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SECRETS OF NEOEXODUS: SECTION OMEGA



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The people of modern Exodus fear and distrust psionic powers and those with it. The psion's ability to read or even control minds without even the scant visible trappings of wizardry - the wilder's unpredictable and spontaneous destructive powers - these mind-spawned mysteries are the stuff of nightmares for common folk from the Wyldlands of Bal to the deserts of Cordel. Even the widely respected, psionics-using Janissaries of the Imperial Alliance have not been able to dispel such superstitious fears - perhaps because the superstitions are all too often justified.

Eventually, the Imperial Alliance with the help of Imperial Senate created an organization to address those fears - and to bring to heel those mentalists who misused their gifts.

Thus was born Section Omega - the Imperial Alliance's regulatory and investigatory body for psionic affairs.

PSIONIC GENESIS

The history of psionics on Exodus begins with the ancient Cavian Empire. In an era called the Age of Mind and Magic, the rodentfolk ruled the lands of Nas, the region now inhabited by the Caneus Empire, and warred with the Sorcerer-Kings of Abaddon.

The ancient Cavians eschewed magic, fearing its connection to the primeval First Ones. Seeking a power capable of matching it, they studied the energies latent in their own minds and explored the mystical and scientific properties of crystalline structures. From their research a new power entered Exodus: psionics.

Despite their incredible psionic achievements - their crystal cities that grew themselves into soaring spires, their guided storms of psionic power that melded and exchanged and annihilated countless minds, their legions of crystal constructs given a semblance of sapience by their masters' reflected minds - the Cavians eventually disappeared from the history of Exodus. The Sorcerer-Kings wove cataclysmic sorcery, burying Nas under sorcerous glaciers and seemingly annihilating the Cavian Empire.

For more than a thousand years, psionic powers lay dormant. Wild talents occasionally manifested powers alien to those of sorcerers and wizards, but more often and not their initial, uncontrolled manifestations drew the wrath of local authorities and they perished as witches and diabolists.

In 182 Before Unification (*BU*), however, psionics became the foundation of one of Exodus's most significant organizations: the order of Janissaries who would one day prove instrumental in founding the Imperial Alliance. The Janissaries, warrior-ascetics disgusted with the honorless slaughter of total war and longing for simpler feudal times, settled in an abandoned Cavian fortress and discovered the time-lost secrets of the rodentfolk. It was these secrets that allowed the Janissaries to eventually intimidate the great empires of Exodus into considering the Imperial Alliance.

Ironically, however, the emergence of the Janissaries, far from putting the people of Exodus at ease with the resurgence of psionic power, drove home how alien - and how dangerous - it could be. A Janissary might safely be trained to develop his latent psionic powers for the good of the Imperial Alliance and the people, but what of the wild talents whose abilities now stood out in sharper contrast? What of the criminals, dissidents and malcontents who studied the Janissaries from afar and practiced psionic abilities in secret?

As early as 11 After Unification (*AU*), the Imperial Alliance beseeched the Janissaries to police their fellow mentalists. Randal Yearby, the aging Grandmaster of the Janissaries, did everything in his power to lay the Imperial Senate's fears to rest, insisting psionics posed no greater danger than sorcery, but the task of rooting out rogue psychics nonetheless fell to his protesting order.

Between 31 and 38 AU, a new psionic threat emerged: the Cavians, vanished over a thousand years before, had returned to Exodus. The rodentfolk changed dramatically during their centuries-long absence; those who returned were mostly members of a racial hive mind, living in constant telepathic communication with their brethren.

Though the Cavian hive-mind took no aggressive action against the humanoid races, its power frightened the rulers of Exodus even as its nature disturbed the common people. The Janissaries, they recalled, used Cavian relics and dwelt in a Cavian citadel. Agitation rose, boiling into the Imperial Senate as a demand for a separate organization to monitor and even at times suppress psionic activity.

In 42 AU, the Imperial Alliance reached a decision.

It commissioned a new branch of its small armed forces to join the investigative Janissaries and the military Men-at-Arms. This organization was dubbed

Section Omega: it was to be the 'higher brain' controlling and coordinating the fractious psionic population.

Section Omega's ranks initially swelled with Janissaries assigned to the new organization and with wizards and clerics recruited to implement its boldest plan: the suppression of all rogue mentalists. After decades of research, Section Omega revealed a solution to the 'Psionic Question:' a magical and psionic crystal, called a psychic annihilator, which bonded to the flesh of a psionic creature and harmlessly dissipated its powers.

In 73 AU, Section Omega presented psionically active creatures within the Imperial Alliance with a choice. They could join Section Omega and serve the Imperial Alliance, they could bond with one of the new psychic annihilators - or they could die.

Many psions chose to fight or flee what they saw as Imperial Alliance tyranny. They appealed to the lords of the great empires of Exodus, to the Janissaries, to the Imperial Senate. Nonetheless, Section Omega was allowed to put its plan for psionic suppression into place and has kept it in operation in the ensuing years. There is some hearsay that eludes that many of the groups actually managed to squirrel away a few psychics for their own purposes, sheltering them from the hounds of Section Omega.

In the back reaches of the world, far from the prying eyes of the Imperial Alliance, groups of these rogue mentalists began to foment. Section Omega has worked hard on stamping out these tiny pockets of covert resistance, for as of yet, they have had very little success at locating any sort of main encampment or large enclave. Slowly, however, these tiny pockets have been wiped clean, but there has been no overwhelming blow against them.

SECTION OMEGA TODAY

Section Omega is now as much a bureaucracy for disseminating the psychic annihilators to confused and frightened young mentalists as it is an enforcement arm of the Imperial Alliance. It has been in operation long enough that most people are glad to rid themselves of their dangerous, mysterious powers; few choose to enter the organization's ranks to hone their abilities, and fewer still offer any resistance. The few who do enter the organization to hone their skills are perhaps the most zealous and powerful field agents that Section Omega can call on today. These

righteous few offer the organization its primary tool in dealing with other mentalists.

