cost: *2 per round*

TTC: *2 segments*

Concentration: *Moderate*

Condition	Modifiers
Object weighs 5-10 lbs.	MP +1
Object weighs 11-50 lbs.	MP +2
Object weighs 51-100 lbs.	MP +3
Object weighs 101-250 lbs.	MP +4; Concentration +1
Object weighs 251-500 lbs.	MP x3; Concentration +2
Object weighs 501-1,000 lbs.	MP x4; Concentration +3;
Object weighs 1,001-2,000 lbs.	MP x5; Concentration +3
Object weighs 2,001-5,000 lbs.	MP x8; Concentration +3; TTC x2
Object weighs 5,001-10,000 lbs.	MP x10; Concentration +5; TTC x3
Object weighs 10,001-20,000 lbs.	MP x25; Concentration +5; TTC x4
Object weighs 20,000+ lbs.	Impossible
Subject is a living creature	MP x20; Concentration +2
Speed 1-5 feet per second	MP x2
Speed 6-10 feet per second	MP x3; Concentration +1
Speed 11-15 feet per second	MP x4; Concentration +2
Speed 16+ feet per second	Impossible

The maximum vertical speed that can be generated by Slide is 15 feet per second. All modifications for weight are made before modifications for speed. The GM can apply additional modifiers to account for exceptional circumstances (e.g., icy or greased surface, particularly rough surface, etc.).

Example: Darin, a Skill 10 telekineticist, wants to Slide a 2,500 pound boulder at 15 feet per second. The MP cost is 64 MPs per round ($2 \times 8 \times 4$); the concentration level required is "extreme," and the time to cast is 4 segments.

A telekineticist cannot use Slide on himself. The application of force from the Slide discipline is too smooth and steady to knock a character off his feet; it will force him in the desired direction, however... with nasty consequences if he's near a steep drop. In addition, the force is applied equally to all parts of the target. Thus, it can't be used to topple an object.

The force applied by this discipline is purely one-dimensional. A creature is totally free to move in any direction perpendicular to that in which the Slide force is working. (Thus, an enemy being pushed backwards by Slide is free to run to his left or right to try to escape the range of the discipline.)

The telekineticist must be within range of, and have a clear line of sight to, the subject for as long as the discipline is maintained. Breaking either condition terminates the discipline immediately. The discipline also terminates if the telekineticist has insufficient MPs to sustain it for another round.

Once a slid object comes to rest against a solid surface, the discipline can apply no more force to that object than is necessary to hold it there. In other words, Slide can hold an enemy against a wall, but it can't crush him against a wall. The initial impact against a solid object can inflict damage, however, dependent on the speed of impact:

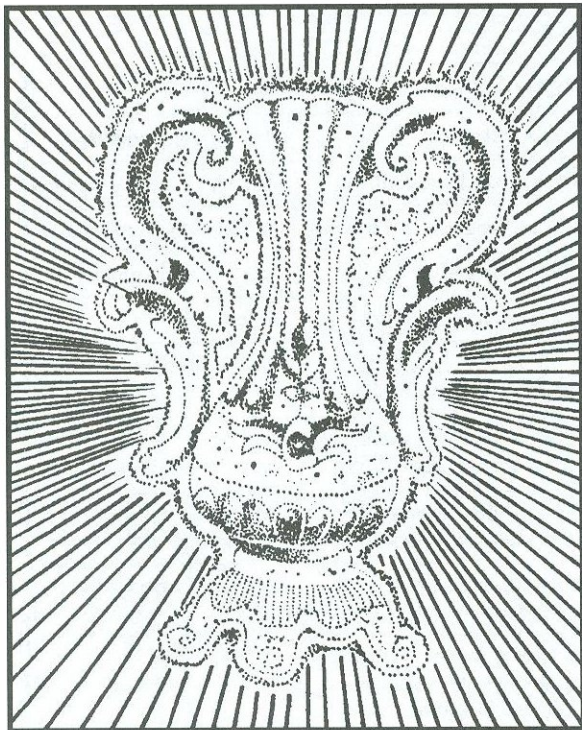
Speed	Damage Inflicted
1-5 feet/sec	none
6-10 feet/sec	1D3-1
11-15 feet/sec	1D4-1

||||| Skill 2 |||||

Bend

Skill Level: 2	MP Cost: Variable
Range: 5 yards/level	TTC: Variable
Duration: Sustained	Saving Throw: None
Area of Effect: Object	

As its name implies, this discipline lets the telekineticist bend a single object, ranging from a spoon to the bar of a jail cell. Bend can only be used on inanimate objects,



and only those objects which are at least partially flexible. (This condition excludes fragile objects, and generally limits the discipline's use to wood or metal.)

The telekineticist can choose how far he wants to bend the object. The maximum is a 180° bend (i.e., bent double). A telekineticist can't use Bend to tie a sword in a knot, for example. Objects can only be bent around their shortest axis. (In other words, you can Bend a sword blade in half so the point is next to the pommel. You can't bend the blade in half longitudinally, so it's as long as ever but only half as wide.) Bend will not work on objects whose shortest dimension is more than 10% of their longest dimension. (Thus, you can bend a bar—provided the length of the bar is more than 10 times its diameter—but you can't bend a cubic block of steel.)

The difficulty of this discipline and the number of rounds it takes to bend an object depend on both the size and the composition of the object. Obviously, it's faster and easier to bend a tin spoon than it is to bend a 10'-long bar of case-hardened steel. This is reflected in the following table:

Base Condition: *Object weighs less than 1 pound, composed of very soft metal (e.g. gold).*

MP Cost: 2 per round

TTC: 2 segments

Concentration: Moderate

Condition	Modifiers
Object weighs 1-5 lbs.	MP x1.5
Object weighs 6-15 lbs.	MP x2; Concentration +1
Object weighs 16-25 lbs.	MP x3; Concentration +1
Object weighs 26-50 lbs.	MP x7; Concentration +2
Object weighs 51-100 lbs.	MP x10; Concentration +3
Object weighs 101+ lbs.	Impossible
Longest dimension is 10-50 times shortest dimension	No modification
Longest dimension is 51-120 times shortest dimension	MP -10% (round fractions up)
Longest dimension is 121+ times shortest dimension	MP -25% (round fractions up)
Object is soft wood or soft metal (e.g., copper, lead) ¹	MP x2; TTC x2
Object is hard wood ²	MP x2; Concentration +1; TTC x2
Object is hard metal (e.g., iron, steel) ³	MP x5; Concentration +2; TTC x3
Object is exceptionally hard metal (e.g., case-hardened steel, adamantite) ⁴	MP x6; Concentration +4; TTC x5
Object is mithril ⁵	MP x2; Concentration +5; TTC x5

¹ 90° bend takes 3 segments

² 90° bend takes 5 segments

³ 90° bend takes 1 round

⁴ 90° bend takes 2 rounds

⁵ 90° bend takes 3 rounds

Modifiers are applied in the following order: weight, relative length, then composition.

Example: Darin (Skill 10) wants to bend the bar of his cell so he can escape. The bar weighs around 10 lbs., all told; it's 10 feet long and 1 inch thick (i.e., it's 120 times longer than it is thick), and it's made of specially-hardened steel. The MP cost is 42 MPs per round ($[(4 \times 2) - 10\%] \times 6$); the concentration level required is "extreme" (even after Darin's modifier for Skill Level), and the time necessary to establish the discipline is 5 segments.

The telekineticist must be within range of, and have a clear line of sight to, the subject for as long as the discipline is maintained. Breaking either condition terminates the discipline immediately. The discipline also terminates if the telekineticist has insufficient MPs to sustain it for another round.

Magical items receive a save vs. Spells to resist this discipline. Non-magical items receive no saving throw.

Break

Skill Level: 2
Range: 5 yards/level
Duration: Instantaneous
Area of Effect: Object
MP Cost: Variable
TTC: Variable
Saving Throw: None

This discipline is similar to Bend, except that it can only be targeted at fragile or potentially breakable objects: wooden lances, doors, stone pillars, etc. Objects can only be broken around their shortest axis. (In other words, you can break a lance in half, as if you'd broken it over your knee. You can't Break the lance longitudinally, down the center of its shaft.) Break will not work on objects whose shortest dimension is more than 10% of their longest dimension. (Thus you can break a wooden plank—provided the length of the plank is more than 10 times its thickness—but you can't break a cubic block of wood.)

The difficulty of this discipline depends on both the size and the composition of the object. Obviously, it's easier to break a chopstick than it is to break a 6"-thick stone pillar.

Base Condition: *Object weighs less than 1 pound, composed of light wood.*

MP Cost: 5

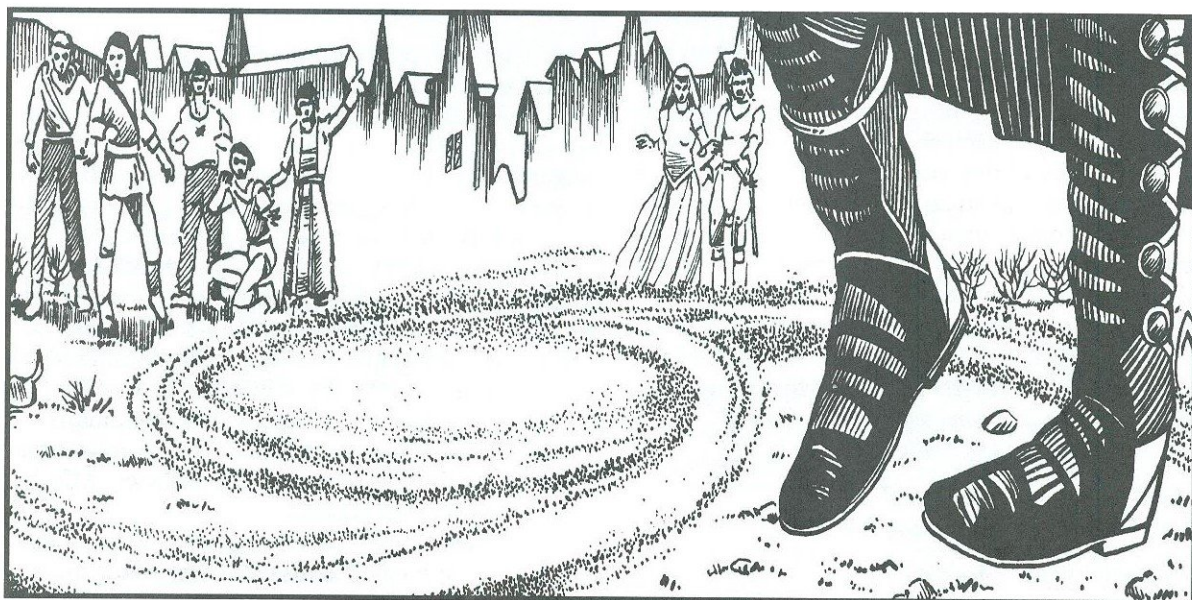
TTC: 1 segment

Concentration: Minimal

Condition	Modifiers
Object weighs 1-10 lbs.	MP x1.5
Object weighs 11-45 lbs.	MP x2; Concentration +1
Object weighs 46-75 lbs.	MP x3; Concentration +1
Object weighs 76-150 lbs.	MP x7; Concentration +2
Object weighs 151-300 lbs.	MP x10; Concentration +3
Object weighs 301+ lbs.	Impossible
Longest dimension is 10-50 times shortest dimension	No modification
Longest dimension is 51-120 times shortest dimension	MP -10% (round fractions up)
Longest dimension is 121+ times shortest dimension	MP -25% (round fractions up)
Object is highly brittle (e.g., balsa wood, thin china, etc.)	MP x1/2; Concentration -1
Object is moderately resistant to breakage (e.g., hard wood, thick earthenware)	MP x2; TTC x2
Object is soft stone (e.g., sandstone)	MP x5; Concentration +2; TTC x3
Object hard stone (e.g., granite, marble)	MP x6; Concentration +4; TTC x5

Modifiers are applied in the following order: weight, relative length, then composition.

Example: Darin (Skill 10) wants to Break the thick wooden pole that's been lowered across the road to



block his wagon. The pole weighs 25 pounds; it's 10 feet long, and 5 inches thick (i.e., it's 24 times longer than it is thick), and it's made of hard wood. The MP cost is 20 MPs; the concentration level required is "moderate" (after Darin's modifier for Skill Level), and the time necessary to establish the discipline is 2 segments.

The telekineticist must be within range of, and have a clear line of sight to, the subject.

Floating Disc

Skill Level: 2 **MP Cost:** Variable
Range: 15 yards **TTC:** Variable
Duration: Sustained **Saving Throw:** None
Area of Effect: Special

This discipline creates a circular, slightly concave plane of force. The disc can vary in its diameter and its weight-bearing capacity. It normally hovers about 3' above the ground, although it can be lowered to ease loading and unloading. It must remain within 15 yards of the telekineticist; within this area, the disc is under his full control. The disc can move at a maximum speed of 6. The disc will follow the telekineticist as long as he moves no faster than 6 (and assuming the level of concentration required doesn't preclude movement).

The telekineticist must be within range of, and have a clear line of sight to, the disc for as long as the discipline is maintained. Breaking either condition terminates the discipline immediately. The discipline also terminates if the telekineticist has insufficient MPs to sustain it for another round.

Base Condition: Load capacity 100 pounds
diameter 3 feet
MP Cost: 2 per round
TTC: 3 segments
Concentration: Minimal

Condition	Modifiers
Load capacity 300 lbs.	MP x2
Load capacity 500 lbs.	MP x5; Concentration +1
Load capacity 750 lbs.	MP x8; Concentration +2
Load capacity 1,000 lbs.	MP x10; Concentration +3
Diameter 4 feet	MP x1.5
Diameter 5 feet	MP x2
Diameter 6 feet	MP x3

The maximum load that the disc can carry is 1,000 lbs. Exceeding this limit causes the discipline to terminate instantly. The disc can't be made larger than 6' in diameter. Modifiers for weight are applied before those for diameter.

Example: Darin (Skill 10) has acquired a number of wooden statues. They're not particularly heavy—a total of 250 lbs.—but they take up a lot of space. He must use the largest Disc he can create. The MP cost is 12 per round (2x2x3). Time to cast and concentration level are unchanged: 3 segments and "minimal."

Jump

Skill Level: 2 **MP Cost:** Variable
Range: 0 **TTC:** Variable
Duration: Instantaneous **Saving Throw:** None
Area of Effect: Telekineticist

This discipline allows the telekineticist to make a single leap of prodigious proportions: whether forward, backward, or vertically upward. The MP cost for the discipline depends on the distance jumped.

Horizontal jumps—forward or backward—have a vertical arc of only 2 feet per 10 feet traveled. The discipline does not guarantee safety in landing or grasping at the end of the jump.

Base Condition: 15' forward/upward or
8' backward
MP Cost: 4 per round
TTC: 1 segment
Concentration: Minimal

Condition	Modifiers
Jump 20' forward/upward or 12' backward	MP x2
Jump 30' forward/upward or 18' backward	MP x3; TTC x2
Jump 40' forward/upward or 27' backward	MP x5; TTC x4

The maximum distance that can be jumped is 40 feet forward or directly upward, or 27 feet backward.

Example: Darin (Skill 10), pursued by bloodthirsty bandits, is faced by a 35'-wide chasm which he must jump to make his escape. The jump costs 20 MPs (4x5), and he must mentally prepare for 4 segments before taking off. Since the discipline is instantaneous, concentration level is unimportant.

Levitate

Skill Level: 2

Range: 0

Duration: Sustained

Area of Effect: Telekineticist

MP Cost: Variable

TTC: Variable Duration

Saving Throw: None

This discipline allows the telekineticist to lift himself bodily off the ground, but only in the vertical plane. (In this way, Levitate is similar to Lift.) The telekineticist can't move horizontally; he can pull himself along a ceiling, push himself away from a wall, or trust others to give him some horizontal velocity, however. The "base condition" of this discipline is a very slow rate of vertical movement: 1 foot per second, or 60 feet per round. This can be increased, but at a significant cost.

Base Condition: *Telekineticist plus equipment weighs 175 lbs. or less; vertical speed 1 foot per second or less.*

MP Cost: 5 per round

TTC: 3 segments

Concentration: Moderate

Condition	Modifiers
Telekineticist plus equipment weighs 176-225 lbs.	MP +2
Telekineticist plus equipment weighs 226-275 lbs.	MP +4
Telekineticist plus equipment weighs 276-350 lbs.	MP +7
Telekineticist plus equipment weighs 351+ lbs.	Impossible
Speed 1-5 feet per second	MP x2
Speed 6-10 feet per second	MP x3; Concentration +1
Speed 11-15 feet per second	MP x4; Concentration +2
Speed 16+ feet per second	Impossible

The maximum vertical speed that can be generated by Levitate is 15 feet per second. All modifications for weight are made before modifications for speed.

Example: Darin (Skill 10) needs to escape the tender mercies of some hobgoblins who have surrounded him. Considering the circumstances, he wants the highest vertical velocity he can generate—15 feet per second—to quickly get himself out of range of their bows. Darin



himself weighs 170 lbs., and he's carrying 60 lbs. of equipment. Thus the MP cost will be 36 MPs per round $([5 + 4] \times 4)$. The time to cast is 3 segments, and the concentration level required is "high."

If a levitating telekineticist strikes a solid object—for example, through forgetting that barrooms have ceilings—he takes damage, which varies depending on his speed:

Speed	Damage Inflicted
1-5 feet/sec	none
6-10 feet/sec	1D3-1
11-15 feet/sec	1D4-1

Push

Skill Level: 2 **MP Cost:** Variable
Range: 30 yards **TTC:** Variable
Duration: Instantaneous **Saving Throw:** None
Area of Effect: Object or individual

This discipline applies a sudden force to an object. Unlike Slide, Push is an instantaneous effect. Also, the force can be localized on a particular part of the target object or individual. Thus, it can be used to topple an object (unlike Slide).

In its base condition, Push is a very limited effect: to be precise, it can generate only 5 foot-lbs. of effort. This amount of work will move a 5-pound object 1 foot, or a 1-pound object 5 feet. This effect can be increased at the cost of more MPs.

Base Condition: 5 foot-lbs. of effort.
MP Cost: 3
TTC: 1 segment
Concentration: Minimal

Condition	Modifiers
10 foot-lbs.	MP x2
15 foot-lbs.	MP x4
20 foot-lbs.	MP x6
30 foot-lbs.	MP x12
50 foot-lbs.	MP x30

The maximum effort that can be applied by Push is 50 foot-lbs.

NOTE: Push is not intended to create high-speed projectiles, although the table above seems to hint at that possibility. (After all, at maximum effort Push should be able to move a 1-pound object 50 feet in minimal time.) In fact, the instantaneous nature of the discipline eliminates this possibility. The effect is simply too short-lived: no matter how much power is applied, an object will have time to move no more than 2 feet before the effect terminates. Once the discipline terminates, the object immediately stops moving as the laws of physics re-establish themselves. Thus, Push can't be used to throw missiles (that's the purpose of the discipline Throw).

Push can be used on a living creature to cause it to lose its balance. The creature receives a saving throw vs. Spells to resist this effect; the die roll is modified by -1 for each 10 foot-lbs. (or portion) of effort expended by the Push discipline. If the creature fails its save, it gets no attack in the round it was pushed, and suffers a -3 penalty to initiative on the subsequent round.

Example 1: Darin (Skill 10) wants to push a marble statue off its pedestal. The statue weighs 30 lbs. Considering the height of the statue, the width of its base, etc., the GM decides that a force of 12 lbs. applied to the head of the statue will be enough to topple it. This use of Push will cost 12 MPs.

Example 2: A gnoll with a bad attitude is bearing down on Dworkin (Skill 20). Dworkin's companions are otherwise occupied for a moment, and he figures he'd better do something to hold the gnoll off, at least for a round or two. He uses Push at maximum power: 50 foot-lbs., at a cost of 90 MPs. The gnoll must save vs. Spells with a -5 penalty on the die roll. If it fails its roll, it can't attack Dworkin this round, and suffers a -3 penalty to its Initiative roll next round. Hopefully, this will give Dworkin's companions enough time to get in on the action.

The telekineticist must be within range of, and have a clear line of sight to, the target or the discipline fails.

Shield

Skill Level: 2 **MP Cost:** Variable
Range: 1 yard **TTC:** Variable
Duration: Sustained **Saving Throw:** None
Area of Effect: Special

This discipline establishes a wall of force in front of the telekineticist. This wall of force provides significant protection against physical attacks—both in melee and from missile weapons—but none against magical effects. The Shield is about the same size and shape as a policeman's riot shield; thus it completely covers the telekineticist's front, but leaves his flanks and rear unprotected. The Shield moves with the telekineticist at

a speed of up to 12, and turns with him so it always protects his front no matter which way he's facing. If the telekineticist exceeds this speed or moves in a discontinuous manner (e.g., he is teleported somewhere), the discipline terminates.

Base Condition: *Shield provides Armor Class 4*
MP Cost: *3 per round*
TTC: *1 segment*
Concentration: *Moderate*

Condition	Modifiers
Shield provides Armor Class 2	MP x3; TTC x2
Shield provides Armor Class 1	MP x4; Concentration +1; TTC x3
Shield provides Armor Class 0	MP x8; Concentration +2; TTC x4
Shield provides Armor Class -1	MP x10; Concentration +3; TTC x4
Shield provides Armor Class -2	MP x15; Concentration +4; TTC x5

Armor Class -2 is the best protection that Shield can provide.

Example: Dworkin (Skill 20) is face to face with an angry ogre. With no escape route, Dworkin has little choice but to weather the attacks of the ogre until his colleagues can enter the fray and drive off the creature. The telekineticist wants the best protection he can get: AC -2. The MP cost is 45 MPs per round. The discipline takes 5 segments to establish, and the required concentration level is "high."

Wind

Skill Level: 2
Range: 20 yards
Duration: Sustained
Area of Effect: Special
MP Cost: Variable
TTC: Variable
Saving Throw: None

This discipline creates a steady breeze or wind that blows directly away from the telekineticist. Wind takes the form of a cone originating at the telekineticist. For each 10 yards of range, the cone spreads 2 yards. Thus, at maximum range, the cone of wind is 4 yards in diameter.

Wind is useful for dissipating smoke or vapors, for blowing out candles or torches, for fanning fires, or for

blowing loose papers around. It isn't powerful enough to be used as a weapon (directly, at least; cunning telekineticists might use Wind to blow dust or burning embers into an enemy's eyes).

Base Condition: *Wind velocity of 5 mph (gentle breeze)*
MP Cost: *3 per round*
TTC: *1 segment*
Concentration: *Moderate*

Condition	Modifiers
Wind velocity of 10 mph	MP x2
Wind velocity of 15 mph	MP x4
Wind velocity of 20 mph	MP x8; Concentration +2
Wind velocity of 25 mph	MP x15; Concentration +4

Skill 3

Crush

Skill Level: 3
Range: 10 yards
Duration: Instantaneous
Area of Effect: Object
MP Cost: Variable
TTC: Variable
Saving Throw: Neg.

This discipline creates a localized area of force that applies the equivalent of a crushing blow to a single inanimate object. The object must make a successful saving throw vs. Crushing Blow or be destroyed. (Magical items receive their normal bonuses to this die roll.) By expending additional MPs, the telekineticist can increase the force of the crushing blow. This has the effect of a penalty to the object's saving throw.



Base Condition: *No modification to saving throw.*
MP Cost: 10
TTC: 3 segments
Concentration: Moderate

Condition	Modifiers
-1 penalty to saving throw	MP +4
-2 penalty to saving throw	MP +8
-3 penalty to saving throw	MP +12
-4 penalty to saving throw	MP +20
-5 penalty to saving throw	MP +30

The maximum penalty that can be applied to the saving throw is -5.

Example: Darin (Skill 10) is faced by an enemy wielding a +1 sword, and figures his best chance of survival comes from destroying the weapon before it can be used. For a sword to resist a crushing blow, the saving throw is normally 7*; this is modified to 6 because of the sword's +1 bonus. Darin puts everything he can into the Crush discipline, at a cost of 40 MPs. The sword must roll 11 or better to avoid being destroyed.