Nonetheless, Section Omega retains powerful psychics, warriors and spellcasters to deal with the handful of psionic creatures who prove intractable. These creatures exist at the outskirts of civilization or further out in the wilds themselves. This rustic existence has made the agency lax, after all, little damage can be done to a civilization if the creatures do not understand civilization. The Cavians themselves are the largest "organization" that opposes Section Omega, but the Hive Mind has yet to confront its nemesis head-to-head, so to speak.

Ironically, while Section Omega was formed in part to check a perceived Cavian menace, its present Director is himself a Cavian severed from the racial hive mind. Director Niljon Taysnita revealed the Cavians to the Janissaries decades ago and proved instrumental in developing the psychic annihilator. He advanced to the Directorship by dint of seniority and skill and retains it despite his advanced age.

Section Omega's visible goals remain unchanged from its founding: it seeks to suppress or control all psionic activity on Exodus in the name of the Imperial Alliance. Many of the members of Section Omega have become quite a bit complacent in their duties, not quite having the zeal and fervor that once guided their organization. Many of the current generation of members have not encountered a violent rogue psychic, less an ancient and terrible psionics creature.

Conspiracy theorists posit a more sinister purpose, however: they claim Section Omega wants to eliminate other mentalists so that no one can check its power, and that the organization secretly controls the Imperial Senate from behind the scenes. While senators and Section Omega officers scoff at these accusations, neither can disprove them. After all, who but a telepath can reliably detect the subtle influence of another mentalist - and what telepath operates outside the umbrella of Section Omega? That a Cavian - the visible face of psionic menace on Exodus - leads the organization does nothing to pacify its detractors.

Though these theories seem steeped in as much fiction as fact, or in most cases, more fiction, the theorists are perhaps on to something. There are rumors of a darker aspect of the organization that exist on whispers, fleeting shadows in the night, and mere brushes with Imperial Alliance.

There is a further rumor, that the threat is even more direct. The theory runs something along the lines

of the Cavians are looking to directly subvert the Imperial Alliance and the most effective way to do this, is to simply remove any threat they from the psychics of the Alliance. The fact that Director Niljon Taysnita is a severed Cavian and could very well be looking for a quick in to return to the hivemind, or perhaps that he was an agent of the hivemind split off for greater good. Until further information is available these rumors and conspiracy theories will remain just that.

SECTION OMEGA HEADQUARTERS

An unassuming spur of the vast Imperial Alliance Citadel in Koryth houses Section Omega's bureaucracy. Originally, it was part of the Imperial Alliance's records office, and its ancestry shows: the walls of Section Omega's offices are gray and devoid of decoration, its hallways low and cramped, its chambers stark and lifeless in contrast with the Citadel's magnificent façade.

The office has never come under attack, and anyone attempting such an assault would face an uphill battle through a legion of Imperial Men-at-Arms and Janissaries. Nonetheless, a squad of the more militant Section Omega agents, called Id Hunters, guards the office, allegedly assisted by psionic constructs under Director Taysnita's control.

Section Omega maintains at least two other major facilities: its training compound outside Koryth, where young mentalists who prefer to use their powers for the Imperial Alliance practice discipline and hone power, and the manufacturing facility for psychic annihilators.

The training compound sits in the mountains ten miles south of Koryth, protected primarily by a powerful distortion of both mind and space: anyone who approaches without the proper authorization must exercise iron discipline with every step or lose his way, his mind befuddled, his eyes deceived and his feet turned from their path. Most people aware of Section Omega know the rough location of the training facility - but only a handful could hope to actually reach it. More than once there has been infiltration of the agency through the training facility has been attempted, but the new recruits normally assimilate to their new home quickly through either purposeful coercion or simply the sway of constant propaganda and rhetoric.

The psychic annihilator production facility, on the other hand, is a complete enigma. Its location and nature are among Section Omega's most closely-guarded secrets. Only Director Taysnita and a handful of his most trusted lieutenants know where it lies; others can but speculate. Many believe Section Omega formed a pocket dimension to house the facility, possibly linked to the organization's offices by a sort of psionic portal. Various other organizations have looked, searched, or attempted to discern the location of the facility, but as of yet, there has been

SECTION OMEGA MEMBERSHIP

Section Omega is a relatively small organization, albeit a powerful one. At any given time, less than two thousand humanoids staff Section Omega. Of these, more than half are administrators, librarians, researchers, couriers and assorted functionaries; only roughly one thousand are actual psionic agents.

Section Omega divides its agents into two groups. The Psychic Overseers serve the Imperial Alliance by managing the suppressed psionic community, liaising with the Imperial Senate, and scanning the telepathic fabric of Exodus for emerging dangers. The Id Hunters actively seek out psionic threats using a mix of mental and mundane techniques. While the exact ratio between the two varies, the section presently maintains a two to one ratio of Psychic Overseers to Id Hunters.

SECTION OMEGA METHODS

Section Omega maintains a 'threefold model' of operations: discovery, contact and suppression.

Discovery is the field of the Psychic Overseers, the organization's most experienced telepaths and clairsentients. These powerful, disciplined psions constantly scan the turbulent sea of thought, seeking the familiar patterns of psionically-gifted minds.

While virtually any humanoid can learn to tap into latent psychic potential, as the Janissaries demonstrate, the Psychic Overseers seek those "wild talents" who require no special training or discipline to do so. Most wild talents manifest their potential at puberty; it usually takes the form of random, uncontrolled telekinesis or pyrokinesis, or flashes of unexplained insight.

Often, the young mentalist does not even realize the nature of her powers, or even that she is the source of the strange and frightening phenomena around her.

When the Psychic Overseers discover such a wild talent, Section Omega moves on to the second phase of its operations, contact.

Contact may be carried out by either Psychic Overseers or the more combative Id Hunters, depending on the power and aggressiveness of the mind in question. Both are skilled at turning vague impressions of region and space into concrete directions to their target, although they use different methods.

Section Omega agents always begin with peaceful contact, seeking out a wild talent and making their customary offer: join Section Omega or accept a psychic annihilator. The vast majority of wild talents, frightened by their powers and superstitious about psionics, prefer the latter. Indeed, Section Omega agents are charged with trying to persuade young mentalists to join the organization before they offer the easier way out of the psychic annihilator, because the number of agents has dwindled since Section Omega's inception.

In a few cases, though, peaceful contact proves unfruitful. This usually happens when a mentalist escapes notice in his youth. As he learns to control his own powers, he may decide he would rather profit from them himself rather than dedicating them to the service of the Imperial Alliance.

When peaceful methods fail, Section Omega escalates to its third phase, suppression.

An Psychic Overseer may coordinate a suppression mission, but it is carried out by one or more Id Hunters, sometimes assisted by local mercenaries or other Imperial Alliance forces. The Id Hunter retinue tracks their target down and explains: one way or another, the target will not possess the powers of the mind by the next dawn. Whether that is because he accepts a psychic annihilator or because an Id Hunter's blade is buried in his skull matters little to the hunter.

Section Omega agents bent on suppression hope to subdue a rogue psychic and force a psychic annihilator on him - but should that prove too dangerous, they will not hesitate to escalate to lethal force. In cases where the target has already used his powers against the people of the Imperial Alliance, death may even be the sentence passed down from the outset; if

Section Omega's high officers or their superiors in the Imperial Senate feel any qualms about such trials in absentia, they have never said as much.

SECTION OMEGA AGAINST MONSTERS

While Section Omega agents try recruitment and suppression first and death only as a last resort when confronting humanoid psychics, their methods against psionic monsters are considerably harsher.

Psionic monsters are far more common than humanoid wild talents, and because Section Omega so efficiently deals with the latter at a young age, the monsters are almost always more powerful, too. Section Omega attacks enclaves of mental monsters whenever it finds them, often recruiting aid from other branches of the Imperial Alliance, local authorities, and even adventurers and mercenaries.

When a Section Omega strike team enters the lair of a psionic monster, it does so with no thought to suppression - Section Omega seeks the annihilation of such psychic threats, plain and simple.

Unfortunately, as often as not, it is the Section Omega agents who are annihilated. The organization rarely bothers trying to challenge the most powerful psionic creatures, recognizing it cannot match them mind for mind and fearing to commit too many Id Hunters to the task. Even weaker psionic monsters, existing as they do outside the cities and towns where the Imperial Alliance wields the most influence, escape Section Omega's notice as often as they are hunted down and exterminated.

SECTION OMEGA IN THE OUTER WORLD

Despite popular conspiracy theories, Section Omega enjoyed warm relations with the governments of Exodus until quite recently. No king, queen, empress or emperor wanted renegade psychics working their little-understood and much-feared powers within his territory, and all four great powers accepted and aided Psychic Overseers and Id Hunters within their borders.

With the lack of "new" psionics threats, Section Omega has turned toward bulwarking their own position as essential to the fabric of the Alliance. Many of the more ambitious Psychic Overseers are looking

for a method of cementing themselves into an area of control.

The shattered peace between the nations of Exodus changed their relationship with Section Omega considerably.

Empress Cassandra has issued a blanket ban on psionics within the Caneus Empire - including those wielded by Section Omega. The Psychic Overseers know this 'ban' for what it really is, however: an attempt by the young Empress to create her own psionic forces, possibly with Cavian assistance. Section Omega agents regularly infiltrate the Caneus Empire and conduct their usual missions, and indeed consider it a priority. However, they are beginning to show an uncomfortable number of losses in doing so. Too often, their agents turn up dead, go missing, or limp home after narrowly escaping some nefarious plot.

The Dominion and the Arman Protectorate both permit Section Omega agents to operate within their borders, but insist on attaching their own officers to Id Hunter bands rather than allowing Janissaries or Imperial men-at-arms to accompany them.

The Reis Confederacy, traditionally more open to mentalists than the southern empires, has taken the opposite tact. Prior to the shattered union, it secretly assisted psychics fleeing Id Hunter bands. Now, its Imperatrix, Lolani, openly guards the Confederacy's borders against Section Omega agents and invites frightened wild talents to take shelter in its trackless jungles. Whether she does so out of genuine sympathy for them or to gain their assistance against the Imperial Alliance and the Caneus Empire, only the Imperatrix can say for certain. The Imperatrix has yet to publicly dissuade the "concern" offered from the Alliance, but with the Caneus Empire beginning to create their own militant grouping of psychics, it will be hard to maintain any Section Omega agents. With their own military known well for their stealthy operations and internalized secrecy, the Reis Confederacy is likely to have the most organized and best trained group of psychics, but Section Omega has no clear grasp at the depth of the Confederacy's psychic potential.

Like all representatives of the Imperial Alliance, Section Omega agents are unwelcome among the Janus Horde. The Horde has no program for training its wild talents and is usually unable to distinguish them from ordinary sorcerers; Section Omega operatives slip easily through the disorganized and porous

borders of this young power. The Horde so far has not made any public word of the Section Omega operatives, but if a powerful member of the Horde would be unmasked as a psychic, than it could create a dangerous rift within the Horde.