The telekineticist must be within range of the object, and must have a clear line of sight to it; otherwise the discipline will fail. This discipline can't be used on a living creature.

**This saving throw may differ depending on the standard rule books used.*

Impact

Skill Level: 3 **MP Cost:** Variable
Range: 10 yards **TTC:** Variable
Duration: Instantaneous **Saving Throw:** Special
Area of Effect: Object or individual

This discipline is a more powerful version of Push, in that the force is much more intense and more concentrated. It can be used against an inanimate object or a living creature.

Against a creature, Impact has the same effect as a blow from a blunt object, which inflicts HTK of damage as does a normal attack. The subject receives no saving throw, and the telekineticist does not have to make an attack roll (the attack always hits its target). Against an inanimate object, Impact has the effect of a crushing blow. By expending more MPs, the telekineticist can either increase the damage inflicted on a creature or

modify an object's saving throw.

The maximum damage that can be inflicted by Im-

Base Condition: *Creature: 1D8 HTK of damage;
Object: no modification to saving throw.*

MP Cost: 12 per round
TTC: 4 segments
Concentration: Moderate

Condition	Modifiers
Creature suffers 2D8 HTK of damage	MP x2
Creature suffers 3D8 HTK of damage	MP x4
Creature suffers 4D8 HTK of damage	MP x8
Object suffers -1 penalty to saving throw	MP +5
Object suffers -2 penalty to saving throw	MP +9
Object suffers -3 penalty to saving throw	MP +13
Object suffers -4 penalty to saving throw	MP +25

fact is 4D8 HTK; the maximum modification that can be made to an item's saving throw is -4.

Example: Dworkin (Skill 20) is faced with a charging werewolf. He knows he'll probably only have one shot at the creature before it's on him, and so he'd better make it a good one. He decides to inflict the maximum allowable damage: 4D8 HTK. This costs him 96 MPs for the single attack.

The telekineticist must be within range of the target, and must have a clear line of sight to it; otherwise the discipline will fail.

Shatter

Skill Level: 3 **MP Cost:** Variable
Range: 10 yards **TTC:** Variable
Duration: Instantaneous **Saving Throw:** Neg.
Area of Effect: Object

This is a restricted—and "cheaper," in MP terms—version of Crush, in that it can only be used against innately brittle objects. This would include pottery or glassware, but wouldn't include metal objects such as swords. The object must make a successful saving throw vs. Crushing Blow or be destroyed. (Magical items receive their normal bonuses to this die roll.) By expending additional MPs, the telekineticist can increase the force of the crushing blow. This has the effect of a penalty to the object's saving throw.

Base Condition: *No modification to saving throw.*

MP Cost: 6

TTC: 3 segments

Concentration: *Moderate*

Condition	Modifiers
-1 penalty to saving throw	MP +3
-2 penalty to saving throw	MP +6
-3 penalty to saving throw	MP +9
-4 penalty to saving throw	MP +16
-5 penalty to saving throw	MP +20

The maximum penalty that can be applied to the saving throw is -5.

Example: Darin (Skill 10) wants to Shatter a Mirror of Life Trapping before it snares his compatriots. The normal saving throw vs. Crushing Blow for a glass mirror would be 20, but the GM decides that the Mirror's magic gives it a +2 bonus; thus it would save on an 18 or better. Darin wants to make this as much of a sure thing as possible, which would require a -2 modifier to the Mirror's saving throw to counteract its magical bonus. (The Mirror will still save on a natural 20, of course.) This use of Shatter will cost 12 MPs.

The telekineticist must be within range of the object, and must have a clear line of sight to it; otherwise the discipline will fail. This discipline can't be used on a living creature.

Throw

Skill Level: 3	MP Cost: Variable
Range: 2 yards ⁶	TTC: Variable
Duration: Instantaneous	Saving Throw: Neg.
Area of Effect: Object	

⁶ This figure refers to the maximum distance away from the telekineticist of the object to be thrown. Thus, a telekineticist can't mentally Throw a rock that is more than 2 yards away from him.

As its name implies, this discipline lets the telekineticist mentally throw an object. Unlike Push, this discipline gives the object speed that doesn't "vanish" when the discipline terminates. The object instantly accelerates to a speed that depends on the number of MPs expended on the discipline (the object suffers no ill effects from this sudden acceleration, however). Once it's reached this speed, the telekineticist has no further control over it, and it obeys the normal laws of physics. Throw can only be used on an object that is motionless with respect

to the telekineticist at the instant the discipline is used. (Thus, it can't be used to further accelerate a flying arrow, for example.)

The telekineticist has complete control over the initial direction of the throw (that is, he can throw it due north, towards the center of the doorway, or right at that charging orc over there).

Throw will only affect small objects weighing no more than 1 pound.

Base Condition: *Velocity of 10 feet per second.*

MP Cost: 8

TTC: 3 segments

Concentration: *Moderate*

Condition	Modifiers
Velocity 20 feet per second	MP x4; TTC x2
Velocity 50 feet per second	MP x8; TTC x3
Velocity 100 feet per second	MP x12; TTC x4

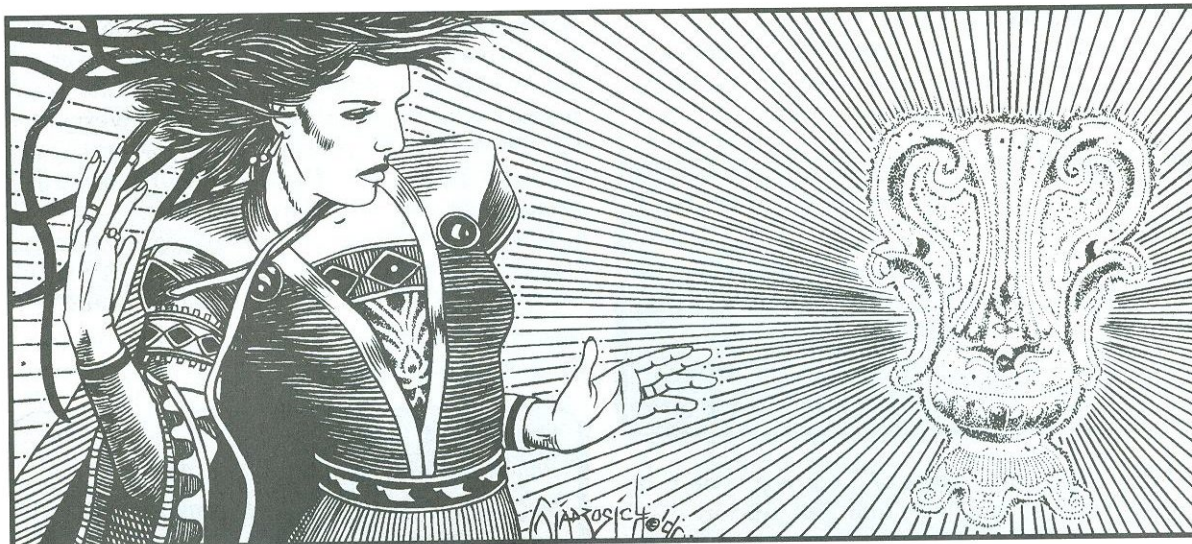
The maximum velocity at which an object can be thrown is 100 feet per second (fps)—almost 70 miles/hour! A one-pound object traveling at high speed is a formidable weapon, and inflicts damage as follows:

Velocity	Damage Inflicted
0 fps	1D3 HTK
20 fps	1D6 HTK
100 fps	5D6 HTK

To strike a target with a thrown missile, the telekineticist must make a normal 'to hit' roll. Range is a significant issue here, both in terms of accuracy and in terms of "windage" and projectile drop. This is reflected by the following ranges:

Velocity	Ranges		
	S	M	L
10 fps	1	2	3
20 fps	1	2	4
50 fps	1	4	8
100 fps	1	6	12

'To hit' rolls are modified by -2 at medium range and -



5 for long range. Telekineticists who know this discipline are considered to be "proficient" in its use, and so their 'to hit' rolls suffer no non-proficiency penalty.

Example: Dworkin (Skill 20) needs to silently pick off a guard who is 100 yards away from him. The telekineticist spies a rock at his feet, and decides to Throw it at the guard. To maximize his chances of hitting and the damage if he succeeds, Dworkin decides to Throw the rock at 100 feet per second. This costs 96 MPs, and Dworkin must concentrate on the discipline for 12 segments before he can Throw the rock. One hundred yards is long range for a 100 fps projectile, so Dworkin suffers a -5 penalty to his 'to hit' roll. If he succeeds in hitting the guard, the projectile inflicts 5D6 HTK of damage. (Note that Dworkin wouldn't have sufficient range to hit the guard at all if he threw the rock any slower. This and the prohibitively high MP cost for high-velocity throws seriously limits the effectiveness of this discipline for telekineticists of lower Skill Level.)

The telekineticist must be within range of the object to be thrown, and must have a clear line of sight to it and any target of the Throw; otherwise the discipline will fail. This discipline can't be used to Throw a living creature, even if it's under 1 lb. in weight (so throwing scorpions or poisonous spiders isn't an option).

This discipline lets the telekineticist decrease the kinetic energy of the molecules composing an inanimate object, which decreases that object's temperature. The MP cost for this discipline depends on the mass of the object to be affected, and the rate of temperature drop that the telekineticist wants to create. The lowest temperature to which any object can be reduced is -100° F.

Base Condition: *Object weighs 10 lbs. or less; temperature drop of 10° per round.*

MP Cost: *5 per round*

TTC: *1 round*

Concentration: *Extreme*

Condition	Modifiers
Object weighs 11-50 lbs.	MP +2
Object weighs 51-100 lbs.	MP +6; Concentration +1
Object weighs 101-200 lbs.	MP +15; Concentration +1
Temp. drop 20° per round	MP x2; Concentration +1
Temp. drop 30° per round	MP x4; Concentration +1
Temp. drop 50° per round	MP x7; Concentration +3

||||||| Skill 4 |||||||

Chill

Skill Level: 4
Range: 10 yards
Duration: Sustained
Area of Effect: Object

MP Cost: Variable
TTC: Variable
Saving Throw: None

The largest object that can be affected by Chill is 200 pounds; the maximum rate of temperature drop is 50° per round.

This discipline can be used to extinguish a burning object. If the temperature of a burning object is reduced below its "ignition temperature"—the temperature at which it catches fire—it immediately goes out. Different materials have different ignition temperatures, and burn at different temperatures once they've been ig-

nited. Some examples follow:

NOTE: These figures—and the whole discussion of ignition and burning temperatures—are intended for game use, and don't necessarily reflect the real world.

Substance	Ignition Temp.	Burning Temp.
Paper	450°	550°
Parchment	500°	575°
Alcohol	300°	1,200°
Oil	350°	900°
Wood	475°	575°

Thus if the temperature of a burning book is decreased by more than 100°—from 550° to below 450°—it ceases to burn.

Contact with very cold objects is painful and can cause physical damage. For each round (or portion) that bare flesh is in contact with exceedingly cold materials, the damage caused is as follows:

Temperature	Damage
16° or warmer	none
-25° to 15°	1D2 HTK
-26° and colder ⁷	1D4 HTK

⁷ Prolonged contact with objects this cold can cause long-lasting effects such as nerve damage. For each round after the first that a creature remains in contact with such an object, it must save vs. Spells. If it fails its save on any round, nerve damage has resulted. The area of the body in contact with the chilled object is numb and totally without feeling for 1D4 days. An affected limb will be exceptionally weak—and virtually useless—for the same period of time.

An object that has been chilled will return to its normal temperature at 10° per round, twice that if it's exposed to a significant source of heat such as a fire.

Example: Dworkin (Skill 20) wants to Chill the heavy crossbow in the hands of an enemy, and wants to drop its temperature as fast as possible. (Maybe the enemy will drop it.) A heavy crossbow weighs 14 lbs., and Dworkin wants to Chill it at 50° per round. The MP cost is 49 MPs per round $([5 + 2] \times 7)$; the concentration level is "extreme." The GM decides that the crossbow is currently slightly cooler than air temperature: about 50° F. In the first round, the crossbow's temperature drops to 0°. The crossbowman can drop it and avoid damage, but he elects to hang onto it; he takes 1D2 HTK of damage. In the second round, the crossbow drops to -50°. If the enemy continues to hang onto it, he suffers 1D4 HTK of

damage. Next round he must make a save vs. Spells to resist nerve damage. The pain is too much, however, and the crossbowman drops the weapon. Dworkin can't sustain the discipline any longer—he's already expended 98 MPs on it—so the crossbow begins to warm up at a rate of 10° per round. (Obviously, it will be some time before anyone can touch the weapon safely.)

The telekineticist must be within range of the object to be chilled, and must have a clear line of sight to it. This discipline can't be used to Chill a living creature.

Heat

Skill Level: 4	MP Cost: Variable
Range: 10 yards	TTC: Variable
Duration: Sustained	Saving Throw: None
Area of Effect: Object	

This discipline lets the telekineticist increase the kinetic energy of the molecules composing an inanimate object, which increases that object's temperature (the opposite of Chill). The MP cost for this discipline depends on the mass of the object to be affected, and the rate of temperature rise that the telekineticist wants to create. The only limitation on the temperature to which an object can be raised is the MP status of the telekineticist.

Base Condition: Object weighs 10 lbs. or less; temperature rise of 30° per round.

MP Cost: 8 per round

TTC: 1 round

Concentration: Extreme

Condition	Modifiers
Object weighs 11-50 lbs.	MP +3
Object weighs 51-100 lbs.	MP +6; Concentration +1
Object weighs 101-200 lbs.	MP +6; Concentration +2
Temp. rise 60° per round	MP x3; Concentration +1
Temp. rise 100° per round	MP x5; Concentration +2
Temp. rise 200° per round	MP x8; Concentration +3

The largest object that can be affected by Heat is 200 lbs.; the maximum rate of temperature rise is 200° per round.

This discipline can be used to ignite flammable objects. If the temperature of an object is raised above its "ignition temperature," it immediately catches fire. Different materials have different ignition temperatures. Some examples follow:

Substance	Ignition Temperature
Alcohol	300°
Oil	350°
Paper	450°
Parchment	500°
Wood	475°

NOTE: These figures—and the whole discussion of ignition temperatures—are intended for game use, and don't necessarily reflect the real world.

Thus, if the temperature of a book is raised to 450° or higher, it catches fire.

Contact with very hot objects is painful and can cause significant physical damage. For each round (or portion) that bare flesh is in contact with exceedingly hot materials, the damage caused is as follows:

Temperature	Damage
150° or cooler	none
151° to 200°	1D2 HTK
201° or hotter ⁸	1D4 HTK

⁸ For each round (or portion) that flesh is in contact with something this hot, the victim must roll a saving throw vs. Spells, with a -2 penalty. A failed save indicates one of the following disabilities:

Body Area	Disability
hand or foot:	unusable for 2D4 days
body:	disabled for 1D4 days
head:	unconscious for 2D4 turns

An object that has been heated will return to its normal temperature at 20° per round, or three times faster if it's immersed in water.

Example: Dworkin (Skill 20) wants to Heat the great helm on an enemy's head, and do so fast. A great helm weighs 10 lbs., and Dworkin wants to Heat it at 100° per round. The MP cost is 40 MPs per round (8 x 5); the concentration level is "high." The GM decides that the helm is about 65° F. In the first round, the helm's temperature climbs to 165°. The enemy can remove it and avoid damage, but he elects to keep it on; he takes 1D2 HTK of damage. In the second round, the helm climbs to 265°—hotter than boiling water. If the enemy continues to wear it, he suffers 1D4 HTK of damage. He must also save vs. Spells or fall unconscious from the heat and pain. He makes his save and removes the helmet. Dworkin terminates the discipline, so the helm

begins to cool at a rate of 20° per round. (If someone tosses the helm into a bucket of water, it will cool at 60° per round.)

The telekineticist must be within range of the object to be heated, and must have a clear line of sight to it. This discipline can't be used to Heat a living creature.

Kinetic Wall

Skill Level: 4	MP Cost: 8 per round
Range: 1 yard	TTC: 4 segments
Duration: Sustained	Saving Throw: None
Area of Effect: Special	

Like Shield, this discipline establishes a wall of force in front of the telekineticist. Kinetic Wall, however, offers considerably better protection against melee and missile weapons (with one significant exception, discussed later); it offers no protection against magical effects. The Kinetic Wall is square, 10 feet on a side; thus it completely covers the telekineticist's front, but leaves his flanks and rear unprotected. The Wall moves with the telekineticist at a speed of up to 12, and turns with him so it always protects his front no matter which way he's facing. If the telekineticist exceeds this speed or moves in a discontinuous manner (e.g., he is teleported somewhere), the discipline terminates.

The Wall is completely impenetrable to any object (or creature) that is traveling at more than 4 feet per second—a slow walk—in either direction. Thus, arrows, axe cuts, and sword thrusts will bounce off the barrier, as will a running person. Any object or creature moving slower than 3 feet per second passes through the Wall without being slowed down, and without even noticing it. Bludgeoning or slicing weapons that are swung slow enough to penetrate the barrier do no damage to anyone they strike. Piercing weapons can be used with effect through the barrier, as long as the thrust is slow and powerful; it's easy to dodge or block such a slow thrust, however, so the targets of these attacks gain a -4 bonus to their Armor Class as long as they can see and respond to the attack.

The Wall is incapable of resisting extreme impacts—such as the impact of a charging 2,000-pound bull. It is impenetrable to lesser impacts, however, so a charging orc will bounce off the Wall, taking as much damage from the experience as he would from running headlong into a stone wall. To determine if a Wall can resist a particular impact, multiply the weight of the creature or object in lbs. times its speed factor. If the result is equal to or less than 6,000, then the Wall resists the impact. If the result exceeds 6,000, however, the discipline instantly terminates and the telekineticist is stunned (as by

a Power Word for 1D2 rounds).

Example: An armored warrior (total weight 300 lbs.) slams into a Kinetic Wall at a movement rate of 12. Weight times movement rate is only 3,600, so the warrior bounces off the barrier. On the next round, a 2,000-pound bull, charging at a movement rate of 12, hits the wall. The bull's weight times its movement rate is 24,000. The Kinetic Wall collapses under the impact, the bull continues through unchecked, and the telekineticist who erected the Wall is stunned for 1D2 rounds.

Slow

Skill Level: 4	MP Cost: Variable
Range: 10 yards/level	TTC: Variable
Duration: Sustained	Saving Throw: Neg.
Area of Effect: Individual	

This discipline creates a field or net of force around a single creature. This field resists the creature's movements, making all physical actions slower by a factor of 2. Thus, its movement rate is halved, and it makes only half as many attacks per round as it normally would. In addition, all physical attacks by the creature suffer a -2 penalty. Finally, the subject of this discipline always acts last in a round. Slow has no effect on mental activity, however. The subject rolls Initiative normally if it is using magical or psionic abilities.

The effort and concentration involved in sustaining

this discipline depends on the STR of the creature involved. (For animals and monsters, the GM must estimate their STR attributes.)

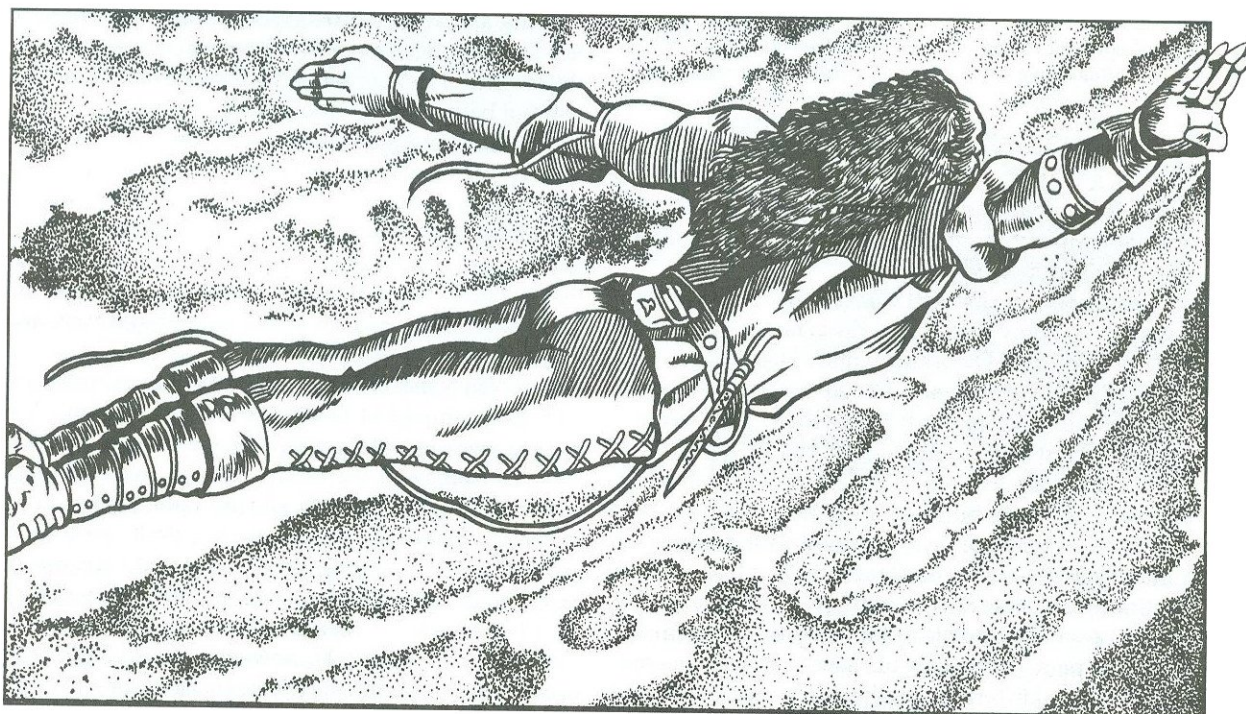
Base Condition:	<i>STR 14 or less.</i>
MP Cost:	<i>3 per round</i>
TTC:	<i>1 segment</i>
Concentration:	<i>High</i>

Condition	Modifiers
STR 15-18 (01)	MP x2
STR 18 (02-00)	MP x3; Concentration +1
STR 19-20	MP x4; Concentration +2
STR 21-22	MP x6; Concentration +3
STR 23-24	MP x10; Concentration +4

Creatures with a STR attribute of 25 or more are unaffected by this discipline.

Slow is an all-or-nothing affair: if the target creature has STR 20, the telekineticist must expend 12 MPs per round, or the discipline fails. Expending only a portion of the MPs required has no effect.

The telekineticist must be within range of the subject, and must have a clear line of sight to it; otherwise the discipline will fail.



Skill 5

Cleave

Skill Level: 5 **MP Cost:** Variable
Range: 15 yards/level **TTC:** Variable
Duration: Sustained **Saving Throw:** None
Area of Effect: Special

This discipline creates a thin plane of force, similar in dimensions to a sword blade, that the telekineticist can mentally wield as a weapon. The plane of force strikes twice per round, and can hit any creature that can be struck only by silver or +1 enchanted weapons.

The telekineticist must make normal 'to hit' rolls to strike with this weapon; he suffers no non-proficiency penalty, however. Damage and armor class adjustment vary with the number of MPs expended.

Base Condition: Strikes as dagger; 1D4/1D3⁹

MP Cost: 3 per round

TTC: 1 segment

Concentration: Extreme

⁹The figure before the slash refers to damage against size S or M opponents; the figure after the slash refers to damage against size L opponents.

Condition	Modifiers
Strikes as short sword; 1D6/1D8 HTK of damage	MP x2; Concentration +1
Strikes as long sword; 1D8/1D12 HTK of damage	MP x3; Concentration +2
Strikes as bastard sword; 2D4/2D8 HTK of damage	MP x4; Concentration +3
Strikes a two-handed sword; 1D10/3D6 HTK of damage	MP x5; Concentration +3

The plane of force created by this discipline is invisible to everyone but the telekineticist.

The telekineticist must be within range of the subject, and must have a clear line of sight to it, otherwise the discipline will fail.