SECTION OMEGA IN THE SHADOWS

Because of its comparatively limited focus, Section Omega rarely interacts with the secret societies and non-governmental powers in Exodus. Director Taysnita vehemently rebuffs the occasional attempts - usually proposed by an overreaching member of the Imperial Senate - to use Section Omega as a Janissary-like secret agency for the Imperial Alliance. Section Omega's focus, the director insists, must remain the discovery and control of psionic activity; any other task would distract it from its purpose. With Director Taysnita's nearly ancient stature, it is unknown whether the organization will have such a single-minded purpose once the venerable rodentfolk passes. If one of the more ambitious or politically minded senior officers is elevated to the position, it can be almost guaranteed that Section Omega will take a more active role in the government.

But despite the organization's single-mindedness, Section Omega has clashed with other shadow powers - usually when one seeks a psionic advantage over its rivals.

As both the Order and the El Khalid Asim are devoted to arcane magic, Section Omega rarely crosses paths with them. The Brotherhood of Khayne welcomes rogue psychics into its fold when they stumble across it - in which cases Section Omega agents ruthlessly suppress both the renegade mentalist and any Brotherhood cultists involved -, but years may pass between such incidents. These incidents are especially bloody though and the conflict normally spills over into nearly open warfare. The Brotherhood uses tactics that normal folk would consider one more reason to allow Section Omega to have a free reign on psychics everywhere.

Ironically, Section Omega cooperates more with the Sanguine Covenant than it does with the Imperial Alliance's own military. Many rogue psions are also considered heretics by the Covenant, which both offers and requests aid from Section Omega on a regular basis. Id Hunters often accompany the Daemonslayers and Exemplars of the Covenant, some-

SECRET OF NEOXODUS: SECTION OMEGA

times openly, sometimes disguising themselves as part of the religious operatives' retinues. Only the brutal loyalty imposed and offered to the Covenant allow Section Omega to operate with a very long leash, if the Covenant has any control whatsoever over the organization.

In recent years, Section Omega has faced its greatest challenge from the sinister Shadow Cabinet. The Shadow Cabinet conspirators have no qualms about using any power, psionics very much included, and unlike Section Omega's less organized opponents, the Cabinet possesses the resources to protect its prized mentalists. This conflict is rapidly growing in brutality with the Shadow Cabinet extending its operations into actively targeting the agents and operatives of Section Omega.

SECTION OMEGA: SAFETY OR TYRANNY?

Section Omega can serve as a framework for a heroic campaign of hunting down rogue mentalists. It can also take the role of villainous organization, ruthlessly suppressing innocent wild talents and plotting a psionic takeover of Exodus. It can even be both, as factions within the organization contend for control!

Section Omega's methods are harsh, and it has its genesis in popular fear of the unknown. On the other hand, it does its best to give normal lives to potential threats rather than killing, imprisoning or mind-wiping them, and generally opposes threats to the peace of Exodus.

Ultimately, individual Game Masters must decide how to use and portray Section Omega.

ORGANIZATIONAL EFFECTS

Agents of Section Omega receive, first and foremost, the right to exercise psionic abilities. Only Section Omega's agents and Imperial Janissaries can legally use mental powers within the lands claimed by the Imperial Alliance.

Membership in Section Omega carries other benefits, however.

MEMBERSHIP BENEFITS

A Section Omega agent is entitled to room and board from the governments of Imperial Alliance member nations, as well as quarters at the organization's head-

quarters in Koryth. Although not salaried, a Section Omega agent receives a generous expense account while in the field: 100 gp per month the agent expects to be away from Koryth, with more funds accessible from regional supervisors as needed.

A Section Omega agent outside Koryth can, according to the laws of the Imperial Alliance, request either shelter or aid from the local authorities. However, this is no longer common practice, as the sympathies of local lords vary considerably from region to region. Today a Section Omega agent acting openly is as likely to face bared steel as hospitality.

Finally, every Section Omega agent carries two psychic annihilators at all times; if he expends the magic items, the organization replaces them. Indeed, a Section Omega agent must return to Koryth to replace used or damaged psychic annihilators as soon as possible.

SELLING A PSYCHIC ANNIHILATOR

Selling a psychic annihilator is a capital offense enforced not just by Section Omega, but by the full might of the Imperial Alliance. Since the organization keeps careful mental tabs on the devices, anyone who attempts it likely measures his lifespan in days at the most.

MEMBERSHIP DRAWBACKS

While being an agent of Section Omega is generally beneficial, it can have deadly consequences. In regions where Imperial Alliance forces in general or Section Omega agents specifically are unwelcome, such as the Reis Confederacy or the territory of the Janus Horde, anyone found carrying psychic annihilators is likely to face imprisonment - or a shallow grave.

Non-severed Cavians distrust agents of Section Omega (and are usually psionically adept enough to detect them even without the visual evidence of a psychic annihilator). Some believe the hive mind has actually had Section Omega agents killed when they came to close for comfort, although this remains merely a rumor for now.

Even members of some allegedly allied organizations, particularly the Imperial Janissaries, look unfavorably on Section Omega. The Janissaries believe in developing psychic potential in those who do not normally display it; to them, suppressing the latent abilities of those who are truly gifted is a crime, not a service. Only the Janissaries' devotion to the Imperial Alliance

keeps them from aggressively resisting Section Omega operations.

LEAVING SECTION OMEGA

Service to Section Omega is a lifetime commitment. Since the organization refuses to allow even its former agents to practice psionics outside its umbrella, anyone who agrees to join Section Omega never expects to leave. Agents too old and infirm to operate in the field are expected to take on administrative positions at Section Omega's headquarters in Koryth.

Some Section Omega agents do leave the organization, however. Whether they actively oppose Section Omega or not, they are considered to have "gone rogue" and are counted among its deadliest enemies.

Most agents who go rogue do so because they become disillusioned with Section Omega's suppression of psionic potential. For decades, these renegades had no recourse and little hope, and most were hunted down and either killed or forced to accept psychic annihilators. Since the collapse of the Imperial Alliance's authority over the great empires, rogue Section Omega agents have found succor in the jungles of the Reis Confederacy and the frigid mountains of the Caneus Empire, trading international service for national. Others join with groups such as the Shadow Cabinet to oppose Section Omega directly.

NEW PRESTIGE CLASSES

While membership in Section Omega's investigative and enforcement groups, the Psychic Overseers and Id Hunters, does not require levels in the associated prestige classes, such levels should prove extremely helpful - if not vital - to agents. Some agents, although focused on one path or the other, may eventually take levels in both classes.

PSYCHIC OVERSEER

The Psychic Overseers are the undercover agents, case officers and prison wardens of Section Omega. These mentalists dedicate their lives to checking the excesses of other psionic beings, using subtlety and persuasion rather than force.

Psychic Overseers spend most of their time in Koryth, either training or using their powers to passively scan the minds of the people of Exodus for psionic potential. Occasionally, members of this order join the Id

Hunters on suppression missions, especially when pursuing a marked mind.

Most Psychic Overseers were psions before entering this prestige class. Members of a few more esoteric psionic disciplines also enter it, but few wilders possess the self-discipline to do so.

REQUIREMENTS

To become an Psychic Overseer, a character must meet the following criteria:

Manifester Level: 5th.

Skills: Knowledge (*psionics*) 10 ranks, Psicraft 10 ranks.

Feats: Force of Will, Iron Will.

CLASS INFORMATION

The following information pertains to the Psychic Overseer prestige class.

HIT DICE

An Psychic Overseer member gains 1d6 plus constitution modifier hit points per level.

CLASS SKILLS

The Psychic Overseer's class skills (*and the key ability for each*) are Bluff (*Cha*), Concentration (*Con*), Diplomacy (*Cha*), Disguise (*Cha*), Gather Information (*Cha*), Forgery (*Int*), Intimidate (*Cha*), Knowledge (*all skills, taken individually*) (*Int*), Listen (*Wis*), Psicraft (*Int*), Search (*Int*), Sense Motive (*Wis*), Spot (*Wis*), Use Psionic Device (*Cha*).

Skill Points per Level: 6 + Int modifier.

CLASS FEATURES

The following are class features of the Psychic Overseer prestige class:

FOLLOW MARK-SU

An Psychic Overseer can detect a mind marked by the mark mind class feature. As a standard action, he may determine if such a mind is within 1 mile, and, if so, in what direction the marked mind can be found.

MIND SWEEP-SU

By meditating for 10 minutes, a 2nd level Psychic Overseer can take a mental survey of an area a number of square miles equal to 10 x his manifester level in his highest psionic class. He is aware of any psionic creatures within this area, although he cannot

PSYCHIC OVERSEER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Manifester Level
1	+0	+0	+1	+2	Follow Mark	+1 level of existing psionic class
2	+1	+0	+2	+3	Mind Sweep	+1 level of existing psionic class
3	+1	+1	+2	+3	Focused Sweep	+1 level of existing psionic class
4	+2	+1	+2	+4	Fast Sweep	+1 level of existing psionic class
5	+2	+1	+3	+4	Mark Mind	+1 level of existing psionic class

pinpoint their location within the swept area. There is no practical limit

FOCUSED SWEEP - SU

A 3rd level Psychic Overseer further refines his mind sweep class feature. Instead of sweeping a broad area, he can make a mental scan of a 5 mile radius sphere centered on himself and know, down to the nearest 100 ft., the location of all psionic creatures and objects within the affected area.

FAST SWEEP - SU

A 4th level Psychic Overseer can perform a mind sweep (*regular or focused*) in one minute.

MARK MIND - SU

Once per day, a 5th level Psychic Overseer may mark the mind of a creature so that other Psychic Overseers can detect it.

Mark mind has a range of line of sight, and can even be used remotely by an Psychic Overseer using the remove viewing power (*this ends remote viewing's effect, but does not require a Concentration check*).

If the Psychic Overseer maintains line of sight to his target for one full minute, the target must make a Will save ($DC\ 20 + \text{the Psychic Overseer's Charisma modifier}$) or be subjected to a mark detectable by all Psychic Overseers.

A marked creature can remove the mark via miracle, psychic surgery, reality alteration or wish (but not limited wish). Mind blank suppresses the mark's effect, but does not remove it.

ID HUNTER

The iron fist to the Psychic Overseer's velvet glove, an Id Hunter is a mentalist in Section Omega service

who specializes in neutralizing psionic threats who can no longer be controlled.

Id Hunters roam the lands claimed by the Imperial Alliance, tracking down renegade psions and bringing them into Section Omega's fold - or sealing their powers with psychic annihilators. Id Hunters also deal with psionic monsters and similar threats, attempting to put them down before they can threaten the mundane world.

Some wilders become Id Hunters when forced into Section Omega service, since only in this capacity can they unleash their power for the greater good. A large majority of Id Hunters, however, are psychic warriors. Many have levels in monk, increasing the power of their unarmed attacks - and thus, of one of their signature abilities.

REQUIREMENTS

To become an Id Hunter, a character must meet the following criteria:

Base Attack Bonus: +5.

Manifester Level: 1st.

Skills: Gather Information 5 ranks, Knowledge (*psionics*) 10 ranks, Survival 5 ranks.

Feats: Track, any two Psionic feats.

CLASS INFORMATION

The following information pertains to the Id Hunter prestige class.

HIT DICE

An Id Hunter member gains 1d6 plus constitution modifier hit points per level.