Fly

Skill Level: 5 **MP Cost:** Variable
Range: 0 **TTC:** Variable
Duration: Sustained **Saving Throw:** None
Area of Effect: Telekineticist

This discipline allows the telekineticist to fly freely in any direction. The "base condition" of this discipline is a

very slow rate of movement: 1 foot per second, or 60 feet per round. This can be increased, but at a significant cost.

Base Condition: Telekineticist plus equipment weighs 175 lbs. or less; speed 1ft./second or less

MP Cost: 8 per round

TTC: 3 segments

Concentration: Moderate

Condition	Modifiers
Telekineticist plus equipment weighs 176-225 lbs.	MP +2
Telekineticist plus equipment weighs 226-275 lbs.	MP +4
Telekineticist plus equipment weighs 276-350 lbs.	MP +7
Telekineticist plus equipment weighs 351+ lbs.	Impossible
Speed 1-5 ft. per second	MP x2
Speed 6-10 ft. per second	MP x3; Concentration +1
Speed 11-15 ft. per second	MP x4; Concentration +2
Speed 16+ ft. per second	Impossible

The maximum speed that can be generated by Fly is 15 feet per second. All modifications for weight are made before modifications for speed. In this context, "speed" is the telekineticist's total velocity, including both vertical and horizontal components (i.e., not just "ground speed").

If a flying telekineticist strikes a solid object, he takes damage, which varies depending on his speed:

Speed	Damage Inflicted
1-5 feet/sec	none
6-10 feet/sec	1D3-1
11-15 feet/sec	1D4-1

A flying telekineticist is Maneuverability Class A.

Kinetic Dome

Skill Level: 5 **MP Cost:** 10 per round
Range: 0 **TTC:** 5 segments
Duration: Sustained **Saving Throw:** None
Area of Effect: 15' diameter hemisphere

This discipline is like Kinetic Wall except that it creates a dome centered over the telekineticist's position. The Dome moves with the telekineticist at a speed of up to 12. If the telekineticist exceeds this speed or moves in a discontinuous manner (e.g., he is teleported somewhere), the discipline terminates.

The Dome is completely impenetrable to any object (or creature) that is traveling at more than 4 feet per second—a slow walk—in either direction. Thus, arrows, axe cuts, and sword thrusts will bounce off the barrier, as will a running person. Any object or creature moving slower than 3 feet per second passes through the Dome without being slowed down, and without even noticing it. Bludgeoning or slicing weapons that are swung slow enough to penetrate the barrier do no damage to anyone they strike. Piercing weapons can be used with effect through the barrier, as long as the thrust is slow and powerful; it's easy to dodge or block such a slow thrust, however, so the target of the attack gains a -4 bonus to their Armor Class as long as he can see and respond to the attack. The Dome is totally ineffective against magical attacks.

The Dome is incapable of resisting extreme impacts; it is impenetrable to lesser impacts, however. To determine if a Dome can resist a particular impact, multiply the weight of the creature or object in lbs. by its speed factor. If the result is equal to or less than 8,000, the Dome resists the impact. If the result exceeds 8,000, however, the discipline instantly terminates and the telekineticist is stunned (as by a Power Word for 1D2 rounds). (See the description of Kinetic Wall for an example.)

||||| Skill 6 |||||

Compress

Skill Level: 6 **MP Cost:** Variable
Range: 30 yards **TTC:** Variable
Duration: Sustained **Saving Throw:** Neg.
Area of Effect: Object or individual

This difficult discipline allows the telekineticist to decrease the spacing between the molecules that make up an object or creature. This decreases the size of the target, but doesn't change its weight or its number of HTK or Structural Points; neither does it alter a creature's STR. (Theoretically, more dense muscle tissue makes up for the loss of leverage involved.)

Compress immediately shrinks the target to half its normal dimensions. Note that this doubles the object's density, so that something that normally floats might, when compressed, sink like a rock. Because of their greater density, compressed objects receive a +5 bonus

to saving throws vs. Crushing Blows or Falls.

Compressed creatures move at half their normal rate; Initiative and 'to hit' rolls are unaffected. Damage inflicted by any physical attack—whether by weapon or natural weaponry—is one-half of normal. (For convenience, assume that all clothing and equipment on the person of a compressed target is also reduced in size.)

The effort required to Compress a target depends on its mass and whether it's alive or inanimate.

Base Condition: *Target weighs 50 lbs. or less; target is inanimate.*

MP Cost: 10 per round

TTC: 1 round

Concentration: High

Condition	Modifiers
Target is alive	MP x2; Concentration +2
Target weighs 51-100 lbs.	MP x12; Concentration +2
Target weighs 101-200 lbs.	MP x2; Concentration +2
Target weighs 201-350 lbs.	MP x3; Concentration +3
Targets weighs 350+ lbs.	Impossible

Living creatures receive a saving throw vs. Spells to resist this discipline; inanimate objects receive a saving throw vs. Lightning.

The telekineticist must be within range of the subject, and must have a clear line of sight to it, otherwise the discipline will fail.

Compress can't be targeted specifically on a hollow object that contains something else. This excludes the possibility of compressing an enemy's helmet so it crushes his head, or compressing a locked chest, hoping that its contents will burst it apart at the seams. In both cases, the discipline is an all-or-nothing affair. Either it compresses both chest and contents—or helmet and wearer—or it compresses neither (at the GM's option). It can be targeted at an object mounted to something else, in which case the target will shrink and fall away from whatever it was mounted on. (Thus, a compressed door will fall out of its frame; a compressed breastplate will drop off the warrior wearing it.)

Disintegrate

Skill Level: 6 **MP Cost:** Variable
Range: 30 yards **TTC:** Variable
Duration: Instantaneous **Saving Throw:** Neg.
Area of Effect: Special

This powerful discipline breaks down the bonds between the molecules making up an object or creature, totally disintegrating it.

The effort required to Disintegrate a target depends on its mass and whether it's alive or inanimate.

Base Condition: *Target weighs 50 lbs. or less; target is inanimate.*

MP Cost: 15

TTC: 1 round

Concentration: *Extreme*

Condition	Modifiers
Target is alive	MP x2; Concentration +2
Target weighs 51-100 lbs.	MP x12; Concentration +1
Target weighs 101-200 lbs.	MP x2; Concentration +2
Target weighs 351-500 lbs.	MP x10; Concentration +3
Target weighs 501-1,000 lbs.	MP x15; Concentration +3

Targets weighing more than 1,000 lbs. cannot be disintegrated. (Note that the cumulative modifiers make it impossible to Disintegrate a living creature that weighs more than 350 lbs.)

Living creatures receive a saving throw vs. Spells to resist this discipline; inanimate objects receive a saving throw vs. Disintegration.

The telekineticist must be within range of the subject, and must have a clear line of sight to it, otherwise the discipline will fail.

Enlarge

Skill Level: 6
Range: 30 yards
Duration: Sustained
Area of Effect: Object or individual
MP Cost: Variable
TTC: Variable
Saving Throw: Neg.

This difficult discipline allows the telekineticist to increase the spacing between the molecules that make up an object or creature. This increases the size of the target, but doesn't change its weight or its number of HTK or Structural Points; neither does it alter a creature's STR. (Theoretically, less dense muscle tissue makes up for the increased leverage provided by longer limbs.) This discipline is the reverse of Compress; the two disciplines can be used to counter each other.

Enlarge immediately expands the target to twice its normal dimensions. Note that this halves the object's density, so that something that normally sinks might,

when enlarged, be able to float. Because of their decreased density, enlarged objects receive a -3 penalty to saving throws vs. Crushing Blows or Falls.

Enlarged creatures move at twice their normal rate; Initiative and 'to hit' rolls are unaffected. Damage inflicted by any physical attack—whether by weapon or natural weaponry—is twice normal. (For convenience, assume that all clothing and equipment on the person of a enlarged target is also increased in size.)

The effort required to Enlarge a target depends on its mass and whether it's alive or inanimate.

Base Condition: *Target weighs 50 lbs. or less; target is inanimate.*

MP Cost: 10 per round

TTC: 1 round

Concentration: *High*

Condition	Modifiers
Target is alive	MP x2; Concentration +2
Target weighs 51-100 lbs.	MP x1.5; Concentration +1
Target weighs 101-200 lbs.	MP x2; Concentration +2
Target weighs 201-350 lbs.	MP x3; Concentration +3

Enlarge does not work on targets weighing more than 350 lbs.

Living creatures receive a saving throw vs. Spells to resist this discipline; inanimate objects receive a saving throw vs. Lightning.

The telekineticist must be within range of the subject, and must have a clear line of sight to it, otherwise the discipline will fail.

Enlarge can't be targeted specifically on a hollow object that is even partially contained within something else. This excludes the possibility of enlarging an enemy within his armor. The discipline is an all-or-nothing affair. Either it enlarges both the wearer and his armor, or it enlarges neither (at the GM's option).

MAGIC ITEMS

There exist several items that bear the same relationship to telekinesis that magic items do to normal magical abilities. Several such items are described below. The GM should feel free to design any other items as he sees fit.

Although individual GMs may wish to rule otherwise, most of these items can be created (and used) only by telekineticists. Exceptions are noted in the text.

Ring of Shielding: Usually appearing as a plain platinum ring, this item allows a telekineticist to create and maintain a Kinetic Wall with minimal concentration and MP expenditure. To activate the ring, the telekineticist must know its word of power. When the telekineticist speaks this word, a Kinetic Wall is immediately created. The telekineticist must concentrate at a "minimal" level, and must expend 1 MP per round to maintain the Wall. The Wall has the same limitations with regard to extreme impact that the normal Kinetic Wall discipline has; however, if the Wall is destroyed by impact, the telekineticist wearing the ring is not stunned. The Wall can be dropped at any time. A telekineticist using this ring doesn't have to know the Kinetic Wall discipline, or even be of sufficient Skill Level to qualify for its use.

Ring of Suppression: Also non-descript in appearance, this ring creates a permanent area around it within which telekinetic activities are impossible (the effects are suppressed, hence the name). The area affected varies from ring to ring, but is usually a hemisphere of 6' or 10' radius. If this ring is worn by a telekineticist, he is unable to use any telekinetic disciplines; he can still engage in psionic combat, however. No telekinetic power can reach into the area of effect. (Thus, the wearer—and anyone else within the radius of effect—cannot be affected by Enlarge, Impact, etc.) Note that an object propelled by the discipline Throw is not strictly under the effect of a telekinetic discipline once it's in flight; it's merely a high-speed projectile that obeys the normal laws of physics. Thus, a thrown object can enter the ring's area of effect without penalty. This ring can be worn by anyone of any character class.

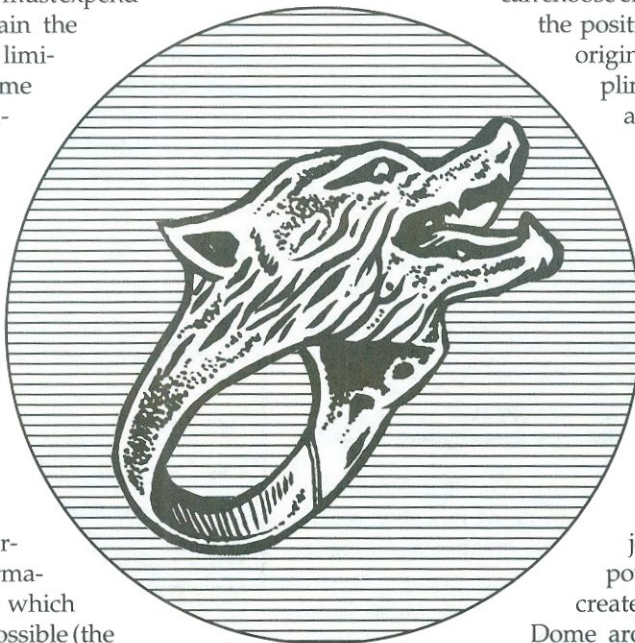
Telekinetic Focus: This can take the form of any small object, but is usually a 1" cube of black basalt. Before a telekineticist can use it, he must "attune" it to himself. This process takes 1 hour of uninterrupted concentration on the object. Once it's attuned, the telekineticist can use the Focus as the originating point of any telekinetic discipline, as long as the Focus itself is within range of the discipline he's using. Thus, the Focus lets a telekineticist significantly extend the range of any discipline.

For example, a telekineticist is expecting to be attacked from a certain direction, and is ready to use the discipline Impact to fight off his attackers. He wants to be able to engage the attackers at the greatest range possible. The normal range for Impact is 10 yards. The telekineticist places a Telekinetic Focus 10 yards away from his position. When he uses Impact, he can choose either his own position or the position of the Focus as the originating point for the discipline. (Thus, he can attack anyone who comes within 10 yards of the Focus.)

The telekineticist should then have unobstructed line of sight to both the Focus and the eventual target of the discipline.

Ward: Like a Telekinetic Focus, this item can take the form of any small object. When the word of power is spoken, the Ward creates a 15'-radius Kinetic Dome around itself. The Dome remains in existence for up to 6 hours, or until a word of release is spoken. The Ward must be "recharged" for twice as long as the Dome was maintained; during this recharge period, the Ward is totally inert. If the Dome is breached by extreme impact, the Ward becomes inert for 24 hours. Any Character can use a Ward, assuming that he knows the appropriate word of power.

The Ward must always be stationary when it is triggered. Subsequently moving it immediately terminates its effect.



TELEKINETICISTS AND THE CAMPAIGN

Telekineticists are perhaps more likely than any other sub-class of psionicist to become adventurers. Although their early training is highly theoretical, they must at some time move out of the library into the real world to learn how the laws of physics actually operate "in the field." The fact that they are more skilled at combat than any other type of psionicist certainly their life expectancy.

Adventuring telekineticists are quite likely to conceal their true abilities even from traveling companions, at least until they feel they can trust their colleagues.

Psionic abilities of all kinds are frequently distrusted, after all, and psionics are widely hated and feared. Telekineticists are usually more or less loners, however, and probably won't form long-term bonds with other adventurers.

• SAMPLE NON-PLAYER CHARACTER

Holly Greenbough

Human, Skill 8 telekineticist

STR: 10, INT: 13, INS: 14, STA: 9, DEX: 10, APL: 11

HTK: 15, AC: 8

MV: 12", AL: C. Good (Neutral tendencies)

AT: 1, DM: (by weapon), THAC0 17

HT: 5'9", WT: 120 lbs.

Weapon Proficiencies: dagger, short sword, light crossbow

Weapons: dagger, short sword, light crossbow

Armor: Leather

Magic Items: ward

Disciplines:

Skill 1: Feather Fall, Lift, Manipulate

Skill 2: Bend, Break, Floating Disc, Shield, Wind

Skill 3: Impact, Throw

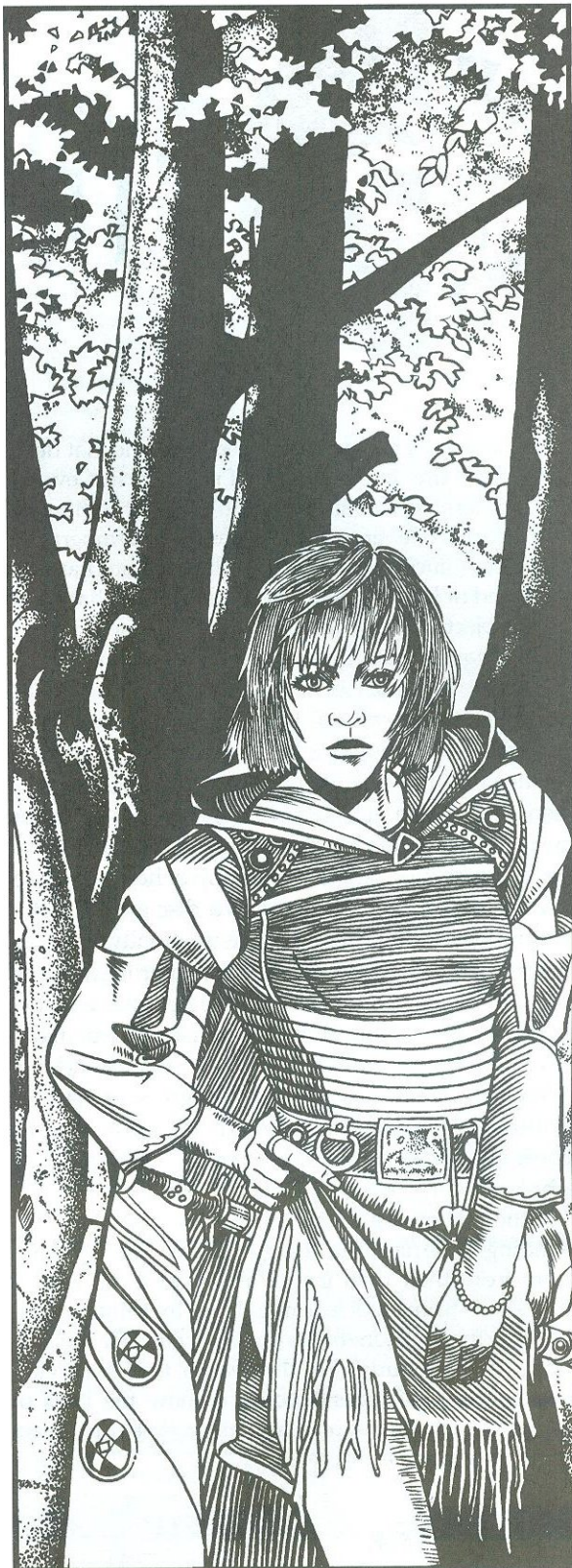
Specials: none

Holly Greenbough is in her mid-20s, tall and slender—and somewhat gangly—with short-cropped blonde hair and green eyes. She was orphaned at age 2, and raised by a family of half-elves. No one knows the identity of her true parents, so she took the name of the family who raised her.

Her adoptive family quickly realized that Holly had the potential to become a psionics. While others might have tried to repress the child's abilities, the Greenboughs saw Holly's abilities as a gift to be cultivated. As soon as Holly was old enough to profit from it, they sought out a telekineticist to train her.

Holly loved the supportive environment of the Greenboughs' home, and enjoyed browsing through the books provided by her tutor. When she reached 21, however, her adoptive parents gently urged her to "leave the nest." For the past four or so years, Holly has been traveling the land. At her core, she retains much of the naiveté of her childhood, but she affects a mild cynicism to conceal this. When Holly makes a mistake in dealing with people, it's usually through being too trusting, however, rather than the opposite.

The adventuring life appeals to Holly; how else could she satisfy the strong curiosity that has been part of her nature since birth? She has learned to be more careful over who she reveals her true abilities to. Most of the time she poses as a scholar who's received a modicum of warrior training.



CHAPTER 5 PYROMANCERS

Pyromancy is usually defined as magic that deals with fire. In the context of psionics, however, it refers to the ability to control the flow of different forms of energy, and to change the temperature of objects. (Since this latter ability depends on changing the speed or kinetic energy of the molecules that make up an object, it's similar in some ways to telekinetics.)

Pyromancers are highly attuned to energy around them, and can sense fluctuations in that energy. Through concentration, they can sense the nature and causes of alterations in the energy flux, and can modify the flux to suit themselves. Though it may seem that pyromancers can create energy, all they are in fact doing is altering and directing the energy that already surrounds them in the form of heat, light, etc. Thus, when a pyromancer uses a discipline to—for example—create a Heat Ray, he is actually drawing energy from his surroundings and altering it to suit himself. This can be experienced by people who are close to the pyromancer. When he uses a particularly powerful discipline, the temperature around the pyromancer might drop by a few degrees, or the level of illumination around him might decrease slightly. These effects are subtle, however, and only someone who's actively looking for them will notice them.

Although pyromancers must have a solid understanding of the nature of energy, this knowledge comes more from their own innate ability to sense energy fluxes than from book learning. Thus, they must spend less time than telekineticists during their early training in reading and study. (For this reason, they don't gain a telekineticist's understanding of how the laws of physics can be used in ways other than the direct application of their disciplines.)

• WORLD VIEW

Many of the disciplines wielded by pyromancers are either directly or indirectly destructive; at high Skill

Levels, their powers can be highly destructive indeed. Thus, only certain personality types will be drawn to explore these abilities. By far the majority of pyromancers, then, are Evil in alignment. Since psionicists—almost by their very nature—are usually loners, and more or less selfish, the most common alignment for pyromancers is N. Evil, with C. Evil coming in a close second. Certainly there are Lawful or Good pyromancers, but they are rare individuals indeed.

Pyromancers are not the naive, bookish types that low-Skill telekineticists are, or introspective philosophers like somniomancers. To develop their abilities they must be willing to experiment, and hone their skills "in the field." Thus, pyromancers are very likely to become adventurers . . . although the companions they choose are more likely to be wandering bandits or others who share their outlook on life.

Pyromancy is a discipline that's hated and feared as much as somniomancy and telepathy, although for a different reason. There are very few societies where pyromancers can practice openly, or even admit their abilities. For this reason, pyromancers usually find it very difficult to find teachers and mentors. Thus, pyromancers have to develop "street smarts" when quite young in order to find those who will train them . . . and then persuade them to do so. In game terms, this is reflected by a relatively high APL attribute: pyromancers must have an APL of 12 or better. (In this case, APL corresponds to "people skills" and persuasion, not to physical attractiveness.)

The abilities of a pyromancer are hard to disguise, unlike those of telekineticists. Anyone seeing a pyromantic discipline in use will almost certainly recognize its nature. Thus, pyromancers are forced to use their abilities in secret, or only in situations where it doesn't matter that people recognize their powers.

Long-term cooperation between pyromancers is rare. Certainly, several pyromancers might collaborate for a short period of time, working towards a limited goal, but over long periods of time the selfish and Evil nature of

the participants will break up the partnership. This break-up might take the form of the pyromancers simply going their own ways, or might lead to conflict as one pyromancer tries to improve his position to the detriment—possibly the terminal detriment—of the others. This makes it very difficult for a faction of pyromancers to challenge the government of the realm they live in. The faction will be internally unstable, and usually will be destroyed by in-fighting and back-stabbing.

• COMBAT

Pyromancers use the Magic-User Combat Result Table and are free to use leather armor, and no shields, but are limited to the selection of weapons open to magic-users. To reflect their knowledge of and attunement to energy fluxes, they receive a +1 bonus to all saving throws vs. Fire and Electricity (both the mundane and magical varieties).

Pyromancers can engage in psionic combat.

• PYROMANCY

The disciplines available to a pyromancer all relate in one way or another to energy or temperature.

Skill 1	Skill 2	Skill 3
Affect Normal Fires	Beam of Light	Burn
Heat	Cool	Chill Metal
Ignite	Darkness	Fire Curtain
Light	Extinguish	Fire Missiles
Melt	Fire Protection	Freeze
	Homeostasis	Ground
	Intensify Fire	Heat Metal
	Pillar of Fire	Heat Ray
	Warmth	Static Charge
		Wall of Fire
Skill 4	Skill 5	Skill 6
Energy Armor	Fire Blast	Animate Fire
Fire Stream	Fire Strands	Energy Quench
Static Discharge	Lightning Bolt	Summon Fire Elemental

• DISCIPLINE DESCRIPTIONS

||||||| Skill 1 |||||

Affect Normal Fires

Skill Level: 1
Range: 3 yards/level
Duration: Sustained
Area of Effect: 10' radius
MP Cost: 1 per round
TTC: 2 segments
Saving Throw: None

This discipline allows the pyromancer to cause small non-magical fires—ranging in size from a small torch to as large as a 20'-diameter bonfire—to reduce in size and brightness until they are mere coals, or increase in intensity to become as bright as full daylight, with double their normal range of illumination. This affects neither their rate of fuel consumption nor the damage that they inflict. The discipline can affect any or all fires in its area of effect, although all fires must be affected in the same way (reduced or expanded). The pyromancer can change the type and degree of effect at will as long as he sustains the discipline.

Maintaining this discipline requires minimal concentration by the pyromancer. He can perform any physical action and can use any other disciplines, limited only by his MP level. Wounding the pyromancer does not terminate the discipline, although rendering him unconscious or killing him does so. The pyromancer must have direct line of sight to the fire(s) to be affected.