ID HUNTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Manifester Level
1	+0	+0	+2	+1	Psionic Track	+1 level of existing psionic class
2	+1	+0	+3	+2	Psiphon	+1 level of existing psionic class
3	+2	+1	+3	+2	Mental Suppression	+1 level of existing psionic class
4	+3	+1	+4	+2	Vampiric Psiphon	+1 level of existing psionic class
5	+3	+1	+4	+3	Overwhelm Mind	+1 level of existing psionic class

CLASS SKILLS

The Psychic Overseer's class skills (*and the key ability for each*) are Autohypnosis (*Wis*), Climb (*Str*), Concentration (*Con*), Disguise (*Cha*), Gather Information (*Cha*), Hide (*Dex*), Intimidate (*Cha*), Knowledge (*dungeoneering, history, nature, nobility and royalty, psionics*) (*Int*), Listen (*Wis*), Move Silently (*Dex*), Psicraft (*Int*), Search (*Int*), Sense Motive (*Wis*), Spot (*Wis*), Survival (*Wis*).

Skill Points per Level: 6 + Int modifier.

CLASS FEATURES

The following are class features of the Id Hunter prestige class:

PSIONIC TRACK-SU

Utilizing a potent mixture of object reading, limited clairsentience and mundane tracking skill, an Id Hunter can trail almost anything - especially a psionic creature. As long as he remains psionically focused, an Id Hunter gains a bonus on Survival checks to track equal to his Id Hunter class level. If the creature he is tracking is a psionic creature, he adds double his class level instead.

PSIPHON-SU

A 2nd level Id Hunter learns to temporarily drain another psionic creature's powers. Psiphon is an attack action. To use it, the Id Hunter makes a touch attack against a psionic creature. If the attack hits, he deals damage as though using an unarmed strike (or natural weapon); however, instead of dealing hit point damage, he instead drains that many power points from his target. The Id Hunter must be psionically focused to use this ability.

MENTAL SUPPRESSION-SU

By expending his psionic focus following a successful use of Psiphon, a 3rd level Id Hunter can force his

target to make a Will save (*DC 10 + the Id Hunter's class level + the Id Hunter's Charisma modifier*) or be unable to manifest psionic powers or use psi-like abilities until the end of the Id Hunter's next round.

VAMPIRIC PSIPHON-SU

At 4th level, the Id Hunter gains a number of power points equal to the amount he drains from an opponent using Psiphon. The Id Hunter may not exceed his normal maximum power points, although he can continue to drain power points from his target even if he has maximum power points.

OVERWHELM MIND-SU

When a 5th level Id Hunter uses Psiphon to reduce a creature to 0 or fewer power points, or against a creature that currently has no power points remaining, that creature must make a Will save (*DC 20 + the Id Hunter's Charisma modifier*) or fall unconscious for 1d4 minutes. Nonpsionic creatures get a +5 bonus on this save. Using this ability expends the Id Hunter's psionic focus.

MAGIC AND PSIONIC ITEMS

Section Omega's researchers combine magic and psionics to develop weapons in the organization's ongoing war against rogue mentalists.

ID WEAPON

Id Hunters normally use unarmed strikes for their psiphon class feature. Some employ special Id weaponry, that deals an additional +1d6 damage to psionic creatures and can be used with psiphon as though it were an unarmed strike.

Moderate telepathy; Manifester Level: 7th; Craft Psionic Arms and Armor, Price: +1 bonus.

PSYCHIC ANNIHILATOR

By far the most famous tool of Section Omega, the psychic annihilator is an extremely powerful psionic item. It is, in effect, a cursed item turned to productive use by Section Omega's research. Considering the power of psychic annihilators and the large numbers in which Section Omega agents deploy them, the organization surely employs major artifact level psionics and magic in their construction. Some theorize that the psionic power drained by psychic annihilators actually goes toward the construction of more of the devices.

Appearance: An unused psychic annihilator is a cloudy purple crystal about the size of a baby's fist, surrounded by an elaborate star-shaped lattice of gold filigree. Once used, the crystal leaves its golden cage and melds with the flesh of the suppressed mentalist's chest, becoming clear, beautiful and lustrous as it absorbs psionic power.

Use: A psychic annihilator must be pressed against a target's chest for one full minute to take effect, so it can normally only be used against an unconscious or willing target.

An unwilling target gets a Will save (*DC 23*) to resist the psychic annihilator's effects, even if unconscious. However, unless the target wakes after a successful save, she can be targeted with the psychic annihilator multiple times.

Once a psychic annihilator takes effect, it melds painlessly with the target's body and reduces her power points to 1 (*if her previous maximum power points was 1 or more*); the target cannot regain power points while the psychic annihilator is active. In addition, if the target attempts to manifest a psionic power or use a psi-like ability, the psychic annihilator casts greater dispel psionics against that power or psi-like ability as though it were an 17th level psion.

A psychic annihilator can only be used on a single target; once used, it is forever expended, even if it is later removed.

Removing a Psychic Annihilator: Because it is effectively a weaponized cursed item, a psychic annihilator is notoriously difficult to remove. Once her body has melded with the item, the psychic annihilator's target must have remove curse cast on her. This temporarily suppresses the psychic annihilator for 24 hours. To permanently remove the psychic annihilator, remove curse must be followed by miracle, psychic surgery, reality revision, or wish (*but not limited wish*).

Overwhelming telepathy, strong abjuration;
Manifester/Caster Level: 17th; Prerequisites:
Unknown (as minor artifact); Price: Unknown (as minor artifact).

PSYCHIC HALO

An item that is given to high level ranking members of Section Omega, when dealing with more powerful psychic individuals as added protection, the Psychic Halo has proven itself time and time again. A Psychic Halo is the perfect device to restrain those with psychic abilities.

Appearance: Psychic Halo is a device that is placed and locked on to a wearer's "head".

Use: A Psychic Halo has the sole purpose to suppress psychic ability. This device only affects those with psionic abilities. The halo has a complex lock (*DC 30*) to unlock. If anyone wearing it attempts to use their psionic abilities must make a Will save (*DC 35*) or suffer 3D10 points of damage and are considered to be stunned for D8 rounds.

Strong psychokinesis; Manifester/Caster Level: 18th; Craft Psionic Arms and Armor, dispel psionics; Price: +2 bonus.

PSYCHIC RESTRAINS

A standard issued item that is given to each an every member of Section Omega for the sole purpose to control any and all subjects who have been captured by a Section Omega operative. While not as powerful as the Psychic Halo, Psychic Restrains are normally more than adequate to handle average psionic individuals.

Appearance: Psychic Restrains resemble silver arcane etched handcuffs or restraints while at the same time suppress psychic ability.

Use: Psychic Restrains purpose is to act as actual restraints while at the same time suppressing psychic ability. This device only affects those with psionic abilities. The restrains have a complex lock (*DC 30*) to unlock. If anyone wearing Psychic Restrains and attempts to use their psionic abilities must make a Will save (*DC 30*) or suffer 2D10 points of damage and are considered to be stunned for D6 rounds.

Moderate psychokinesis; Manifester/Caster Level: 10th Craft Psionic Arms and Armor, dispel psionics; Price: +1 bonus.

PSYCHIC SHOCKER

A minor psionic item often created by Section Omega agents in the field, the psychic shocker makes it difficult for opponents to use their powers.

Appearance: A psychic shocker is a fragment of crystal entwined by a golden lattice that resembles a small mace.

Use: A psychic shocker functions as a grenade-like weapon.

If the psychic shocker hits, it causes the target to lose 2d6 power points (*Reflex save for half*). Whether it hits or not, any creature within 5 ft. of its landing spot loses 1d6 power points (*Reflex save for none*). Non-psionic creatures suffer no ill effects from a psychic shocker. Evasion and Improved Evasion apply to the power point loss as though it were damage.

Faint telepathy; Manifester Level: 1st; Craft Universal Item, empty mind, 75 gp, 10 xp.; Price: 150 gp

NEW FEATS

CORTICAL RESONANCE - PSIONIC

Powers you manifest against psionic or nonpsionic targets do more damage than normal.

Prerequisite: Manifester level 3rd

Benefit: Choose any one power you know that targets one creature and that is not a ray or touch power. From now on, while you maintain your psionic focus, that power resonates destructively in the subject's mind, dealing an additional 2 points of damage in addition to the power's normal effect, if the power takes effect (*that is, if the subject fails its saving throw against the primary effect of the power*).

Special: You can take this feat more than once. Each time you take it, it applies to a new power you know.

CRYSTAL PSIWEAPON - PSIONIC

You can implant a personality fragment in a psionic weapon.

Prerequisite: Manifester level 1st

Benefit: You can seed a personality fragment in a masterwork weapon embedded with a crystal or imbued with permanent psionic power, granting the weapon sentience and linking it to your life-force. The

seeded weapon becomes in all respects a psicrystal that improves with your level, gaining all special abilities accordingly. Apply the psicrystal's natural armor bonus as a bonus to the weapon's hardness. Because the weapon is linked to your life-force, you can telekinetically summon it to your hand at a range of 10 feet as a free action by expending your psionic focus.

Special: You can apply other feats that enhance psicrystals, such as the Improved Psicrystal and Power Psicrystal feats, to your crystal psiweapon.

DISCOVER PSIONIC POWER - PSIONIC

Through introspection, meditation and training you are able to learn additional psionic powers.

Benefit: You discover one additional psionic power of any level that you can manifest.

Special: You can choose this feat multiple times but may only learn one additional psionic power per power level.

EMPOWER PSYCHIC STRIKE - SPECIAL, PSIONIC

You can channel more power into your Psychic Strike attacks.

Prerequisite: Psychic Strike class ability

Benefit: When using the Psychic Strike ability, you may roll d10s instead of d8s for determining the damage from Psychic Strike.

ENHANCE PSICRYSTAL - PSIONIC

You can improve your psicrystal.

Prerequisite: Psicrystal Affinity

Benefit: Your psicrystal gains one additional ability chosen from the Psicrystal Special Abilities table. Your choice of powers is not limited by your level.

Special: You can choose this feat multiple times, each time incorporating a new ability into your psicrystal.

ENHANCED PSI-LIKE ABILITIES PSIONIC, RACIAL

Your racial psi-like abilities have more effect than normal for your race.

Prerequisite: Cha 13, racial psi-like abilities

Benefit: Your manifester level for your psi-like abilities increases by two, but no higher than your character level.

EVEREADY SHIELD - METAPSIONIC

You prepare a defense against the unknown.

Prerequisite: Extend Power

Benefit: You may manifest a psionic defense (*limited to the powers empty mind, intellect fortress, mental barrier, thought shield or tower of iron will*) that will remain active until you are attacked psionically or until one day passes. If you are caught flat-footed, stunned or otherwise unable to react against a psionic attack, the power prepared with Ever-Ready Shield will be used against that attack. If you are able to act, you may manifest any psionic power normally without losing the Ever-Ready Shield. Using this feat increases the power point cost of the power by 3. You must know the psionic power in question in order to manifest it.

Normal: Manifesting empty mind, intellect fortress, mental barrier, thought shield or tower of iron will requires an immediate action. Immediate actions cannot be taken when surprised or caught flat-footed.

FAVORED ENERGY - PSIONIC

You prefer a certain energy type over all others.

Prerequisite: Ability to manifest the energy missile power

Benefit: Choose one type of energy to become your favored energy: cold, electricity, fire, or sonic. Any time you manifest a power that deals damage of your favored energy type, the damage is +1 per die.