Heat

Skill Level: 1
Range: 1 foot
Duration: Sustained
Area of Effect: Object
MP Cost: 1 per round
TTC: 2 segments
Saving Throw: None

This discipline allows the pyromancer to raise the temperature of any small object weighing less than 10 pounds. The rate of temperature increase is 50° per round. Heat cannot raise the temperature of an object past its melting point, nor—in the case of flammable substances—past its ignition temperature. (There are other disciplines intended to do these things.) This is intended more as a “convenience discipline” for pyromancers, allowing them to boil a pot of water or cook food without using a fire. (Note that the limited range makes this discipline virtually useless as an attack form.)

Once the discipline is terminated, the object returns to its previous temperature at a rate of 20° per round, triple that if it's immersed in water.

Heated objects can cause damage to anyone who touches them or picks them up. For each round (or portion) that bare flesh is in contact with exceedingly hot materials, the damage caused is as follows:

Temperature	Damage
150° or cooler	none
151° to 200°	1D2 HTK
201° or hotter ¹	1D4 HTK

¹ For each round (or portion) that flesh is in contact with something this hot, the victim must roll a saving throw vs. Spells, with a -2 penalty. A failed save indicates one of the following disabilities:

Body Area	Disability
hand or foot:	unusable for 2D4 days
body:	disabled for 1D4 days
head:	unconscious for 2D4 turns

The pyromancer must be able to see the object to be heated, and must concentrate on it to a moderate degree. He can take any physical action—keeping in mind the range of the discipline—but cannot use any other discipline. Wounding, killing, or rendering the pyromancer unconscious terminates the discipline.

Ignite

Skill Level: 1	MP Cost: 4
Range: Touch	TTC: 1 segment
Duration: Instantaneous	Saving Throw: None
Area of Effect: Special	

This discipline allows the pyromancer to ignite, by touch, any flammable object. Once ignited, the object continues to burn until extinguished by other means. To determine how much of a large object—such as a house—can be ignited instantly, consider the effect of this discipline to be equal to contact with a burning torch. (Thus, it can set fire to the edge of a thatched roof, but the fire will have to spread normally before the entire roof is aflame.)

One use of this discipline can ignite several small objects, such as 6 candles or 2 torches.

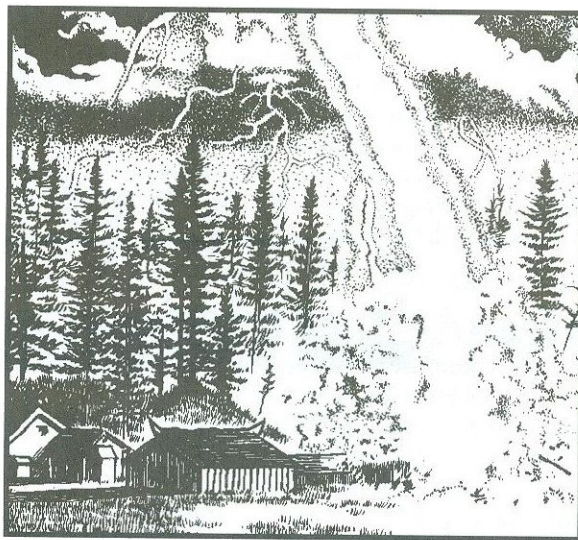
Light

Skill Level: 1	MP Cost: 3 per round
Range: 30 yards	TTC: 1 segment
Duration: Sustained	Saving Throw: Special
Area of Effect: 15'-radius globe	

This discipline is similar in effect to the spell of the same name. It creates a luminous glow, equal in illumination to torchlight, that illuminates an area 15' in diameter. Like the spell, the discipline Light must be focused on an object (or creature; see below). The pyromancer must have a clear line of sight to the object.

Once created, the effect is immobile, unless the object on which it is cast is mobile, then the effect moves with the focus object.

Light can be focused on the optical organs of a creature, which receives a saving throw vs. Spells to resist the effect. A successful save means that the disci-



pline is centered on an object immediately behind the target; if there is no object within range—for example, if the target is airborne—the discipline fails. (The pyromancer still expends 3 MPs, of course.) A failed saving throw means that the target creature is blinded for as long as the discipline remains in effect.

The discipline immediately terminates if the object or creature on which it was used is more than 30 yards from the pyromancer. A minimal level of concentration is required. The pyromancer can take any physical action and can use any other discipline; however, wounding the pyromancer or rendering him unconscious immediately terminates the discipline.

Melt

Skill Level: 1	MP Cost: 5 per round
Range: 10 yards	TTC: 2 segments
Duration: Sustained	Saving Throw: None
Area of Effect: Object	

This discipline allows the pyromancer to raise the temperature of a single metal object, eventually to the melting point. While this is similar in effect to Heat Metal, there are some significant differences. One is that only a single object can be heated; the second is that the heating process is considerably slower.

The rate of heating is considerably faster than for the discipline Heat: 100° per round. There is no limit to the temperature that can be achieved, however.

Before it reaches its melting point, metals will start to soften. With armor, this has the effect of lowering the Armor Class of the affected armor by 2. (Thus, softened chain mail becomes AC 7 rather than AC 5.) For ease, refer to the following table to determine how many

rounds of Melt are necessary to soften and melt different types of metal:

Metal	Soften	Melt
Soft metals (gold, lead)	2	3
Copper	3	5
Hard metals (steel)	4	6
Adamantine	5	7
Mithril	6	8

NOTE: This system represents a significant simplification for game purposes, and doesn't necessarily reflect the "real world" nature of these materials.

Hot metal objects can cause damage to anyone who touches them or picks them up. For each round (or portion) that bare flesh is in contact with exceedingly hot materials, the damage caused is as follows:

Temperature	Damage
150° or cooler	none
151° to 200°	1D2 HTK
201° or hotter ²	1D4 HTK

² For each round (or portion) that flesh is in contact with something this hot, the victim must roll a saving throw vs. Spells, with a -2 penalty. A failed save indicates one of the following disabilities:

Body Area	Disability
hand or foot:	unusable for 2D4 days
body:	disabled for 1D4 days
head:	unconscious for 2D4 turns

The pyromancer must be able to see the object to be melted, and must concentrate on it to a moderate degree. He can take any physical action—keeping in mind the range of the discipline—but cannot use any other discipline. Wounding, killing, or rendering the pyromancer unconscious terminates the discipline.

Heated metal cools at a rate of 50° per round, three times that if immersed in cold water. Softened material regains its normal AC rating after 2 rounds of cooling.

||||| Skill 2 |||||

Beam of Light

Skill Level: 2	MP Cost: 5 per round
Range: Special	TTC: 2 segments
Duration: Sustained	Saving Throw: Special
Area of Effect: Special	

This discipline allows the pyromancer to create a concentrated beam of bright light that springs from either his fist or his eyes (pyromancer's choice). The pyromancer can control the direction of the Beam, either by changing the direction of his gaze or by pointing with his clenched fist.

The Beam is considerably brighter than that created by a bullseye lantern, with a range of 100'. It is also more concentrated: at maximum range, the Beam spreads to a diameter of 3'.

The pyromancer can focus the Beam on the optical apparatus of a single enemy, who receives a saving throw vs. Spells, at a -2 penalty. A failed save means that the target is dazzled, effectively blinded for 1D3 rounds. The pyromancer can affect 1 enemy per round. (Obviously, the pyromancer must have a clear line of sight to the target, and the target must be looking toward the pyromancer.)

Cool

Skill Level: 2	MP Cost: 8 per round
Range: 0	TTC: 2 segments
Duration: Sustained	Saving Throw: None
Area of Effect: 15'-radius sphere	

This discipline allows the pyromancer to lower the temperature within 15' of his body to a comfortable level—around 70° F—or by 100°, whichever is less. (This counters spells and effects that raise the ambient temperature.) In addition, the heating effects of powers such as Heat Metal—both the magical and psionic versions—are lessened within this area. All persons and objects within the area of Cool receive a +2 bonus to saving throws. For effects—like psionic disciplines—that cause a specific rise in temperature every round, this rise is halved. (Thus, within the area of Cool, the psionic discipline Melt raises the temperature of metal by only 50° per round; the time required to soften or melt metal doubles.) In addition, everyone—including the pyromancer—receive a +1 bonus to all saving throws vs. Normal/Magical Fire.

At low Skill Levels, the pyromancer must concentrate on this discipline to a moderate degree. At Skill 11 or lower, the pyromancer can take any physical action, but cannot use any other discipline while sustaining Cool. At Skill 12 or higher, however, the pyromancer can use any other disciplines, subject to MP considerations. No matter what the pyromancer's Skill Level, wounding the pyromancer, rendering him unconscious, or killing him immediately terminates the discipline.

Darkness

Skill Level: 2	MP Cost: 7 per round
Range: 10 yards	TTC: 2 segments
Duration: Sustained	Saving Throw: None
Area of Effect: 10'-radius sphere	

This discipline is similar to the wizard spell of the same name. It creates an area of impenetrable darkness within which all forms of vision (including infravision) are useless. Unlike the magical version of Darkness, the discipline is not countered by Light or Continual Light. Neither spell—nor psionic forms of Light—will operate within the area of Darkness.

Pyromantic Darkness works by converting all light energy within the area of effect into other forms of energy, mainly heat. This has the effect of raising the ambient temperature within the area of Darkness by 15° F. (This can clue savvy characters to the source and nature of the darkness.)

This discipline requires only a minimal level of concentration by the pyromancer. He can perform any physical actions or use any other discipline (subject to MP considerations, of course). Wounding the pyromancer, rendering him unconscious, or killing him terminates the discipline instantly.

Extinguish

Skill Level: 2	MP Cost: 10
Range: 5 yards/level	TTC: 2 segments
Duration: Instantaneous	Saving Throw: None
Area of Effect: 10' radius	

Using this discipline, the pyromancer can instantly extinguish any or non-magical fires within the area of effect. The fires are extinguished instantly, and won't spontaneously re-ignite. (However, this doesn't mean that the fires can't be re-ignited by the same means that started them in the first place.)

Also, this discipline has a chance equal to twice the pyromancer's Skill Level of extinguishing magical fires, such as Wall of Fire, etc. Note that this won't work on instantaneous magical effects such as Fireballs, or such effects as a red dragon's breath weapon.

Extinguish won't be totally effective against fires that are larger than the discipline's area of effect—for example, a burning building. Certainly, the discipline will extinguish a 10'-radius portion of the fire—possibly providing the pyromancer with a safe escape from a burning house, for example—but the extinguished area will quickly be re-ignited by the remainder of the fire.

Fire Protection

Skill Level: 2	MP Cost: 8 per round
Range: Touch	TTC: 2 segments
Duration: Sustained	Saving Throw: None
Area of Effect: Special	

This discipline totally protects the pyromancer—and any other characters who are touching the pyromancer—from non-magical fire. This protection extends to all equipment worn or carried by the subjects. In addition, it gives all subjects—and their equipment—a +4 bonus to saving throws vs. Magical Fire (including Fireballs, red dragon breath, etc.). The discipline provides protection only against fire and fire-related effects, not against temperature effects that don't include flames. (Thus, subjects can still be harmed by Heat Metal, etc.)

This discipline requires only a minimal level of concentration by the pyromancer. He can perform any physical actions or use any other discipline (subject to MP considerations, of course). Wounding the pyromancer, rendering him unconscious, or killing him terminates the discipline instantly.

Homeostasis

Skill Level: 2	MP Cost: 1 per round
Range: 0	TTC: 2 segments
Duration: Sustained	Saving Throw: None
Area of Effect: Pyromancer	

This discipline allows the pyromancer to maintain a comfortable body temperature no matter what the ambient temperature may be, and to resist extremes of heat and cold. Thus, the pyromancer could survive comfortably in a blizzard or in the blistering heat of a desert. Homeostasis does not provide automatic protection against fire, or direct applications of heat (as through Heat Metal). It does, however, decrease the damage suffered by the pyromancer from such effects. The discipline subtracts 1D4+1 HTK per round from all damage that the pyromancer suffers from direct contact with non-magical fire or cold, or from hot or cold objects. In addition, it subtracts 1D4-1 HTK per round from damage inflicted on the pyromancer by magical fire or cold (including white and red dragon breath, Fireballs, Cones of Cold, etc.).

This discipline requires virtually no concentration by the pyromancer. He can perform any physical actions or use any other discipline (subject to MP considerations, of course). Wounding the pyromancer does not terminate the discipline, although rendering him unconscious or killing him terminates the discipline instantly.

Intensify Fire

Skill Level: 2 **MP Cost:** 10 per round
Range: 30 yards **TTC:** 2 segments
Duration: Sustained **Saving Throw:** None
Area of Effect: 10' radius

This discipline increases the heat and ferocity of all non-magical fires within the area of effect. The damage inflicted by such fires is doubled while the discipline is in effect, and their range of illumination is doubled. Saving throws vs. intensified fires are made as though the fires were magical, rather than normal. Intensified fires burn their fuel at four times their normal rate.

This discipline has an all-or-nothing effect: all fires within its area of effect are intensified; the pyromancer can't affect only selected fires.

The discipline can be very damaging to lanterns, or other sources of fire that contain fuel. The lantern (or other object) must make a saving throw vs. Magical Fire with a -5 penalty to the die roll. A failed roll means that the lantern explodes, destroying itself and inflicting 1D8 HTK of damage on creatures within 10 ft. In addition, creatures and objects within a 10' radius are spattered with droplets of burning fuel. Flammable objects must save vs. Normal Fire—with a +1 bonus—or ignite.

This discipline requires a minimal level of concentration by the pyromancer. He can perform any physical actions or use any other discipline (subject to MP considerations). Wounding the pyromancer, rendering him unconscious, or killing him terminates the discipline.

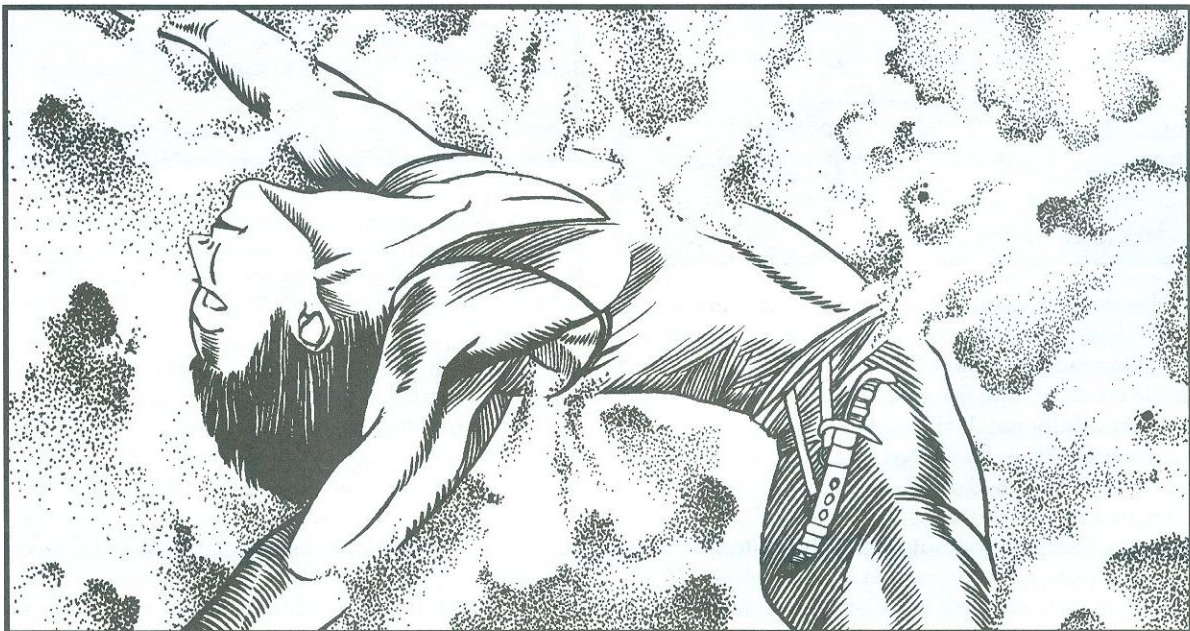
Pillar of Fire

Skill Level: 2 **MP Cost:** 10 per round
Range: 50 yards **TTC:** 2 segments
Duration: Sustained **Saving Throw:** Special
Area of Effect: Special

This impressive discipline creates a mobile pillar of roaring flames anywhere within 50 yards of the pyromancer. The Pillar is 10 feet in diameter, and can be of any height up to 10' per Skill Level of the pyromancer. The Pillar is bright, with a radius of illumination equal to 30' per 10' in height (thus, a 200' pillar illuminates an area 600' in radius). The Pillar is under the mental control of the pyromancer, can move at a rate of 6, and can change instantly in height within the 10'-per-Skill-Level limit.

Anyone touched—or engulfed—by the Pillar suffers 1D10 HTK of damage per round (save vs. Spells for half damage). Objects touched or engulfed by the Pillar must save vs. Normal Fire or be destroyed. The Pillar will ignite any normally flammable materials that it comes in contact with.

This discipline requires a moderate level of concentration by the pyromancer. He can perform any physical actions, but cannot use any other discipline while sustaining the Pillar. Wounding the pyromancer, rendering him unconscious, or killing him terminates the discipline instantly. However, the pyromancer must also maintain a clear line of sight to the Pillar or the discipline terminates.



Warmth

Skill Level: 2 **MP Cost:** 8 per round
Range: 0 **TTC:** 2 segments
Duration: Sustained **Saving Throw:** None
Area of Effect: 15'-radius sphere

This discipline allows the pyromancer to raise the temperature within 15' of his body to a comfortable level—around 70° F—or by 100°, whichever is less. (This counters spells and effects that lower the ambient temperature.) In addition, the cooling effects of powers such as Chill Metal—both the magical and psionic versions—are lessened within this area. For effects that allow a saving throw, all persons and objects within the area of Warmth receive a +2 bonus to saving throws; for effects—like psionic disciplines—that cause a specific drop in temperature every round, this rise is halved. This saving throw bonus extends to cold-related magicks such as Ice Storm and Cone of Cold.

At low Skill Levels, the pyromancer must concentrate on this discipline to a moderate degree. At Skill 11 or lower, the pyromancer can take any physical action, but can't use any other discipline while sustaining warmth. At Skill 12 or higher, however, the pyromancer can use any other disciplines, subject to MP considerations. No matter what the pyromancer's Skill Level, wounding the pyromancer, rendering him unconscious, or killing him immediately terminates the discipline.

||||| Skill 3 |||||

Burn

Skill Level: 3 **MP Cost:** 13
Range: 30 yards **TTC:** 4 segments
Duration: Instantaneous **Saving Throw:** 1/2
Area of Effect: Individual

This nasty discipline causes the air surrounding an individual creature to burst into flame. The effect is instantaneous—similar to a Fireball—but affects only a single creature. The fire inflicts 4D6 HTK of damage, plus an additional 1 HTK per 3 Skill Levels of the pyromancer (thus, Burn used by a Skill 15 pyromancer would inflict 4D6+5 HTK of damage). The subject receives a saving throw vs. Spells for half damage. In addition, the discipline automatically ignites any flammable objects worn or carried by the subject. (If the subject fails its save, all non-flammable objects on its

person must make a saving throw vs. Magical Fire or be destroyed; if the subject makes its save, non-flammable objects are not affected.)

The pyromancer must have a direct line of sight to the target. Since this discipline ignites the air around the target—not the target itself—it will not work under water, in a vacuum, or in an atmosphere that doesn't contain oxygen.

Chill Metal

Skill Level: 3 **MP Cost:** 11
Range: 30 yards **TTC:** 5 segments
Duration: 7 rounds **Saving Throw:** Neg.
Area of Effect: Special

This discipline drastically lowers the temperature of any ferrous metal (iron, iron alloys, or steel). Mithril and adamantite are not affected, and magical metal armor receives a saving throw vs. Magical Fire (a successful save means that the armor is not affected by the discipline).

The temperature of the affected metal drops drastically for 4 rounds, then returns to normal over another 3 rounds. On the first and seventh (last) rounds, the metal is very cold, but merely uncomfortable to the touch. On the second and sixth rounds, the metal is icy, inflicting damage on flesh in contact with it (see the following table). On the third, fourth, and fifth rounds, the metal is freezing.

Metal Temperature	Damage per Round
cold	none
icy	1D2 HTK
freezing ³	1D4 HTK

³ On the fifth round of the discipline, the affected creature must save vs. Spells or suffer nerve damage from the numbing affects of the cold. This causes the loss of all feeling in a hand (or other manipulative digit) for 1D4 days. During this time, the creature's grip is very weak and he cannot use the hand/digit for fighting or any other activity requiring a firm grasp.

The discipline will affect up to 75 lbs. of armor and equipment carried or worn by a single creature.

Unlike most other pyromantic disciplines that have a duration longer than "instantaneous," Chill Metal doesn't require any concentration by the pyromancer; the MP cost is a "one-shot deal," and the pyromancer needn't expend MPs on subsequent rounds of the effect. (The rationale for this is that the discipline causes a change in the bonds holding together the atoms of

ferrous metals. These bonds absorb energy from the metal, lowering its temperature. The one-time MP cost represents the mental effort that the pyromancer must expend to set up this change. Once the change is established, continued concentration—or even the continued existence of the pyromancer—is no longer required.)

The pyromancer must have an uninterrupted line of sight to the target creature when initially establishing this discipline. Once the effect has begun, however, line of sight is not necessary, and the discipline follows its course whether or not the target creature remains within range.

Fire Curtain

Skill Level: 3	MP Cost: 9 per round
Range: 0	TTC: 1 round
Duration: Sustained	Saving Throw: Neg.
Area of Effect: Special	

This discipline creates a 15'-high circular wall of roaring flame centered on the pyromancer's position. The diameter of the circle is controlled by the pyromancer, from a minimum diameter of 10' to a maximum of 50'. The circle will move with the pyromancer at a maximum rate of 6; if the pyromancer moves faster than this, or moves in a discontinuous manner (e.g., via Teleport), the discipline terminates.

The flames making up the Curtain are thick, obscuring vision into and out of the circle. All missile attacks made through the Curtain—in either direction—suffer a -3 penalty to 'to hit' rolls. The Curtain creates no smoke, however.

Any creature touched by, or trying to move through, the Curtain suffers 3D6 HTK of damage (save vs. Spells for half damage). The flames of the Curtain will automatically ignite any flammable material they come in contact with. The temperature within the circle rises to an uncomfortable—but not damaging—level. The flames also consume much of the oxygen in the area. Each creature within the circle—other than the pyromancer—must make a System Shock roll on the third and each subsequent round that the Curtain is maintained. Failure means the creature falls unconscious from oxygen deprivation; unconsciousness lasts until the discipline is terminated, plus 1D2 rounds. The pyromancer is immune to this effect.

This discipline requires a moderate level of concentration by the pyromancer. He can perform physical actions, but cannot use other discipline while sustaining the Curtain. Wounding the pyromancer, rendering him unconscious, or killing him terminates the discipline instantly.

Fire Missiles

Skill Level: 3	MP Cost: 10
Range: 40 yards +	TTC: 3 segments
Duration: Instantaneous	10 yards/level
Area of Effect: One or more creatures in a 10' cube	Saving Throw: Neg.

Like the wizard spell Magic Missile, this discipline creates tiny, fiery projectiles that fly forth from the pointed forefinger of the pyromancer. As long as the Missiles have a straight, uninterrupted flight path to their target, they never miss. The Missiles can't curve around intervening objects, however. To fire the Missiles, the pyromancer must point at the target.

At Skill 6, the pyromancer can "shoot" 2 missiles. For every 2 Skill Levels above Skill 6, the pyromancer gains 1 additional missile—3 at Skill 8, 4 at Skill 10, etc. Each Missile inflicts 1D4 +1 HTK of damage.

Fire Missiles do no damage to inanimate objects (thus, they can't be used to "shoot out" a lock). Although fiery in appearance, they will not ignite flammable materials.

The Missiles fly too fast to give their targets any time to dodge; thus, targets receive no saving throw. They leave a fiery trail in the air for a split second, long enough for viewers to pick out where they came from.

Freeze

Skill Level: 3	MP Cost: 13
Range: 30 yards	TTC: 4 segments
Duration: Instantaneous	Saving Throw: 1/2
Area of Effect: Individual	

This discipline drastically decreases the air temperature in the immediate vicinity of a single individual target; this effect is instantaneous. The frigid air inflicts 4D6 HTK of damage, plus 1 additional 1 HTK per 3 Skill Levels of the pyromancer (thus, Freeze used by a Skill 15 pyromancer would inflict 4D6+5 HTK of damage). The subject receives a saving throw vs. Spells for half damage. If he fails the throw, all objects on his person must save vs. Cold or be destroyed.

If the subject or his clothing is wet, this moisture will immediately freeze solid, becoming a sheath of ice around the subject. This sheath lasts for 3 rounds—after which it will melt away—or until shattered. Creatures with STR 8 or less are totally immobilized by this sheath, and unable to break out unaided. Creatures with STR 9-12 can crack but not shatter the sheath; they

can move at half their normal rate, and suffer a -2 penalty to all attack rolls (on the positive side, their AC is decreased by 1 until the ice sheath is removed). Creatures with STR 13 or greater can shatter the sheath instantly, and suffer no damage from the sheath.

If this discipline is used underwater, the sheath of ice formed around the target is much thicker: 3" or more. STR 18 or greater is required to break free of the sheath; the target's AC is decreased by 3 during the 3 rounds the sheath lasts. The sheath of ice will drastically increase the target's buoyancy (GM's option as to effects; this is a great opportunity to have fun).

The pyromancer must have a direct line of sight to the target.

Ground

Skill Level: 3	MP Cost: 8 per round
Range: 0	TTC: 3 segments
Duration: Sustained	Saving Throw: None
Area of Effect: Pyromancer	

This discipline protects the pyromancer from all damage inflicted by electricity and electricity-related effects such as Shocking Grasp, Lightning Bolt, etc. It has the effect of instantly "grounding" the electrical current to the ground or to the air around the pyromancer. While this discipline is sustained, the pyromancer can suffer no damage from electrical attacks.

The same can't be said for those immediately near the pyromancer, however. Part of the electrical attack is dissipated into the air surrounding the pyromancer, inflicting damage on anyone within 5 feet (save for no damage). The damage done to all within range is one-third of the damage that the pyromancer would have suffered (round fractions down). (i.e., a pyromancer is struck by a Lightning Bolt cast by a Skill 6 wizard; the bolt inflicts 6D6 HTK of damage—in this case, 20 HTK. The pyromancer is unharmed, but everyone within 5 feet of him suffers 7 HTK of damage unless they make their saving throw.)

Ground offers protection against electrical traps, blue dragon breath, and contact effects such as that of an electric eel.

This discipline requires a moderate level of concentration by the pyromancer. He can perform physical actions, but cannot use other discipline while sustaining Ground. Wounding the pyromancer, rendering him unconscious, or killing him terminates the discipline instantly.



Heat Metal

Skill Level: 3	MP Cost: 11
Range: 30 yards	TTC: 5 segments
Duration: 7 rounds	Saving Throw: Neg.
Area of Effect: Special	

This discipline drastically raises the temperature of any ferrous metal (iron, iron alloys, or steel). Mithril and adamantine are not affected, and magical metal armor receives a saving throw vs. Magical Fire (a successful save means that the armor is not affected by the discipline).

The temperature of the affected metal rises drastically for 4 rounds, then returns to normal over another 3 rounds. On the first and seventh (last) rounds, the metal is very warm, but merely uncomfortable to the touch. On the second and sixth rounds, the metal is hot, inflicting damage on flesh in contact with it (see the following table). On the third, fourth, and fifth rounds, the metal is searing.

Metal Temperature	Damage Per Round
warm	none
hot	1D4 HTK
searing ⁴	2D4 HTK

⁴On the fifth round of the discipline, the affected creature must save vs. Spells or suffer nerve damage from the numbing effects of the cold. This causes the loss of all feeling in a hand (or other manipulative digit) for 1D4 days. During this time, the creature's grip is very weak and he cannot use the hand/digit for fighting or any other activity requiring a firm grasp.

Body Area	Disability
hand or foot:	unusable for 2D4 days
body:	disabled for 1D4 days
head:	unconscious for 2D4 turns
	The GM is free to create other, similar effects.

The discipline will affect up to 75 pounds of armor and equipment carried or worn by a single creature.

Unlike most other pyromantic disciplines that have a duration longer than "instantaneous," Heat Metal doesn't require any concentration by the pyromancer; the MP cost is a "one-shot deal," and the pyromancer needn't expend MPs on subsequent rounds of the effect. (The rationale for this is that the

discipline causes a change in the bonds holding together the atoms of ferrous metals. These bonds begin to release energy, raising the metal's temperature. The one-time MP cost represents the mental effort that the pyromancer must expend to set up this change. Once the change is established, continued concentration—or even the continued existence of the pyromancer—is no longer required.)

The pyromancer must have an uninterrupted line of sight to the target creature when initially establishing this discipline. Once the effect has begun, however, line of sight is unnecessary, and the discipline follows its course whether or not the target creature remains within range.

Heat Ray

Skill Level: 3	MP Cost: 12
Range: 10 yards/level	TTC: 3 segments
Duration: Instantaneous	Saving Throw: 1/2
Area of Effect: Individual	

This discipline creates a ray of blistering heat that propagates from the pyromancer's pointing index finger. The Ray is highly focused, does not spread out with distance, and inflicts 1D6 HTK of damage per Skill Level of the pyromancer, up to a maximum of 10D6. The subject receives a saving throw vs. Spells for half damage. The Heat Ray will not ignite flammable objects or clothing, and will do no damage to inanimate objects.

The Ray is straight, and cannot curve around intervening objects, must have a clear line of sight to the target, and must point directly at the target to be struck. Given these constraints, the Ray will always hit its target.

The Ray appears as a faint, shimmering red beam. It remains in existence for only a split second; long enough for an observer to pick out its source.

Static Charge

Skill Level: 3	MP Cost: 10
Range: Touch	TTC: 2 segments
Duration: Special	Saving Throw: Special
Area of Effect: Object	

This discipline allows the pyromancer to develop an extremely powerful Static Charge in a single small object of up to 50 pounds in weight. The charge remains until somehow discharged.

If flesh, metal, or water touches the object, the static charge is released. In the first case, the charge is dissipated into the creature or character touching the object,

inflicting 2D4 HTK of damage plus an additional 1 HTK for each 3 Skill Levels of the pyromancer (save vs. Lightning for half damage). In the latter two cases, the charge is conducted through the metal or the water. Every creature in contact with the metal or the water suffers 2D4 HTK of damage (but without the additional 1 HTK per Skill Level; save for half damage). (Thus, if a spreading pool of water contacts the charged object, every creature standing in the pool suffers 2D4 HTK of damage.) In addition, the metal object—whatever it is—must save vs. Lightning or be melted by the high-voltage discharge. Magical items receive their normal bonuses to this saving throw.

The object will retain the Static Charge until discharged as described above. There is no way of telling that an object is charged simply by looking at it, and even Detect Magic will not reveal the danger. A character has a chance equal to twice his INT of realizing that an object is charged if he slowly brings his hand close to the object; in fact, he feels the hairs on the back of his hand standing on end.

The Static Charge packs a high enough voltage to do full damage through normal clothing, or even through leather armor. (Metal armor, of course, conducts electricity exceptionally well. . . .) Generous GMs might allow characters to devise non-conducting gauntlets that allow them to handle—or even throw—charged objects, but such gauntlets would doubtless be difficult to make, and probably wouldn't always work.

Once an object is charged, it's dangerous to anyone who touches it, even the pyromancer who charged it in the first place.

Wall of Fire

Skill Level: 3	MP Cost: 13
Range: 20 yards	TTC: 1 round
Duration: 4 rounds +	Saving Throw: Special
Area of Effect: 50 x 15 foot wall	1 round/level

This discipline creates a 15'-high wall—up to 50' long—of raging flames anywhere within 20 yards of the pyromancer's position. Once he has decided on the length and created the Wall, the pyromancer cannot alter this length.

Unlike a Fire Curtain, a Wall of Fire can't be moved. Also, it doesn't necessitate any concentration on the part of the pyromancer, and the pyromancer need not remain within range. Once the Wall has been brought into existence, it continues to burn until the discipline expires, regardless of what happens to the pyromancer.

The pyromancer cannot cancel the Wall once he's created it; it must burn out by itself.

The flames making up the wall are thick, obscuring vision into and out of it; all missile attacks made through the wall—in either direction—suffer a -3 penalty to 'to hit' rolls. The wall creates no smoke.

Any creature touched by, or trying to move through, the Wall suffers 3D6 HTK of damage (save vs. Spells for half damage). The flames of the Wall automatically ignite any flammable material they come in contact with. The temperature within 10' of the wall rises to an uncomfortable—but not damaging—level. The flames also consume much of the oxygen in the area. Each creature who remains for 3 or more rounds within 10' of the wall must make a System Shock roll on the third and each subsequent round of such proximity. Failure means the creature falls unconscious from oxygen deprivation; unconsciousness lasts until the creature is dragged more than 10' from the Wall or until the Wall burns itself out, plus 1D2 rounds. The pyromancer is not immune to this effect, and must make System Shock rolls normally.

Since the Wall requires no concentration from the pyromancer, rendering him unconscious or even killing him will not cause the wall to vanish.

||||| Skill 4 |||||

Energy Armor

Skill Level: 4	MP Cost: 7 per round
Range: 0	TTC: 4 segments
Duration: Sustained	Saving Throw: Special
Area of Effect: Pyromancer	

This discipline surrounds the pyromancer's body with a sheath of shifting energy. In full daylight, viewers must make a save against INT on 4D6 to notice the energy; in darkness, the energy is easily visible as a dim, flickering light similar to an aurora.

Energy Armor provides the pyromancer with AC 0 against all physical attacks, whether from missile or melee weapons or from a creature's natural weaponry. In addition, the Armor can damage any weapon that strikes it with any significant force. (In other words, a sword swung to harm the pyromancer will suffer the effect, but a weapon clutched in his hand, or handed to the pyromancer, won't.) Any weapon that strikes the Energy Armor must save vs. Magical Fire or Lightning—whichever gives the weapon a lower chance to save. Failure means that the weapon is destroyed. If the Energy Armor is struck by an empty-handed attack—a punch or kick, or an overbearing attempt—the attacker must save vs. Spells or suffer 1D8 HTK of damage.

The attack can still do damage to the pyromancer, however, assuming that the 'to hit' roll is successful.

Energy Armor cannot be used as a weapon. In other words, no damage is inflicted by the Armor if the pyromancer tries to punch, kick, or overbear an opponent. (The attack itself may still do damage, of course, but the armor itself adds no damage.) This discipline requires only a minimal level of concentration by the pyromancer. He can perform physical actions or use any other discipline (subject to MP considerations, of course). Wounding the pyromancer has no effect on the discipline, but rendering him unconscious or killing him terminates it instantly.

Fire Stream

Skill Level: 4	MP Cost: 18
Range: 40 yards	TTC: 4 segments
Duration: 1 round	Saving Throw: 1/2
Area of Effect: 30' cube	

This discipline creates a thin stream of liquid fire that sprays forth from the pointing hand of the pyromancer. The Stream resembles the output of a flame thrower, is about 3 inches thick throughout its length, and has a straight trajectory. Thus, the pyromancer must have a direct line of sight to the target; the stream can't bend around or over intervening objects.

The Stream continues to spray from the pyromancer's hand for a complete round. During that time, he can direct it at any targets within a 30' cube. (This is similar to "hosing" multiple targets with a flame thrower.) The pyromancer can't move the Stream fast enough to spread the effect over a larger area.

A Fire Stream inflicts 6D6 HTK of damage (save versus Spells for half damage) on any creature it touches and instantly ignites any flammable material it touches. While the Stream itself lasts for only a round, any fires that it starts will continue to burn until extinguished or until they finally run out of fuel. The Stream's physical force is minimal; insufficient to knock over even the smallest object.

A Fire Stream doesn't automatically hit its target, so the pyromancer must make a 'to hit' roll. However, the nature of the Stream makes it easier than normal to hit a single target (see the following table). Attacks against multiple targets are rolled independently; thus, it's possible for the pyromancer to hit one member of a group, but not the others.

There are no range considerations with a Fire Stream: anything within 40 yards—the maximum range of the discipline—is considered to be at "short" range. Armor offers no significant protection against a Fire Stream;

thus, attacks against creatures are calculated as though the targets were AC 10.

Number of Targets	'To Hit' Modifiers
1	+2
2-3	+1
4-5	0
6 or more	-1

*The creatures receive normal AC bonuses for DEX, however (in addition to the "multiple targets" bonuses above).

Static Discharge

Skill Level: 4 **MP Cost:** 35
Range: 0 **TTC:** 4 segments
Duration: Instantaneous **Saving Throw:** 1/2
Area of Effect: 25'-radius sphere

This discipline is an excellent "last ditch" defense for a pyromancer about to be overwhelmed by enemies. It releases a sudden burst of electrical energy, in the form of large sparks—or small lightning bolts—that arc from the pyromancer's body to everything and everyone within 25'. This effect is not selective; the pyromancer can't choose not to affect the colleague who is standing 15' away from him.

All living creatures suffer 10D6 HTK of damage, plus 1 HTK per 3 Skill Levels of the pyromancer. (Thus, a Skill 13 pyromancer inflicts 10D6+5 HTK of damage on every creature within range. Round fractions up.) Creatures receive a saving throw vs. Spells for half damage. In addition, every object within range must save vs. Lightning Bolts—with a -1 penalty to the die roll—or be destroyed. (For ease, assume that objects on the person of a creature that makes its saving throw are

unaffected. If the creature fails its save, important objects must make their own saving throws to avoid destruction.)

Static Discharge is a difficult discipline to use, and puts significant strain on the mind of the pyromancer. Although he retains any unexpended MPs, he cannot use any other psionic abilities for 1D3 hours after using Static Discharge. Also, for 1D3 hours, he is considered to be a non-psionist for purposes of psionic combat.

Skill 5

Fire Blast

Skill Level: 5 **MP Cost:** 26
Range: 50 yards + **TTC:** 4 segments
Duration: Instantaneous **5 yards/level**
Area of Effect: 5 yards/level radius **Saving Throw:** 1/2

This discipline causes a blast of intense heat and scorching fire to erupt at a point of the pyromancer's choosing. Fire Blast has a radius of up to 5 yards per Skill Level of the pyromancer. The pyromancer can specify the burst radius when he uses the discipline.



All creatures within the blast radius suffer 8D6 HTK of damage, plus an additional 1D6 HTK per 5 Skill Levels of the pyromancer (round fractions up). (Thus, a Skill 16 pyromancer would inflict 12D6 HTK of damage.) Victims receive a saving throw vs. Spells for half damage. In addition, every object within range must save vs. Lightning Bolts—with a -1 penalty to the die roll—or be destroyed. (For ease, assume that objects on the person of a creature

that makes its saving throw are unaffected. If the creature fails its save, important objects must make their

own saving throws to avoid destruction.) Finally, any flammable material within the blast radius immediately catches fire, and continues to burn until extinguished or until the fire consumes all available fuel.

Fire Blast is similar to the wizard spell Fireball, but some differences are worth stressing. Firstly, the pyromancer can control how big the blast is. Secondly, the Blast originates at the chosen point, which makes this an excellent discipline to use from ambush. (The pyromancer must be able to see the chosen blast point, however.)

Fire Strands

Skill Level: 5	MP Cost: 22
Range: 20 yards	TTC: 4 segments
Duration: Special	Saving Throw: 1/2
Area of Effect: 40' cube	

This discipline fills a cubic area up to 40' on a side with invisible threads, similar in form to webs. These threads crisscross the area, making it impossible to pass through without touching some of them. If the area to be affected is indoors, the Fire Strands bond to the walls and roof, filling a 64,000 cubic foot volume with a three-dimensional network. If the discipline is used outdoors, the strands form a closely-meshed net over the ground.

As soon as a living creature touches one of the Strands, they all ignite, turning into strings of sticky fire that are impossible to remove from flesh or clothing. The Strands continue to burn for 2 rounds, then vanish. Each strand inflicts 1D4 HTK of damage per round, and will ignite flammable material.

The number of strands that a creature comes into contact with depends on the creature's size:

Size	Number of Strands
S	1D4
M	1D6
L	2D6
Larger than L	3D6 (or more, GM's option)

This table assumes that the Strands are attached to the walls and ceilings of an indoor area. The number is halved (round fractions up) if the Strands are lying like a net on the ground.

Once an area is warded with Fire Strands, the pyromancer can pass through it freely and without damage (but only if he remembers that they're there; thus, a Forget spell or similar magic could precipitate a tragedy . . .); the Strands simply move out of his way. Any other living creature will trigger the Strands, how-

ever. (Note that undead, astral, or out-of-phase creatures will not trigger the Strands.)

Once an area is warded, the Strands remain until triggered; then all of them vanish. The pyromancer need not waste any concentration on the Strands once they're in position. Wounding or even killing the pyromancer won't remove the Strands, nor prevent them from being triggered.

Lightning Bolt

Skill Level: 5	MP Cost: 24
Range: 30 yards +	TTC: 4 segments 5
Duration: Instantaneous	yards/level
Saving Throw: 1/2	Area of Effect: Special

This discipline is similar in effect to the wizard spell of the same name. It creates a powerful stroke of electrical energy that inflicts 1D6 HTK of damage per Skill Level of the pyromancer—to a maximum of 13D6 HTK—to each creature within its area of effect (save vs. Spells for half damage). The Bolt originates at a range and height chosen by the pyromancer; the point of origin must be within the range of the discipline. From that point, the Bolt extends to a length of 70 feet in a direction chosen by the pyromancer, with a 1-foot width. The Bolt can extend beyond the range of the discipline, as long as the point of origin is within range. (For example, a Skill 20 pyromancer might choose the point of origin to be 130 yards (390 feet) from his position—the maximum range of the discipline—and choose the direction of the bolt to be directly away from him. The Bolt extends 70 feet, ending 460 feet from the pyromancer's position.)

A Lightning Bolt will ignite flammable materials, shatter wooden doors, smash through up to half a foot of rock, and melt soft metals such as gold, copper, lead, silver, and bronze. If the Bolt bursts through a barrier, it continues on the other side until it reaches its maximum length. If it strikes a barrier that it can't penetrate, however—for example, a foot-thick stone wall—it rebounds until it reaches its full length. (For example, a pyromancer creates a Bolt at a range of 60' from his position. Seventy feet away from the pyromancer is a 2'-thick stone wall. The Bolt travels 10', strikes the stone wall, and rebounds another 60'. The Bolt ends only 10' away from the pyromancer . . . causing him no damage, but probably giving him a nasty shock.)

Objects struck by the Lightning Bolt must save vs. Lightning or be destroyed. (For ease, assume that objects on the person of a creature that makes its saving throw are unaffected. If the creature fails its save, important objects must make their own saving throws to avoid destruction.)

Skill 6

Animate Fire

Skill Level: 6 **MP Cost:** 15 per round
Range: 30 yards **TTC:** 1 round
Duration: Sustained **Saving Throw:** 1/2
Area of Effect: Special

This discipline, also known as Fire-Figure, allows the pyromancer to take control of any single fire up to the size of a large bonfire (5-foot diameter) within range. Under the influence of this discipline, the fire forms itself into a vaguely humanoid shape. The size of this humanoid figure depends on the size of the original fire:

Fire Size	Figure Size
Torch	1 foot high
Typical camp fire	3 feet high
Bonfire	6 feet high

This Fire-Figure is under the complete control of the pyromancer. He can make it walk at a speed of 6, and can control the movements of its limbs. (Note that, despite the name of the discipline, this Fire-Figure is not truly alive; it has no intelligence whatsoever.)

A single touch from the Fire-Figure will instantly ignite any flammable materials. The touch of the Fire-Figure inflicts damage in relationship to its size:

Figure Size	Damage Per Touch
1 foot high	1D3 HTK
3 foot high	1D6 HTK
6 foot high	2D4 HTK

A 'to hit' roll is required to strike an opponent in combat. The Fire-Figure's THAC0 is the same as the pyromancer's. The damage figures above refer to a single strike from the Fire-Figure's limb. If the Fire-Figure is adjacent to a target, it can also engulf its target, wrapping its arms around the target in a fiery hug. This inflicts three times the damage of a single strike. For an engulfing attack, the Fire-Figure gains a +2 bonus to its 'to hit' roll. Against either form of attack, the target gets a saving throw vs. Wands for half damage. The Fire-Figure can make 3 striking attacks—against one or multiple opponents—or 1 engulfing attack per round.

The Fire-figure can't be damaged by physical attacks,

or by most magical powers. Physical blows pass right through the flames—the weapon used must save vs. Normal Fire or be destroyed—and spells or disciplines that inflict physical damage have no effect. The following spells (or disciplines that mimic their effects) have varying effects on the Fire-Figure:

Spell	Effect
Affect Normal Fires	increases or decreases figure size by a factor of 2
Cone of Cold	double damage to the Figure
Freezing Sphere	destroys the Figure on contact
Ice Storm	normal damage to the Figure
Wall of Force	prevents passage of the Figure
Wind Wall	prevents passage of Fire-figure

Disciplines such as Extinguish immediately destroy the Fire-Figure. The figure cannot pass through solid objects—unless it first sets fire to them and waits for them to burn away—so spells such as Wall of Iron will block its passage. The Figure can pass freely through a Wall of Fire or any other fire barrier. The Figure is not truly magical, so Dispel Magic won't destroy it, and Anti-magic Shells and the like won't block its passage. A Fire-Figure is destroyed if it's immersed in water.

Another pyromancer can try to control the Fire-Figure. To do so, he must expend as many MPs per round as the pyromancer who created the figure: 15 per round, plus an additional 5 MPs for the first round. While both pyromancers are concentrating on controlling the figure, it remains stationary and cannot attack. This condition remains until one pyromancer gives up the battle—in which case the other pyromancer assumes control over the figure—or until one or both pyromancers runs out of MPs. If one pyromancer runs out of MPs, the other pyromancer assumes control of the Figure; if both run out, the Figure dissipates.

This discipline requires considerable concentration on the part of the pyromancer. He can move slowly—speed 4—but can take no other physical actions, and he cannot use another discipline. Wounding the pyromancer, rendering him unconscious, or killing him immediately terminates the discipline. If the pyromancer is locked in conflict with another pyromancer for control of the Figure, concentration becomes total: movement of any kind becomes impossible.

The pyromancer must have a clear line of sight to the Fire-Figure. If this line of sight is broken, other than momentarily, or if the distance between the pyromancer and the Fire-Figure exceeds 30 yards, the discipline terminates immediately.

When the discipline terminates, the Fire-Figure immediately vanishes.

Although it can only be created from a normal fire, once the Fire-Figure is in existence it continues to burn without the need for fuel until the discipline terminates for whatever reason.

Energy Quench

Skill Level: 6 **MP Cost:** 40
Range: 30 yards + 5 yards/level **TTC:** 1 round
Area of Effect: One 20' cube per level **Saving Throw:** None
Duration: Instantaneous

This discipline extinguishes the life energy of creatures within the area of effect, killing them instantly and painlessly. (Unlike the magic-user Death Spell, these creatures can later be Raised or Resurrected.) The number of creatures that can be slain is a function of their HTK dice.

Creatures' HTK Dice	Maximum # Slain
Under 2	4D20
2 to 4	4D10
4+1 to 6+3	2D6
6+3 to 8+3	1D62D6

Creatures with more than 8+3 HTK dice cannot be killed by Energy Quench. If creatures of differing HTK dice are attacked with this discipline, roll 4D20 to determine how many under 2 HTK dice creatures are affected. If the dice roll is greater than the number of under 2 HTK dice creatures in the area of effect, apply the remainder of the roll to the higher HTK dice creatures according to the following table:

Creatures' HTK Dice	Conversion Factor
2 to 4	2
4+1 to 6+3	8
6+4 to 8+3	16

If the remaining points are equal to half or more of the next surviving creature's conversion factor, that creature dies as well; otherwise the additional points are lost.

As an example, a pyromancer uses Energy Quench on a group of 25 orcs and 6 ogres. The dice roll total is 60. This kills all the orcs (at a cost of 25) and 4 of the ogres (at a cost of 8 each, or 32). The remaining 3 points are

lost. If the dice roll had totaled 61, then 5 of the ogres would have died.

Energy Quench is a difficult and draining discipline. The pyromancer is unable to use any other disciplines for 1D4 rounds after using Energy Quench, although he still retains all his remaining MPs.

The pyromancer must have a clear line of sight to the target area. The discipline can be blocked by intervening objects or terrain.

Summon Fire Elemental

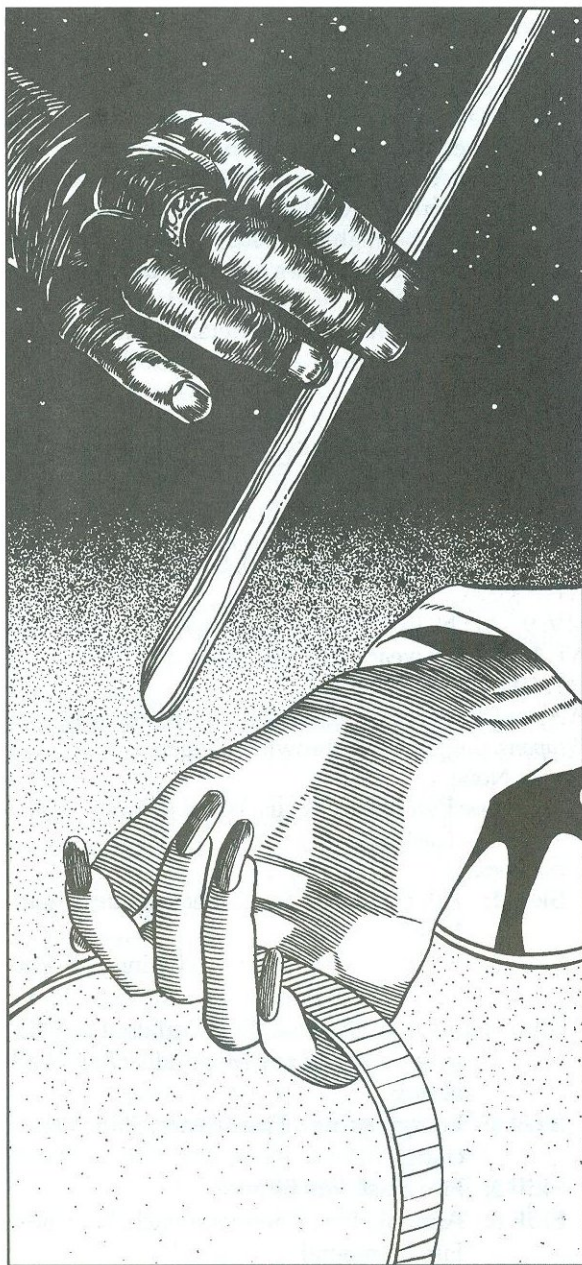
Skill Level: 6 **MP Cost:** 40 + 5/round
Range: 60 yards **TTC:** 3 rounds
Duration: Special **Saving Throw:** None
Area of Effect: Special

This discipline opens a temporary gate to the Elemental Plane of Fire, and summons a 12 HTK dice fire elemental to the pyromancer's plane. The fire elemental obeys the commands of the summoning pyromancer as long as he maintains concentration and continues to expend 5 MPs per round. (The initial summoning costs 40 MPs.) The level of concentration required is low: the pyromancer can engage in any physical actions, including combat, and can use any other discipline. Wounding the pyromancer has no effect, although rendering him unconscious or killing him immediately terminates his control over the elemental.

If the discipline terminates while the fire elemental is still present, the creature is free to act as it chooses. (The GM should determine the elemental's attitude and probable actions based on the tasks the pyromancer required of it, and the treatment and respect it received. If the tasks the pyromancer requested are in at least partial alignment with the elemental's desires, it might continue to perform them of its own free will; if the tasks were strongly opposed to its own goals, however, it will probably attack the pyromancer and/or party.)

To maintain control of the elemental, the pyromancer must remain within 60 yards of the creature. If this range is exceeded, control terminates and the elemental becomes free-willed. Line of sight isn't necessary for retaining control.

A pyromancer can try to gain control of a fire elemental summoned and controlled by another pyromancer. To do so, he must expend 20 MPs per round. To counter this attempted "power grab," the summoning pyromancer must also expend 20 MPs per round (after the first round of attempted takeover). While both pyromancers are concentrating on controlling the elemental, the creature is released from control and becomes free-willed. This condition remains until one



pyromancer gives up the battle—in which case the other pyromancer assumes control over the elemental—or until one or both pyromancers runs out of MPs. If one pyromancer runs out of MPs, the other pyromancer assumes control of the elemental; if both run out, the elemental becomes free-willed. During a fight for control, both pyromancers must concentrate totally. Movement and the use of other disciplines becomes impossible, and a wound immediately breaks the pyromancer's concentration, ceding control—at least temporarily—to the other pyromancer.

The pyromancer who summoned the elemental can

return it to its home plane at any time, at a cost of 10 MPs. (The pyromancer had better keep close track of his MP total, or he might have insufficient points remaining to return the elemental home . . . with potentially dire consequences.) The elemental can't return to its home plane unaided; therefore, being stranded on a strange plane will probably tick off the creature somewhat.

A pyromancer can use a version of this discipline to banish a fire elemental—whether free-willed, or under the control of another pyromancer—to its home plane. This use of the discipline costs 50 MPs, and takes 1 round. If the elemental doesn't want to return, or if it's under the control of another, it receives a saving throw vs. Wands to resist the banishment.

Most pyromancers will learn the "banish" aspect when they first learn the discipline. Individual GMs might rule, however, that this aspect is actually a different discipline—Banish Fire Elemental—that the pyromancer must learn separately.

MAGIC ITEMS

In general, a pyromancer can use any magic item that relates in some way to fire. Thus, he could use a Ring of Fire Resistance or Wand of Fire, for example. (Individual GMs might decide that this makes pyromancers too powerful, and disallow the use of certain items.)

There exist several items that bear the same relationship to pyromancy that magic items do to normal magical abilities. Several such items are described below. The GM should feel free to design any other items as he sees fit.

Although individual GMs may wish to rule otherwise, most of these items can be created (and used) only by pyromancers. Exceptions are noted in the text.

Circlet of Fire Suppression: Whenever this plain gold circlet is worn by a pyromancer, it creates a region 5' in radius around the wearer in which normal fire simply cannot burn. No fire can be kindled within this area, and normal fires that enter this region are immediately extinguished. Magical fires—such as Fireballs or red dragon breath—are not extinguished. Any creature within the affected area receives a +4 bonus to any saving throw vs. Magical Fire; in addition, a successful save means that one-quarter damage is taken, not the usual one-half.

The Circlet can be worn by non-pyromancers, but the item's only effect is to give the wearer—and the wearer alone—a +4 bonus to any saving throw vs. Normal or Magical Fire.

Wand of Ignition: This usually appears as a slender, 3"-long shaft of light-colored wood. It gives off no aura of magic. If a pyromancer touches the item, however, he immediately knows its power. When in the hands of a pyromancer, the Wand can immediately ignite any

flammable object it touches. (The effect is similar to touching a burning torch to the item.) The Wand can also be used as a weapon, inflicting 1D3 HTK of damage to anyone the pyromancer touches with it (normal 'to hit' roll required). With most versions of this Wand, the pyromancer must mentally will the item touched to ignite. Some Wands, however, will ignite anything they touch—on purpose or by accident—whether the pyromancer wishes it or not. Even these Wands must be firmly grasped by a pyromancer before they'll operate, however, so it's possible to store it safely in a backpack.

Wand of Fire Casting: When the pyromancer speaks the word of command, this Wand creates a spray of liquid fire identical to that created by the discipline Fire Stream. The stream lasts for 1 round, and has the same restrictions as the discipline (refer to the discipline description). The majority of these Wands can only be used by pyromancers; a very small number can be wielded by anyone who knows the word of command.

There are very rare, cursed versions of the Wand of Fire Casting. With these Wands, speaking the word of command causes a jet of fire to spurt from both ends of the wand, almost certainly engulfing the wielder.

Pyromantic Focus: This can take the form of any small object, but is usually a 1" cube of gold-veined pink marble. Before a pyromancer can use it, he must "attune" it to himself. This process takes 1 hour of uninterrupted concentration on the object. Once it's attuned, the pyromancer can use the Focus as the originating point of any pyromantic discipline, as long as the Focus itself is within range of the discipline he's using. Thus, the Focus lets a pyromancer significantly extend the range of any discipline.

For example, a pyromancer is expecting to be attacked from a certain direction, and is ready to summon a fire elemental to fight off his attackers. He wants to be able to engage the attackers at the greatest range possible. The normal range for Summon Fire Elemental is 60 yards. The pyromancer places a Pyromantic Focus 60 yards away from his position. When he summons the fire elemental, he can choose either his own position or the position of the Focus as the originating point for the discipline. This means that the elemental can arrive up to 120 yards from the pyromancer's position, and that the elemental will remain in control as long as it remains within 60 yards of either the Focus or the pyromancer.

The pyromancer must have unobstructed line of sight to the Focus. Using the Focus doesn't negate the requirement for line of sight to the eventual target, if the discipline normally requires this.

• PYROMANCERS AND THE CAMPAIGN

Most pyromancers met by Player Characters will probably turn out to be enemies—whether immediately

or eventually. These psionics will have their own goals, and will use the Player Characters or remove them, as circumstances warrant.

If the Player Characters are lucky enough to meet a Good-aligned pyromancer, he can prove a worthy and valuable ally. The pyromancer, however, will know the distrust, fear, and hatred that most people hold for his kind, and will be highly unlikely to admit his true nature and abilities until he's come to trust and know the Player Characters.

Even Good-aligned pyromancers are more or less loners, and rarely—if ever—form long-term bonds with other adventurers.

SAMPLE NON-PLAYER CHARACTER •

Balfas of Starbreak Fell

Human, Skill 18 pyromancer

STR: 8, INT: 15, INS: 14, STA: 10, DEX: 11, APL: 15
HTK: 35, AC: 10

MV: 9", AL: N. Evil (Chaotic tendencies)

AT: 1, DM: (by weapon), THAC0 15

HT: 5'11", WT: 165 lbs.

Weapon Proficiencies: dagger, staff, throwing dagger

Weapons: dagger, staff, throwing daggers (x3)

Armor: None

Magic Items: Pyromantic Focus, Wand of Fire Casting

Disciplines:

Skill 1: Affect Normal Fires, Heat, Ignite, Light, Melt

Skill 2: Beam of Light, Darkness, Extinguish, Fire Protection, Homeostasis, Intensify Fire

Skill 3: Burn, Chill Metal, Fire Curtain, Fire Missiles, Ground, Heat Metal, Heat Ray, Wall of Fire

Skill 4: Energy Armor, Fire Stream, Static Discharge

Skill 5: Fire Blast, Fire Strands

Skill 6: Animate Fire, Energy Quench, Summon Fire Elemental

Specials: Thief skills: PP 30%, OL 25%, FT 20%, MS 15%, HS 10%, HN 10%, CW 15%.

Balfas is a bent and withered old man of 65 summers. His body is stooped and his hair thin and gray, but his eyes are bright and his mind as sharp as that of a man of 20. His voice is thin and cracked, but is, oh so persuasive.

Balfas was a child of the street. Abandoned at an early age, he had to fight and scrap for the crumbs that kept him alive. It was this hard existence that taught him the thieving skills he still possesses. (Note that his ability to climb walls has been drastically decreased as a result of

his age.) When he was 12, Balfas tried to lift the purse of a mysterious traveler who was passing through "his" territory. The traveler caught him in the act but, instead of punishing him as Balfas expected, looked long and searchingly into the boy's eyes, then invited him to become his apprentice. Seeing this as a way out of the gutters, Balfas accepted at once.

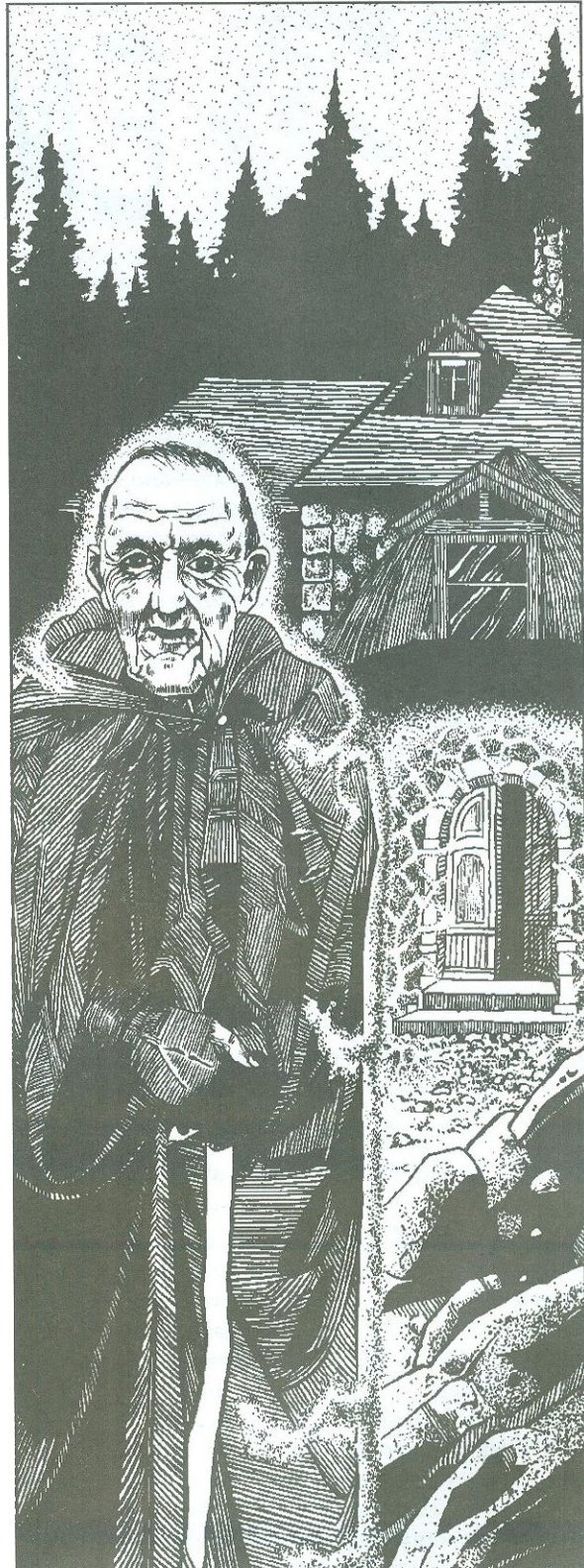
The traveler turned out to be a pyromancer of great ability, who had recognized in the youth the potential for power even beyond his own. He trained Balfas in the psionic arts, and the youth learned quickly.

The traveler knew the day would come when Balfas would feel the need to go his own way. When that day came, he swore, he'd let his apprentice go with his blessing. Unfortunately for him, Balfas had slightly different ideas. He knew that his mentor owned a Wand of Fire Casting, and desire for the item grew within him. One night, as the older man slept, Balfas tried to slit his throat. His mentor woke in time to avoid the dagger thrust, however, and the two engaged in psionic combat. Balfas knew that eventually the older pyromancer would wear him down, so he suddenly broke off combat—suffering serious damage from his opponent's mental attack—and threw a knife into the older man's throat. From that day forward, Balfas went his own way, leaving death and destruction in his wake.

The years have not been overly kind to Balfas. His strength is failing, and his body is betraying him. The life of the traveling adventurer has become too taxing, so he has settled down in a small mountain fort that he wrested from its previous owners. He has made a pact with a group of bandits that claims the area as their territory. In return for psionic help when they need it, they provide Balfas with food and other requirements.

Unable to move far from his home, Balfas is becoming more bitter and twisted as the years progress. Unless they look too much for him to handle, he will attack on sight any group or individual who draws near. The doors of his home are warded with Fire Strands, and before entering combat he always protects himself with Energy Armor.

Balfas fears and hates the idea of his approaching death. He has recently come to the conclusion that, if he could only enter the Elemental Plane of Fire, he will be immortal. (It's the GM's option as to whether there's any truth to this, or whether the idea is the product of a deranged mind.) To this end, he's studying everything he can get his hands on about the Elemental Planes, and the construction of gates. His house contains many valuable tomes, and even several wizards' spell books—stolen from unfortunate travelers who took the wrong path through the mountains.



CHAPTER 6 EMPATHS

Empathy is usually defined as an awareness and a sharing of the emotions and feelings of others. In the context of psionics, it goes further. An empath is able to “read” the emotions—and sometimes even the thoughts—of other humans, demihumans, and humanoids. Empaths are preternaturally attuned to the subtle “body language” that telegraphs people’s feelings to those capable of deciphering it. When this is coupled with a high psychic receptivity, a skilled empath can sometimes know more about subjects’ inner thoughts than the subjects themselves.

As the sub-class name implies, empaths develop a deep rapport or empathy with others. This bond extends much further than casual use of the word “empathy” implies. In certain circumstances, empaths can quite literally “lose themselves” in the person with whom they have developed a bond. This “soul loss” is a significant risk for empaths of middle Skill Levels. In addition to perceiving—or even sharing—what goes on inside others’ heads, empaths have other abilities, including strong healing powers. The old cliché, “This is going to hurt me more than it hurts you,” was probably coined by an empath. . . .

Empaths need great “people sense” (APL, in game terms), powers of observation (INT) and willpower (INS). To become an empath, a Character must have scores of 14 or more in APL, INT, and INS.

• BECOMING AN EMPATH

The process of learning empathic abilities is different from that for other psionic traditions. The major difference is that a potential empath doesn’t necessarily need another, higher-Skill empath to train him.

To become a Skill 1 empath, the Character must spend 1D4+1 weeks—uninterrupted by the stress of adventuring—exercising his innate abilities. This requires that the potential empath have someone to practice on: a friend or colleague (someone with whom the potential empath is at least acquainted). Training consists of the would-be empath trying to “read” the friend’s emotions and body language, and the friend

giving feedback on the accuracy of the reading. This initial development stage is cut in half (round fractions up) if the friend who participates in the training is also an empath of Skill 1 or higher. At this point, the empath knows no disciplines, but gains the innate abilities discussed below. An empath can only learn a specific discipline from another empath who already knows it.

As discussed in Chapter 1, psionics can be dual-classed. There are some additional restrictions that apply only to empaths, however. Any single-classed empath who takes up a second class that has a prime purpose of doing harm to another creature (i.e., fighters, thieves, and assassins) immediately loses all empathic abilities. Any single-classed character with empathic ability, regardless of class, can become an empath as a second class. If the character’s first class was fighter, thief, or assassin, and he ever uses any of the abilities of that class, the character receives no Experience Points for the current adventure. In addition, the character immediately loses enough Experience Points to drop him to the next lowest Skill Level as an empath. (Note that this is an exception to the normal rules for dual-class characters.)

For example: Ethelred the Unready reached Skill 4 as a fighter, then became an empath and achieved Skill 5. As an empath, Ethelred is limited in his choices of weapons, and must use the combat table appropriate to the empath class (as discussed later). During a visit to a ruined city, Ethelred finds his life threatened by a horde of goblins. Figuring the odds to be too uneven, Ethelred pulls his old broadsword (a weapon forbidden to empaths) from his backpack, and lays about him using the Fighter Combat Result Table. Not only does Ethelred not gain any experience for this adventure, but he also immediately drops to 22,499 Experience Points as an empath, making him Skill 4.

WORLD VIEW •

Because they can strongly empathize with others, and thus come to appreciate the value of life and the welfare of the individual, the empath class gravitates to

Good alignment (this Good ethos can be Lawful, Neutral, or Chaotic in nature, however). No matter what the character's original alignment, he moves one step towards Good for each Skill Level attained as an empath after the first (with all the attendant consequences of an alignment change). For example, Mara the Unpleasant is dedicated to L. Evil. When she achieves Skill 2 as an empath, her alignment moves to L. Neutral. When she achieves Skill 3, her alignment becomes L. Good. If an empath acts in such a manner that his alignment strays from Good, he immediately loses all empathic abilities until the situation is remedied. Thus there cannot be a practicing empath of Skill 3 or higher who is not of Good alignment.

With their ability to heal wounds, and their unwillingness to harm other creatures, empaths might seem to be among the most beneficent and unthreatening creatures possible. Unfortunately—for empaths and for others—people's fears aren't rational. People hate and fear what they don't understand, and the vast majority doesn't understand empathic powers. In many societies, empaths must practice under the same veil of secrecy as pyromancers or other potentially destructive psionics. Some societies view empaths as a necessary evil; they serve a useful and valuable purpose, but they're never truly trusted, and must operate under more or less oppressive restrictions. In some very few, enlightened societies, empaths are viewed as trusted and valuable parts of the social fabric.

Empaths are very unlikely to become adventurers. This is mainly because the adventuring lifestyle almost always involves combat in one form or another, and combat is something to be avoided at virtually any cost. Empaths are much more likely to find a safe, comfortable home and stay there. At lower Skill Levels, this might be in a city; at higher Skill Levels, however, the empath's home is likely to be in a more remote location.

Empaths are frequently found withdrawn from society, associated with Good-aligned churches or monasteries. Here they can put their skills—particularly their curative abilities—to worthwhile use in a calm atmosphere. Unless they can find such a haven of peace, empaths of higher Skill Levels—those in whom the ability to feel others' tempestuous emotions is strongest—are unlikely to dwell in cities; there are just too many people "hurting at them" for an empath to feel comfortable. In fact, a significant percentage of empaths, once they reach Skill 7, will withdraw from society altogether. As hermits or recluses they find the peace of spirit that is unavailable elsewhere.

At least initially, empaths are not the loners that other psionics are. They enjoy the company of others, and require social contact to hone and develop their psionic abilities.

COMBAT

Because they are so well attuned to the emotions—and hence the pain—of others, empaths are greatly hampered in combat. Against humans, demihumans, and humanoids, empaths fight as Skill 0 humans (because their knowledge of their opponent's pain is highly distressing and distracting). Against other creatures, empaths use the Magic-User Combat Result Table. In general, an empath will do almost anything to avoid being forced into combat—even monsters experience pain, and an empath can vicariously feel every wound. Empaths can wear any armor, but are limited to the same weapon choices and proficiencies as magic-users.

Empaths cannot engage in psionic combat. If attacked psionically, they are treated as non-psionics.

EMPATHY

Empaths have several innate abilities, in addition to their complement of disciplines.

Because of empaths' ability to "read" the body language of others, they can accurately gauge the effect of their words, actions, and mannerisms. They can then tailor their behavior to gain the reaction they want. Thus, an empath can be the perfect "social chameleon," changing his outward manner to suit the nature of other people. This is reflected by an increase in an empath's effective APL. If an empath can work on a subject in a one-on-one situation—and can communicate with the subject—the empath gains an effective +2 bonus to APL. In a group situation, the empath receives a +1 bonus to APL. Even when the empath and subject do not share a common language, the empath still receives a +1 bonus (both in one-on-one and group encounters). This is because 93% of the content of a communication is carried by body language and tone of voice; only 7% is carried by the words. These bonuses apply only when the subjects are human, demihuman, or humanoid.

In addition, empaths receive a bonus of +2 per Skill Level to reaction dice rolls when they are talking to the subject one-on-one; this bonus is halved when the empath is "working" a group. This bonus to reaction checks is only applied if the empath and his audience share a common language.

For example: Darian the Intuitor, a Skill 6 empath with APL 15, is trying to talk a mob of angry human farmers out of lynching a shireling accused of theft. Because she is dealing with a group, Darian receives a bonus of +1 to her APL, and an additional bonus of +6 to her reaction dice roll. Taking into account her effective APL of 16, Darian receives a total bonus of 31% to her reaction check. This means that the mob's reaction is "immediate acceptance" if Darian rolls 65 or more on

D%. If Darian could talk with the ringleader privately, her bonus would increase to 37%, meaning "immediate acceptance" on a roll of 59-00 (see standard rule book).

As this example shows, empath's can be frighteningly persuasive. If they were not of Good alignment, they would make excellent con men.

The disciplines available to an empath all relate in one way or another to emotion, sensation, and body language.

Skill 1	Skill 2	Skill 3
Detect Evil	Detect Charm	Comprehend Languages
Detect Lie	Empathy	Know Alignment
	Healing	Remove Fear
Skill 4	Skill 5	Skill 6
Friends	Charm Person	Telepathic Projection
Masquerade	Hypnotism	Telepathy
Scare	Object Reading	
Sensitivity to Psychic Impressions	Suggestion	

• DISCIPLINE DESCRIPTIONS

||||| Skill 1 |||||

Detect Evil

Skill Level: 1
Range: Special
Duration: Instantaneous
Area of Effect: Individual
MP Cost: 3
TTC: 3 rounds
Saving Throw: None

By watching a subject's behavior, the empath has a chance of determining whether the subject's alignment is Evil. This chance is equal to 5% per Skill Level of the empath. In addition, for each Skill Level the empath is above 3, there is a 2% chance of determining the general bent of the Evil (Lawful, Neutral, or Chaotic). For example, Darian, a Skill 6 empath, tries to determine if the ringleader of the mob is Evil. (In fact, he is C. Evil.) She has a 30% chance of determining that he is Evil, and an additional 6% chance of determining that he is of a Chaotic bent.

The consequences of failure depend on how badly the empath misses the roll. In the first case—the roll to actually Detect Evil—if the empath exceeds the required number by 1 to 50 points, he simply receives no result from the discipline. If he exceeds the required roll by 51 points or more, however, he receives a very strong

impression of the subject's alignment . . . but it's diametrically opposed to the truth. (In other words, if the subject is actually Evil, the empath gets the distinct impression that he's not, and vice versa.) If the empath fails the second roll—no matter how badly he fails it—he simply receives no impression of the subject's Lawful/Chaotic axis of the subject's alignment.

This discipline is only effective on humans, demihumans, and humanoids. Alignment-masking spells do not negate this discipline.

The empath must be able to observe the subject's behavior for an uninterrupted 3 rounds before being able to make a judgment. The 3 MPs are expended at the end of this 3-round period, when the empath concentrates on drawing a conclusion from his observation. During the 3-round period, the empath can neither take any physical action nor use any other discipline. Wounding the empath breaks his concentration, terminating the discipline before it takes effect.

The range of this discipline varies according to conditions of visibility. The empath must be able to see the subject with an observation quality of "detail" (refer to the standard rule book).

Detect Lie

Skill Level: 1
Range: Special
Duration: Instantaneous
Area of Effect: Individual
MP Cost: 3
TTC: 1 round
Saving Throw: Neg.

By watching tell-tales such as the muscles around his eyes, the empath is able to determine if the subject is speaking the truth (as he knows it). This discipline is only effective on humans, demihumans, and humanoids. This discipline allows a saving throw vs. Spells, but with a -5 penalty. Undetectable Lie (the reverse of the Skill 4 clerical spell Detect Lie) does not negate this discipline, but does change the -5 saving throw penalty to a +5 bonus.

The empath must be able to see the subject clearly (which limits the discipline's range) and be able to hear his voice directly (i.e., not through any intermediary such as scrying devices, etc.). He must be able to observe and listen for one uninterrupted minute. The 3 MPs are expended at the end of this period, when the empath concentrates on drawing a conclusion from his observation. This discipline requires unbroken concentration from the empath. During the 3-round period, he can neither take any physical action nor use any other discipline. Wounding the empath breaks his concentration, terminating the discipline before it takes effect.

Note that this discipline will not detect unintentional

falsehoods or errors, since the subject believes that he is speaking the truth. It will inform the empath if the subject is consciously evading an important point or issue, although the empath won't know what the issue is.

||||| Skill 2 |||||

Detect Charm

Skill Level: 2	MP Cost: 8
Range: 2 yards/level	TTC: 2 segments
Duration: Instantaneous	Saving Throw: None
Area of Effect: Individual	

This discipline allows the empath to detect subtle indications that a subject's will is not entirely free. The chance of success is equal to 10% per Skill Level of the empath (thus empaths of Skill 10 and above automatically succeed in this determination). This discipline is only effective on humans, demihumans, and humanoids.

Detect Charm indicates to the empath that the subject is under the effect of Charm or Suggestion, whether magical or psionic in nature, or influenced by more powerful magicks like Geas, Quest, or Dream Quest. It doesn't differentiate between the different effects, however. There is no indication of who cast the spell or discipline, and what the nature of the Suggestion, Geas, etc. is.

Empathy

Skill Level: 2	MP Cost: 10
Range: 5 yards/level	TTC: 3 segments
Duration: Instantaneous	Saving Throw: None
Area of Effect: Individual	

This discipline allows the empath to determine the basic needs, drives and/or emotions of any sentient creature that he can observe. Thus, the empath can sense thirst, hunger, fear, fatigue, pain, rage, hatred, uncertainty, curiosity, hostility, friendliness, love, and similar emotions. This discipline cannot detect or read thoughts, or anything deeper than a surface motivation. Magicks or psionic disciplines which shield the mind negate this discipline.

The empath must have a clear line of sight to the subject. Intervening objects or terrain will block this discipline.

Healing

Skill Level: 2	MP Cost: 15
Range: Touch	TTC: 5 rounds
Duration: Instantaneous	Saving Throw: None
Area of Effect: Individual	



This discipline lets the empath heal the damage of a wounded subject by literally taking the wounds upon himself. The empath develops such a close rapport with his "patient" that his mind causes an identical wound on his own body. Drawing on his reserves of mental and emotional strength, he then transfers emotional energy to the patient, healing the wound. This is reflected in game terms by HTK: to heal 8 HTK of damage on a companion, Darian takes 8 HTK of damage herself. The wounds empaths take upon themselves heal at a rate of 1 HTK per round, and cannot be affected by clerical healing. Any damage the empath receives by other means heals at the normal rate. The empath can decide exactly how much or how little damage he wishes to heal, anywhere from 1 HTK to a maximum of 24 HTK. Empaths cannot heal themselves.

NOTE: *An empath may choose to heal more HTK of damage than he currently possesses, to a maximum of half of his current HTK. In such a case, the Healing is successful, but the trauma is too much for the empath and he dies. (For example, Darian has 6 HTK remaining. Her friend is currently at -8 HTK—not dead, but comatose. Darian chooses to heal 9 HTK of damage. Her friend's HTK total is raised to 1, but Darian dies in the process—sacrificing her life for her friend.)*

Healing is a very difficult and demanding discipline to learn. (It's also not one that an empath gets much practice with during his training.) Learning the mechanics of the discipline and actually using it correctly "in the field"—while being bombarded by the emotional anguish and pain of the wounded subject—are two totally different things.

When an empath attempts to apply the Healing discipline for the first time, he rolls D%. If the roll is equal to or less than the sum of the empath's INT, INS, STA, and APL, he can successfully apply the skill, and need never make the dice roll again on subsequent uses of the discipline (these subsequent attempts automatically succeed). If the dice roll exceeds the sum of INT, INS, STA, and APL, the attempt to use the discipline fails. On each subsequent attempt to heal, the empath must roll D% until the dice roll is successful. This

reflects the special nature—and the special difficulty—of the Healing discipline.

This discipline is only effective on humans, demihumans, and humanoids, and will only heal physical damage. Thus, an empath cannot remove blindness or cure diseases.

The discipline takes 5 rounds—5 minutes—to complete. During this period, the empath's concentration must be total, preventing any other action or psionic activity. Interrupting the discipline before completion will prevent it from taking its full effect. The consequences depend on how far into the process the interruption occurs:

First 2 minutes: The discipline fails totally. The subject receives no benefit, and the empath is unharmed.

2 to 5 minutes: This is the worst possible outcome. The empath has taken the subject's wound upon himself—and so suffers as many HTK of damage as he was attempting to heal—but he hasn't yet cured the wound on the subject's body. The subject remains wounded. The damage that the empath has taken upon himself heals at a rate of 1 HTK per round.

||||| Skill 3 |||||

Comprehend Languages

Skill Level: 3	MP Cost: 7 per round
Range: Special	TTC: 2 segments
Duration: Sustained	Saving Throw: None
Area of Effect: Individual	

By concentrating on a speaker's body language and tone of voice, the empath can determine the basic content of a speech in a foreign tongue. In other words, the empath can sense the emotional content (is the speaker making a threat or telling a joke?), the core subject matter (is the speaker asking directions to the nearest inn or asking for a date?), and the urgency of the matter ("There's a dragon behind you" or "Do you like red or white wine?"). The person speaking does not



have to be talking to the empath (which makes this ability useful for understanding overheard conversations). The empath is unable to understand highly technical subjects, or subjects that he has no familiarity with (thus, the empath would be out of luck trying to learn exactly how to pick a four-tumbler lock by eavesdropping on a foreign thief). This ability is only effective on humans, demihumans, and humanoids.

The empath must be able to see and hear the subject clearly. The discipline will not work through intermediaries such as scrying devices. This discipline takes a moderate level of concentration from the empath. He can take any simple physical action short of running at full speed or engaging in combat, and can use any other discipline. Wounding the empath breaks his concentration, terminating the discipline.

Know Alignment

Skill Level: 3	MP Cost: 17
Range: 3 yards/level	TTC: 5 rounds
Duration: Instantaneous	Saving Throw: Neg.
Area of Effect: Individual	

As with the discipline Detect Evil, this depends on the empath's ability to notice and analyze subtle clues in behavior, idiosyncrasies, etc. If the discipline is successful, the empath can determine both components of the subject's alignment (i.e., both the Lawful/Chaotic and Good/Evil axes).

The chance of successfully determining a subject's alignment is 5% per Skill Level of the empath (thus Skill 20 empaths are automatically successful). The consequences of failure depend on how badly the empath misses the roll. If he exceeds the required number by 1 to 20 points, he simply receives no result from the discipline. If he exceeds the required roll by 21 points or more, however, he receives a very strong impression of the subject's alignment . . . but the impression is wrong by 1D3 "steps" of alignment (in a random "direction," or as chosen by the GM for story-related reasons). For example, Chelta, a Skill 15 empath, tries to read the alignment of a L. Good traveler she meets. Her chance of success is 75%. Unluckily, Chelta rolls 98 on D%. This exceeds her required die roll by more than 20 points, so she receives a strong—but erroneous—impression of the traveler's alignment. The GM rolls 1D3, and gets 3. The alignment Chelta senses is 3 steps away from the traveler's real alignment. This means that Chelta senses an alignment of either C. Neutral or N. Evil, both of which will definitely color her reaction to the traveler.)

This discipline is only effective on humans, demihumans, and humanoids. Alignment-masking

spells do not negate this discipline.

The empath must be able to observe the subject's behavior for an uninterrupted 5 rounds before being able to make a judgment. The 17 MPs are expended at the end of this 5-round period, when the empath concentrates on drawing a conclusion from his observation. This discipline requires unbroken concentration from the empath. During the 5-round period, he can neither take any physical action nor use any other discipline. Wounding the empath breaks his concentration, terminating the discipline before it takes effect.

The range of this discipline varies according to conditions of visibility. The empath must be able to see the subject with an observation quality of "detail" (refer to the standard rule book).

Remove Fear

Skill Level: 3	MP Cost: 8
Range: Touch	TTC: 3 segments
Duration: Instantaneous	Saving Throw: None
Area of Effect: Individual	

This discipline removes all vestiges of magical Fear from a single subject. Alternatively, if the subject hasn't yet been the victim of a magical Fear effect, it raises his saving throw against such an effect by +4 for 1 turn after the discipline has taken effect. In addition, it raises the subject's morale by 4 points for 1 turn.

The empath uses his knowledge of the recipient's reactions to tailor a highly effective "pep talk;" this is backed up by an actual transference of emotional energy, which requires physical contact. (Thus, an empath must find some way of preventing a Fear-afflicted subject from fleeing while he uses the discipline.)

This discipline is only effective on humans, demihumans, and humanoids, and requires that the empath and subject share a common language.

The empath can use this discipline on himself, but only if he's not currently under the effects of Fear. (That is, he can benefit by the secondary effect of the discipline, but not the primary.)

||||| Skill 4 |||||

Friends

Skill Level: 4	MP Cost: 15
Range: Special	TTC: 2 rounds
Duration: 1 turn per 3 levels	Saving Throw: Special
Area of Effect: Special	

This discipline allows the empath to further enhance his effective APL... but at a risk. It involves the empath pushing his innate "social chameleon" skills to the limit, attempting to make himself appear to be a true soul mate of his subjects, and backing this up with an actual transference of emotional energy (thus the MP cost). The risk is that the subjects might be aggravated by what they see as ingratiating behavior. The empath can attempt this discipline on up to 5 times as many individuals as he possesses Skill Levels.

A subject must roll 5D6 and compare the total to his INS attribute. If the total exceeds his INS, the subject is totally taken in and responds as though the empath had an APL of 19. If the total is equal to or less than his INS, however, the subject responds as though the empath had an APL 1D6 points lower than it actually is. Note that this negates the empath's innate APL-enhancing skills; it does not negate his reaction bonus, however. This discipline is only effective on humans, demihumans, and humanoids, and requires that the empath and subjects share a common language.

To establish this discipline, the empath must be able to speak with the subjects for 2 uninterrupted rounds. During this time he must concentrate to the utmost on his words, tone and gestures, and on the subjects' reactions. He can take no physical action, and cannot use any other discipline. Wounding the empath interrupts his concentration and terminates the discipline before it even takes effect. Once the transfer of emotional energy has taken place at the end of the 2 rounds—represented by the MP expenditure—the empath need no longer concentrate on the discipline and is free to act normally.

Masquerade

Skill Level: 4	MP Cost: Special
Range: 3 yards/level	TTC: Special
Duration: Special	Saving Throw: None
Area of Effect: Empath	

One of the more interesting empathic disciplines, this allows the empath to mentally "become" another person: to think, act, and respond exactly the way the other would. This discipline can be used in two distinct ways.

The first is to allow the empath to "get inside the head" of another human, demihuman, or humanoid, and know exactly how he would respond to a certain situation. This would obviously be of great use to the commander of an army—"How would my enemy counterpart react to this feint?"—or to a thief entering a building—"If I were the Grand Vizier, where would I set a trap?". Other possibilities will no doubt come to mind. To prepare for this use of the discipline, the

empath must learn as much about the subject as possible. Under ideal circumstances, the empath should meet the subject and have time to converse; failing this, research and talking with others who know the subject will suffice. When it comes to determining whether the empath succeeds or fails in "getting inside the subject's head," the GM must adjudicate based on how well the empath knows the subject, the amount of research done, and the difficulty of the decision(s) the empath is second-guessing. As a guideline, 8 solid hours of research would be a bare minimum.

Once the preparations have been made, the empath can maintain the subject's mind-set for as long as desired, at a cost of 1 MP per 10 hours. There is a 5% chance per day, however, that the empath will suffer what is known as "soul loss." If this occurs, the empath's personality has been submerged by the subject's: the empath truly believes that he is the subject and will act exactly as the subject would act (with potentially damaging consequences; imagine the example of the empath asked to predict an enemy commander's battle plan . . .). For game purposes, soul loss is a form of insanity similar to schizophrenia as described in the standard rule book. The chance of soul loss is modified by several factors:

Factor	% Chance of Soul Loss
Subject is non-human	2%
Subject is of opposite sex	+5%
For each "step" the subject's alignment differs from the empath's	+2%

These modifiers reflect the fact that an empath must deeply submerge his true personality to completely identify with a subject significantly different in race, sex, or ethical outlook. With his own personality that deeply suppressed, the risk of soul loss is significantly higher.

This use of the discipline allows no saving throw.

The second use of Masquerade is more exacting. There are many magicks that allow a person to take on the outward appearance of another. None of these spells, however, covers such things as behavior, speech patterns (choice of words, for example, not voice tone), carriage, movement, idiosyncrasies, etc. Any magic-user worth his salt can make himself look like His Wisdom Karth Silvershield, High Overlord of Starbreak Fell . . . but the first conversation with anyone who remotely knew His Wisdom would blow the impersonation. An empath can use the Masquerade discipline to "become" someone else, however, in thought and deed. Since he knows how his subject thinks and reacts, the

empath can carry through a perfect impersonation . . . providing that he has done sufficient preparation, and that physical appearance is also taken care of.

This form of Masquerade is much more demanding than the one discussed earlier—instead of simply mimicking the thought processes of the subject, the empath must now mimic everything, right down to which hand the subject uses to pick up his wine goblet—and so requires considerably more preparation. The empath must observe the subject several times over a period of weeks, and preferably speak with him. The bare minimum period of preparation is 2 weeks. Again, the GM must adjudicate success or failure.

Impersonation is highly stressful: the empath cannot relax the Masquerade for a moment. Therefore, both the MP cost and the chance of soul loss are considerably higher. This aspect of Masquerade costs 2 MPs per 10 hours; the chance of soul loss is 13% per day (the same modifiers are used). For example: Darian is a L. Good empath—human, of course—and she is impersonating a N. Evil male half-elf. Each day, the chance of Darian suffering soul loss is 13% (base chance) + 2% (non-human) + 5% (opposite sex) + 6% (alignments 3 steps removed) = 26% . . . a very significant chance of disaster.)

Masquerade in either of its forms is traumatic and highly draining. After completing a Masquerade, an empath must rest for 1 entire week—during which he can use no other psionic discipline—and must wait 2 months before beginning another Masquerade.

During either form of Masquerade, the empath must maintain a significant level of concentration on playing the chosen role. He can take any physical actions, including combat, but can use no other psionic disciplines (this might cause a problem if the person being impersonated is a psionicist). Suffering a wound causes the empath's concentration to lapse for 1D3 rounds; during this time, there is a chance that observers might see through the impersonation (GM's adjudication). The risk of exposure is greater if the empath is rendered unconscious: for the 2D10 rounds after regaining consciousness, the empath is unable to fully concentrate on the role being played. Again, the GM must adjudicate this

situation, since the variables are too complex to consider fully here.

Scare

Skill Level: 4

Range: Touch

Duration: 1D3 rounds +

Area of Effect: Individual

MP Cost: 15

TTC: 1 round

Saving Throw: Neg.

1 round per 2 levels

This discipline is similar in effect to the magic-user spell of the same name. The empath uses his knowledge of the recipient's reactions—and hence his ability to judge what the recipient finds most frightening—to tailor a highly effective “reverse pep talk;” this is backed up by an actual transference of negative emotional energy, which requires physical contact.

This ability is only effective on humans, demihumans, and humanoids, and requires that the empath and recipient share a common language. The empath can use this discipline only once per day, even if he has sufficient MPs remaining; this is because of the emotional trauma the empath feels from sensing the recipient's fear. For the same reason, a Non-Player Character empath will typically avoid using this discipline unless constrained by circumstances. This discipline allows the subject a saving throw vs. Spells. If the subject fails this save, he is forced to move away from

the empath. This isn't headlong flight—it's a controlled retreat, at the subject's normal walking rate—but it is directly away from the empath.

The subject receives a saving throw when the discipline is initially established, and another at the beginning of each subsequent round that he remains within 60 yards of the empath. As soon as the subject successfully saves, or when he moves beyond 60 yards from the empath, the effect of the discipline terminates.

The discipline immediately terminates if the empath is killed, knocked unconscious, or suffers more than 8 HTK of damage from a single attack. (This proves to the subject that the empath isn't as daunting an opponent



as he had come to think.)

The empath must be able to communicate with the subject for 1 uninterrupted round, before making physical contact and transferring the emotional energy that completes the discipline. The 15 MPs are expended at the end of this 1-round period. This discipline requires unbroken concentration from the empath. During the 1-round period, he can neither take any physical action nor use any other discipline. Wounding the empath breaks his concentration, terminating the discipline before it takes effect.

Sensitivity to Psychic Impressions

Skill Level: 4	MP Cost: 20
Range: 0	TTC: 2 rounds
Duration: Instantaneous	Saving Throw: None
Area of Effect: 30' radius	

This discipline allows the empath to sense the emotions—and perhaps see momentary visions—of those who have died or suffered some powerful emotion in the place where the empath stands. The range of this discipline is limited to 30', or the empath's line of sight, whichever is less. Only those creatures with an INT of 3 or more will leave a "psychic residue" that an empath can detect. Thus, the death of an animal won't leave any trace, while the death of a human almost certainly will. Except in the case of overwhelmingly significant events, all that the empath will pick up is a sense of the dominant emotion (e.g., "I feel sadness in this place. I fear some tragedy was played out here"). Only if the events in the locale were of the utmost extremity—the cold-blooded slaughter of 100 innocent monks, or the

death of a great legendary hero—will the empath receive more details, or possibly see visions of the events as they unfolded.

If the emotion that the empath senses is particularly severe (GM's adjudication; the example of the slaughtered monks would certainly qualify), the empath may suffer an emotional "backlash." The empath must make a saving throw vs. Spells, or be confused (as the Confusion spell) for 1D2 rounds.

The empath must be able to experience the ambiance of the location for an uninterrupted 2 rounds before receiving any impression. The 20 MPs are expended at the end of this 2-round period, when the empath concentrates on drawing a conclusion from his sensations. This discipline requires unbroken concentration from the empath. During the 2-round period, he can neither take any physical action nor use any other discipline. Wounding the empath breaks his concentration, terminating the discipline before it takes effect.

||||| Skill 5 |||||

Charm Person

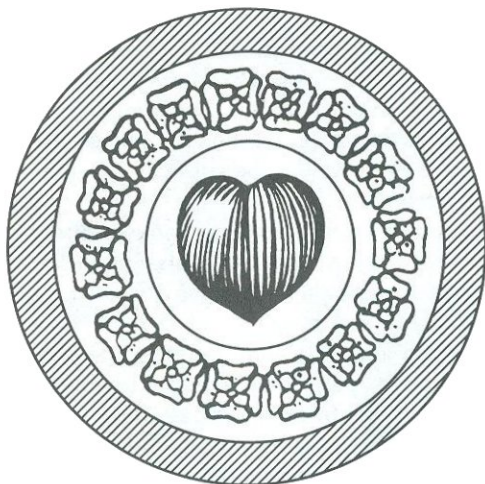
Skill Level: 5	MP Cost: 15
Range: Touch	TTC: 2 rounds
Duration: Special	Saving Throw: Neg.
Area of Effect: Individual	

Although the effects of this ability are very similar to those of the magic-user spell of the same name, an empathic Charm is basically non-magical. The empath uses his persuasive abilities to dominate the will of the subject; this domination is enhanced by a direct transfer

of emotional energy, which requires physical contact. To establish the Charm, the empath must be able to engage the subject in uninterrupted conversation for 2 minutes. During this period, the empath must concentrate fully on his words and tone of voice, and on the subject's reactions. He can take no physical actions, and can use no other disciplines. Wounding the empath during this period terminates the discipline before it takes effect.

Although the long casting time may appear a major drawback to the ability, it has two great advantages over the magical version of Charm: since it is





non-magical, it cannot be detected by Detect Magic and it cannot be Dispelled. However, this ability is only effective on humans, demihumans, and humanoids, and requires that the empath and recipient share a common language.

The subject receives an initial saving throw vs. Spells to resist the effects of the discipline, and receives additional saving throws on a periodic basis, the period depending on the subject's INT, as follows:

INT	Time Between Saving Throws
3 or less	4 months
4 to 6	3 months
7 to 9	2 months
10 to 12	3 weeks
13 to 14	1 week
15 to 16	3 days
17	2 days
18	1 day
19 or more	12 hours

As with magic Charm, the subject remembers everything that occurs while the discipline is in effect.

Hypnotism

Skill Level: 5	MP Cost: 20
Range: 5 yards	TTC: 4 segments
Duration: 1 round +	Saving Throw: Neg. 1
Area of Effect: 30' cube	round/level

This discipline causes up to 8 creatures to become highly susceptible to a brief and reasonable-sounding suggestion made by the empath. To establish the discipline, the empath must talk to the subjects for 4 segments (24 seconds) in a monotonous, droning voice. (The actual words used are basically irrelevant.) Once the discipline is established, the empath must utter a short sentence or two describing a course of action desired. Obviously, the subjects must be able to hear and understand the empath's statement. The statement must also be couched so as to sound at least partially reasonable to the subject. Obviously and directly self-destructive suggestions are always ignored. While the empath utters the suggestion, he focuses his mental energy to break down the subjects' innate resistance and suspicions.

Each subject receives a saving throw vs. Spells to resist the effect. If the GM decides that the suggestion sounds particularly reasonable, then the save is made with an additional -1 or -2 penalty. If the subjects are particularly hostile or suspicious, however, they may receive a bonus of +1 or +2.

Once the suggestion has been made and the mental manipulations performed, this discipline requires no further attention from the empath. The discipline will remain in force until its duration expires, no matter what happens to the empath in the meantime.

This ability is only effective on humans, demihumans, and humanoids, and requires that the empath and recipient share a common language.

Object Reading

Skill Level: 5	MP Cost: 35
Range: Touch	TTC: 2 turns
Duration: Instantaneous	Saving Throw: None
Area of Effect: Object	

This discipline allows the empath to identify the nature of a particular item—whether magical or non-magical—and is thus somewhat similar to the magic-user spell Identify. To use this discipline, the empath must hold or touch the object, and concentrate on it for 2 uninterrupted turns.

The empath must be in a calm, comfortable, and non-threatening environment. He must also put his mind into a highly receptive state. The method for doing this varies from empath to empath, and must be determined by the GM. Some must burn candles treated with soporific substances; others must drink drafts of laudanum or other drugs; still others must recite calming poetry while gazing at a restful painting. At the end

of the 2-turn period, the empath receives a mental impression describing some of the object's background.

The base chance of success is 10% per Skill Level of the empath, up to a maximum of 90%. If the item is non-magical, the empath receives a 10% bonus; however, the maximum chance of success cannot be pushed over 90%. A roll of 96-00 indicates a false reading (the GM makes up an untruth about the item); a failure on a roll of 91-95 simply means that the empath gained no information about the object.

As with Identify, a magical item never reveals its exact attack or damage bonuses, although the empath will receive a feeling as to whether the bonuses are many or few. In the case of a charged item, the empath receives only a general indication of the number of charges remaining: powerful (81%-100% of the total possible charges), strong (61%-80%), moderate (41%-60%), weak (6%-40%) or faint (5 charges or less). "Faint" takes precedence, so a Ring of Three Wishes would qualify as "faint."

In the case of a non-magical item, the discipline works more like Legend Lore: the empath experiences sensations that provide information about the history of the item. This takes place only if the item actually has some interesting history behind it. A typical sword would yield no information, while a sword that belonged to an ancient king—even if the weapon were non-magical—would have a fascinating tale associated with it. In the case of unique or highly significant items, the information provided might be highly cryptic or symbolic, perhaps in the form of a rhyme or riddle, or otherwise obscured.

As with the ability Sensitivity to Psychic Impressions, particularly severe emotions (GM's adjudication) associated with the object could cause "emotional backlash," confusing the empath (as the spell Confusion) for 1D2 rounds unless he saves vs. Spells.

Suggestion

Skill Level: 5	MP Cost: 17
Range: 20 yards	TTC: 2 segments
Duration: 1 hour + 1 hour/level	Saving Throw: Neg.
Area of Effect: Individual	

This discipline is similar to the discipline Hypnotism, except that it can only affect a single individual. It also has longer range, and a longer duration. The empath influences the actions of the subject by uttering a short sentence or two describing a course of action desired by the empath. Obviously, the subject must be able to hear and understand the empath's statement. The statement

must also be couched so as to sound at least partially reasonable to the subject. Obviously and directly self-destructive suggestions are always ignored. While the empath utters the Suggestion, he focuses his mental energy to break down the subject's innate resistance and suspicions.

The subject receives a saving throw vs. Spells to resist the effect. If the GM decides that the Suggestion sounds particularly reasonable, then the save is made with an additional -1 or -2 penalty.

Once the suggestion has been made and the mental manipulations performed, this discipline requires no further attention from the empath. The discipline will remain in force until its duration expires, no matter what happens to the empath in the meantime.

This ability is only effective on humans, demihumans, and humanoids, and requires that the empath and recipient share a common language.

||||| Skill 6 |||||

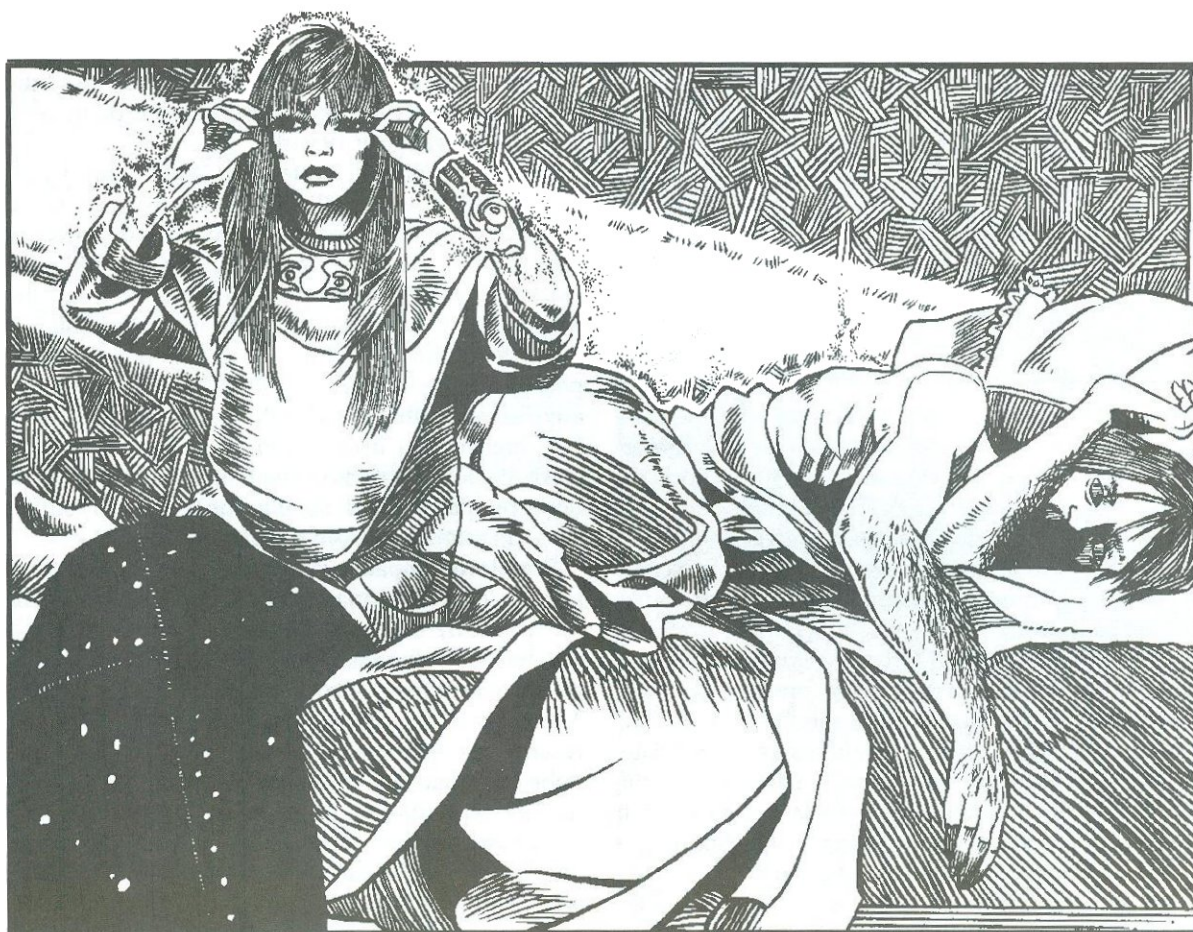
Telepathic Projection

Skill Level: 6	MP Cost: 21
Range: 0	TTC: 2 rounds
Duration: Instantaneous	Saving Throw: None
Area of Effect: 30' radius	

This discipline is effectively the reverse of the discipline Empathy: instead of detecting emotions and motivations in another, by concentrating the empath is able to project his own emotions and motivations so that they can be sensed by another creature. This discipline has a range of 30 feet; any creature within that range—unless shielded from psychic impressions by psionics or mind-blocking magic—senses the empath's true emotions and motivations. (Note that it is impossible to "lie" using this ability.) If another empath is within range, he suffers "emotional backlash" (as described for the discipline Sensitivity to Psychic Impressions) as the strength of the "sending" is sufficient to overload another empath's receptivity.

This ability is effective on any non-shielded creature native to the Prime Material Plane. Creatures with "animal" levels of intelligence will receive only the most superficial impressions—along the lines of "I'm not going to attack you"—while more intelligent creatures can sense more detailed motives—e.g., "I don't want to fight you, but I will if you force me to do so."

Because of the effort involved, the empath must rest for 30 minutes before being able to continue with any other activity, physical or mental.



Telepathy

Skill Level: 6

Range: 30 yards

Duration: Sustained

Area of Effect: Individual

MP Cost: 10 per round

TTC: 3 segments

Saving Throw: Neg.

This discipline establishes direct mind-to-mind communication between two people. It allows the empath and the subject to communicate silently and instantly. Although the range limit to establish the discipline is 30 yards, once Telepathy is in effect the range is unlimited assuming that the characters attempting to communicate have clear lines of sight to each other.

Telepathy can't be used to read the thoughts, memory, or emotions of another; it's simply a way of establishing quick and silent communication. One participant can only "hear" the thoughts that another participant actively "sends" to him. (The rationale is that Telepathy gives the participants mental access to each other's speech centers. Thus, one participant can hear only those thoughts that the other "silently speaks.")

Direct mind-to-mind communion is approximately 4

times faster than verbal communication. The GM should keep this in mind when determining the length of a complex dialogue.

The saving throw the subjects are allowed is to reflect the situation where the empath wants to form a link with an unwilling subject, so he can threaten or taunt him silently and directly. (This can be particularly effective, since the subject can't "block his ears" to a telepathic message.) In such a case, the subject receives a willpower saving throw to resist the communication. If the subject successfully saves, the empath expends 10 MPs, but no linkage is established. Willing subjects can freely waive this saving throw.

Maintaining this discipline requires no significant concentration by the empath. The empath and subject are both free to take any action, or use any other discipline (subject to MP considerations, of course). The linkage isn't affected if either empath or subject suffers a wound. The discipline immediately terminates if either participant is rendered unconscious or killed, or if the empath has insufficient MPs remaining to maintain the discipline for another round.

If the subject is asleep, the empath can set up a one-way link through which he can communicate with the



subject. The empath's communication—and perhaps his image—becomes incorporated into the subject's normal dreams (perhaps being mistaken for a prophetic dream . . .). There is a risk in infiltrating another's dreams, however: each round the contact is maintained, the empath must make a saving throw vs. Staves. A failed saving throw means that the empath becomes insane (due to the backward "leakage" of irrational dreaming emotion) for 2D8 days. This risk also exists if the mental processes of the subject contacted are sufficiently alien to the empath (GM's judgment); the GM can incorporate additional modifiers as appropriate. (For example, establishing Telepathy with Bahamut the Platinum Dragon might occasion a saving throw with no penalty or bonus; attempting to contact a deity might require a penalty of -5 to the saving throw.)

Empathic Telepathy is exceedingly draining; after contact is broken, the empath must sleep uninterrupted for 4 hours, and cannot attempt this discipline again for a further 2D10 hours.

• MAGIC ITEMS

There exist several items that bear the same relationship to empathy that magic items do to normal magical abilities. Several such items are described following. The GM should feel free to design any other items as he sees fit.

Although individual GMs may wish to rule otherwise, most of these items can be created (and used) only by empaths. Exceptions are noted in the text.

Ring of Empathy: This plain gold band, when worn by an empath, has the same effect as a continuous Empathy discipline. In other words, the empath can continuously sense thirst, hunger, fear, fatigue, pain, rage, hatred, uncertainty, curiosity, hostility, friendliness, love, and similar emotions from any creature within 10 yards. The Ring doesn't allow the empath to detect or read thoughts, or anything deeper than a surface motivation. Magicks or psionic disciplines which shield the mind negate this effect. The empath must have a clear line of sight to the subject. Intervening objects or terrain will block this effect.

When worn by a non-empath, this Ring gives the wearer the ability to use the discipline Empathy once per day, to a range of 10 yards.

Ring of Emotional Protection: When worn by an empath, this Ring partially numbs the wearer's innate sensitivity to others' emotions. This has the effect of canceling the empath's innate bonuses to APL and reaction checks, but also allows the empath to use the Magic-User Combat Result Table when fighting human, demihuman, or humanoid opponents (as opposed to using the 0-level table). The empath can use any discipline while wearing the Ring, but at an MP cost 10% higher than usual (round fractions up). While worn, the Ring protects the empath against any "emotional backlash" effects that he would normally suffer. This Ring cannot be used by non-empaths.

Bracelet of Empathy: When worn by an empath, this plain gold band decreases the MP cost of all empathic disciplines by 10% (round fractions up).

When worn by a non-empath, the Bracelet imbues the wearer with some characteristics of a trained empath. The wearer gains an empath's bonuses to APL and reaction checks, but suffers the same difficulties when fighting human, demihuman, or humanoid opponents (i.e., the realization of the opponent's pain forces the wearer to fight as a 0-level character). Most versions of this Bracelet can be removed freely. Some, however, bond to the flesh of any non-empath who wears them, necessitating a Remove Curse to remove the item.

• EMPATHS AND THE CAMPAIGN

Despite their beneficent nature, empaths are distrusted and feared in certain societies. Even in more enlightened cultures, empaths will frequently reveal their true nature only to those they trust, or those who really need their help. This is because the empaths are generally well aware of how quickly popular sentiment can change, and how rapidly acceptance can become oppression. Empaths are among the most useful contacts that Player Characters can cultivate in a city or town, and can be valuable allies.

Because of their mix of skills, empaths would certainly be able to "pull their weight" in most adventuring companies . . . but advanced empaths are unlikely to do more than limited adventuring (because of their unwillingness to cause pain).

• SAMPLE NON-PLAYER CHARACTER

Tanis Elffriend

Human, Skill 20 empathy

STR: 10, INT: 14, INS: 16, STA: 14, DEX: 10, APL: 15

HTK: 42, AC: 10

MV: 12," AL: L. Good

AT: 1, DM: (by weapon), THAC0 14

HT: 5'7," WT: 130 lbs.

Weapon Proficiencies: dagger, sling

Weapons: dagger, sling

Armor: none

Magic Items: none

Disciplines:

Skill 1: Detect Evil, Detect Lie

Skill 2: Detect Charm, Empathy, Healing

Skill 3: Comprehend Languages, Know Alignment, Remove Fear

Skill 4: Friends, Masquerade, Scare, Sensitivity to Psychic Impressions

Skill 5: Charm Person, Hypnotism, Object Reading, Suggestion

Skill 6: Telempathic Projection, Telepathy

Specials: none

Tanis is a kindly-looking middle-aged woman, slightly plump with short gray hair and twinkling blue eyes. She was born and raised in the small town in which she now lives, and she has no reason to think she won't die there. From a very young age, Tanis showed strong empathic powers. A local priest recognized her potential, and urged her to study and develop her abilities. For several months he helped her as much as he could, letting her try to read his emotions and giving her feedback on her accuracy. Unfortunately, the priest wasn't an empath himself, and thus could teach Tanis no disciplines.

As fate would have it, an empath of great skill settled in Tanis' home town, and took over the responsibility of training her. When he moved on several years later, he left behind an empath of great ability.

Tanis has been very open about her abilities; everyone who lives in the town knows what she is, and accepts her powers without fear or hatred. She is willing to help anyone who needs her assistance, asking nothing in return. Her fame has begun to spread, and she is recognized as perhaps the most skilled empath in the land.

Several members of the government have made the trip to Tanis' home town to receive her aid on various matters. Mostly this involves using the discipline Masquerade to forecast or second-guess the actions of a foreign government. Tanis is glad to help out in this capacity, so long as her government doesn't get itself embroiled in a war. (In fact, her aid might well have helped the government avoid at least one border war with a neighboring state.) The government pays Tanis lavishly for her help, but she keeps very little of this payment, only what she needs to maintain her simple lifestyle. The rest she donates to local temples and other charitable institutions.



CHAPTER 7

ADVENTURE Seeds

This chapter contains a number of “adventure seeds”—“story starters” designed to stimulate the GM’s imagination when it comes to devising adventures involving psionics. These adventure seeds are intended to be brief sketches of a potential story line, not a fully-delineated scenario. The GM can flesh out these seeds as he or she sees fit.

Each adventure seed follows the same format:

Set-Up: How the Player Characters become involved in the adventure and the problem presented to them.

The Plot: Background information, events of the story, and likely encounters.

Notes: Other possible complications, suggestions for expanding the adventure, and general information for the GM.

THE PSIONS

Set-Up: The Player Characters are passing through a city convulsed by a growing level of senseless violence: bullies and alleybashers wander the streets, killing and robbing with impunity. Despite the best attempts of the government to crack down, these depredations are continuing. The violence reaches its peak when an unknown assassin cuts down the city’s Lord Mayor. Using the suppression of violence as the major plank in its platform, a new political party arises, and seems ready to take over the government.

The Player Characters become involved when the individual who assassinated the Lord Mayor comes to them for help. This individual admits his crime, but claims that he was acting under the mental control of another. Detect Lie or similar magic indicates that he’s telling the truth. . . .

The Plot: The political party poised to take over the government is actually an affiliation of Evil-aligned psionics: mainly telepaths and pyromancers, with one or two telekineticists and somniomancers thrown in for good measure. The members of this group call themselves “The Psions.” Behind the scenes, they’ve been orchestrating the violence using street muscle

that they’ve either controlled or hired. Their rationale is that the populace will accept virtually any hard-line laws and infringements of personal freedom if only their government will do something about the violence. Once this group has gained power, they’ll decrease the level of violence drastically, but keep enough going to remind the populace why they’ve got to put up with the somewhat draconian rule of their new government.

The Player Characters can investigate what’s going on, possibly by infiltrating the groups of street muscle who are being hired by the Psions. Once they find out what’s actually going on, they can somehow try to block the Psions’ plans.

Notes: If the Psions find out about the Player Characters’ attempts to block them, the psionics will certainly mobilize everything they’ve got to stop the meddlers. The GM is free to make the Psions as numerous and as powerful as necessary to give the Player Characters a good fight. Unless the Player Characters are spectacularly successful in stamping out the group, at least one of the psionics should escape, to return as an ongoing nemesis seeking vengeance.

● MISTAKEN IDENTITY

Set-Up: The Player Characters have acquired a mysterious magic item and take it to a psionist they've met for identification (via the discipline Object Reading, Identify, etc.)

The Plot: Although the psionist might have been helpful towards the Player Characters in the past, now he lies to them about the nature of the object. It's cursed, he tells the Player Characters, and must be destroyed.

In fact, the object isn't cursed at all. It's a powerful item that has the power to block the plans of an evil NPC who has some leverage or hold over the psionist.

He's using the psionist as a tool to manipulate the Player Characters into destroying the item for him.

The psionist is in such a position that he can't openly go against the instructions of the evil NPC but, he can use his psionic abilities to communicate at least some of the truth to the Player Characters. How they proceed from there is up to them.

■ **Notes:** *The evil NPC might be able to escape from the Player Characters, even though his current nefarious plans are in ruins. He can return later as an ongoing nemesis, particularly if his leverage over the psionist is still intact.*

● ESCAPED ELEMENTAL

Set-Up: The Player Characters have a run-in with a fire elemental on a rampage, and just manage to escape with their lives. They then meet a pyromancer who is tracking the elemental. He summoned it, he explains, but the creature escaped when another pyromancer challenged him for control. Now he must catch up with the creature and banish it to its home plane before it causes too much more damage.

The Plot: The fire elemental has an attitude: it's an unusually nasty, aggressive creature, and revels in destruction for its own sake. It likes the Prime Material

Plane as a place to spread terror and destruction, and has no intention of letting the pyromancer send it home.

■ **Notes:** *The pyromancer who summoned the elemental did so for some Good purpose. The other pyromancer who challenged him for control wanted to use the elemental as a tool of destruction. This Evil pyromancer is also in on the chase, and wants to get control of the elemental before it's banished.*

To add further complexity, the Evil pyromancer and the elemental might meet and decide to join forces in destroying the Good pyromancer and the Player Characters.

● THE RESCUE

Set-Up: A Player Character experiences recurring nightmares of imprisonment, and strong images of a fort situated among the nearby mountains.

The Plot: The dreams are the sendings of a Good-aligned somniomancer who has been captured by an Evil lord, who wishes to force the somniomancer to help him in some nefarious plot. Somehow the somniomancer possesses an object that is psychically

bound to the Player Character, allowing him to send dream messages asking for rescue.

■ **Notes:** *Rescuing the somniomancer should involve more stealth, guile, and infiltration than frontal-assault combat. The somniomancer can relay at least some information to the Player Character about conditions within the fort. The Evil lord might escape with his life, to return as an ongoing nemesis.*

• THE KING'S RING

Set-Up: As a reward for performing some major service, the ruler of the realm gives one of the Player Characters a jeweled ring. Immediately, people start trying to kill the Player Character and take possession of the ring. . . .

The Plot: The ring is actually a Dream Focus created by an Evil somniomancer, that was given to the ruler as a gift. Using the Focus to increase his chances of success, the somniomancer had intended to control the ruler's behavior, and eventually become the power behind the throne. As luck would have it, however, the ruler decided to give that very

ring away to a Player Character as a reward. Without the Focus in the ruler's possession, the somniomancer considers his chance of failure to be too high. Therefore he's going to go to great lengths to retrieve his Dream Focus from the Player Character and get it back into the possession of the ruler.

■ **Notes:** *Since the Player Character has the Dream Focus in his possession, he is very susceptible to disciplines employed by the Evil somniomancer. Whatever the outcome with the ring, the somniomancer can escape to return as an ongoing nemesis.*

• STAY OF EXECUTION

Set-Up: While passing through a town, the Player Characters see an execution about to take place. Suddenly one of the Player Characters—totally against his will—charges the execution platform and fights to rescue the condemned criminal. . . .

The Plot: The condemned criminal is actually a telepath, and his only crime was to admit his true nature in a society where all psionics are automati-

cally put to death. He's sorry that he had to get the Player Characters into trouble, but the only alternative was to have his head lopped off . . . not an attractive option.

■ **Notes:** *The Player Characters and the telepath are now wanted criminals in the region. They can either try to clear their names somehow, or just move on quickly.*

• WITCH TRIAL

Set-Up: The Player Characters stumble upon an incipient lynching. The victim is a harmless-looking old woman, but the townsfolk call her a "mind-witch," and have every intention of burning her at the stake. Her death is assured unless the Player Characters intervene.

The Plot: There are two possible story-lines here.

1. The "mind-witch" is a Good-aligned empath who made the mistake of exposing her true nature. If the Player Characters save her and get her out of town,

she'll prove a useful resource for the future.

2. The "mind-witch" is an Evil-aligned psionics who also made the mistake of exposing her true nature. (She claims to be a Good-aligned victim of a misunderstanding, of course.) If the Player Characters save her, she uses them as pawns in her black plans.

■ **Notes:** *In either case, the Player Characters will certainly be labeled as "public enemies" for saving the "evil mind-witch" from the townsfolk's righteous wrath.*



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