FOCUSED PSIONIC POWER - PSIONIC

Choose one psionic discipline. Your powers from this discipline are more potent and capable of piercing spell resistance more easily than normal.

Benefit: You must expend your psionic focus to use this feat. Add +1 to the difficulty class for all saving throws and +1 to your manifester level checks to overcome power resistance for all powers manifested from your chosen discipline.

Special: This feat can be chosen multiple times and will stack with itself, though each time it is taken you

have the option of applying its effects to a different psionic discipline.

IMPROVED CRYSTAL PSIWEAPON - PSIONIC

You can improve your crystal psiweapon.

Prerequisite: Crystal Psiweapon

Benefit: Your crystal psiweapon gains one additional power chosen from the Psicrystal Special Abilities table. Your choice of powers is limited by your manifester level per the table.

Normal: A crystal psiweapon does not normally gain additional powers unless you have the psicrystal class ability.

Special: You can choose this feat multiple times, each time incorporating a new psicrystal ability into your crystal psiweapon.

LAYERED PSIONIC DEFENSE - PSIONIC

You are able to mount a potent psychic defense.

Prerequisite: Manifester level 3rd

Benefit: To use this feat, you must expend your psionic focus. You are able to manifest two psionic defense powers as an immediate action (*limited to the powers empty mind, intellect fortress, mental barrier, thought shield or tower of iron will*). Manifesting two defense powers simultaneously costs a number of power points equal to the standard cost to activate both psionic powers +1, and you must know the powers in question in order to manifest them.

MIND LEACH - PSIONIC

You can drain power points from psionic intruders.

Prerequisite: Ability to manifest mind trap and power leach

Benefit: When manifesting mind trap, you gain any power points lost by an attacker through this power as temporary power points, up to your normal power point maximum. These temporary power points last 10 minutes.

MINDSPEAK - PSIONIC, RACIAL, TRAIT

Your racial psionic aptitude allows you to communicate through mental contact.

Prerequisite: Naturally Psionic racial ability

Benefit: You possess the limited ability to communicate telepathically with any willing creature within 30 feet that shares at least one language in common with you. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time. Spells, psionic powers and other special abilities that block telepathy or divination also block this form of communication.

Special: You may only select this feat as a first level character.

MIRROR MIND - PSIONIC

Also known as psionic reflection, this feat allows you to reflect psionic attacks directed against you.

Prerequisite: Manifestor level 5th

Benefit: To use this feat you must expend your psionic focus. As an immediate action after successfully defending against a psionic power that does not employ an energy type to inflict damage, you can reflect this attack back towards your attacker. The reflected attack is treated as if the attacker had manifested the power against him or herself, using the power's normal save DC and damage. The attacker can defend against this attack normally.

POWER PSICRYSTAL - PSIONIC

You can charge your psicrystal with power points and use it as a cognizance crystal.

Prerequisite: Psicrystal Affinity, Ability to manifest 3rd level psionic powers

Benefit: You can store extra power points in your psicrystal. In effect, the psicrystal becomes a cognizance crystal capable of storing 5 power points in addition to its other abilities

Normal: Psicrystals cannot normally store power points.

Special: This feat can be combined with Crystal Psiweapon.

PRIMORDIAL SURGE - PSIONIC

Your melee and ranged attacks against living targets that inflict critical damage shake your foes.

Prerequisite: Base attack bonus +2

Benefit: When you achieve a critical hit with your melee or ranged attack (*within 30 feet*), you mentally

impart an image of your foe's demise directly into its mind. Your foe, shaken by the vivid flash, suffers a -2 morale penalty on attack rolls, checks, and saving throws while the combat continues. This extraordinary effect cannot be negated or dispelled. Also, you can use this feat in conjunction with weaponlike powers.

PSIONIC DEFLECTION - PSIONIC

Your precognition allows you to deflect magical rays and certain special projectiles in addition to ordinary ranged attacks.

Prerequisite: Dex 13, Weapon Focus, Armed Deflect Arrows

Benefit: You must be armed with a melee weapon you have Weapon Focus in to use this feat. By expending your psionic focus you can deflect a ray or magical projectile requiring a to-hit roll as you would a normal missile.

PSIONIC INITIATIVE - PSIONIC

You receive flashes of insight that enable you to react instantly.

Prerequisite: Improved Initiative, Base attack bonus +1

Benefit: So long as you are psionically focused, you gain a +2 bonus to initiative checks.

Special: This feat stacks with the Improved Initiative feat or any other skill, feat or ability that provides a bonus on Initiative checks unless otherwise specified.

PSIONIC MULTIFIST - PSIONIC

You can charge multiple unarmed strikes with psionic power

Prerequisite: Str 13, Psionic Fist, Base attack bonus +3

Benefit: At the cost of 2 power points, your hands and feet can be charged as a free action to inflict +1 point of damage for a number of rounds equal to your Strength modifier +1. While your unarmed strikes are charged with psionic power you are considered armed and do not provoke attacks of opportunity.

Special: This feat does not stack with Psionic Fist or Improved Psionic Fist; only one of the feats can be used at any one time.

PSIONIC MULTISHOT - PSIONIC

You can charge multiple ranged attacks with psionic power

Prerequisite: Str 13, Point Blank Shot, Psionic Shot, Base attack bonus +3

Benefit: At the cost of 2 power points, all of your ranged attacks can be charged as a free action to inflict +1 point of piercing damage for a number of rounds equal to your Str modifier +1.

Special: This feat does not stack with Psionic Shot or Improved Psionic Shot; only one of the feats can be used at any one time.

PSIONIC REJUVENATION - PSIONIC

You can rapidly heal wounds that strike at the core of your being.

Prerequisite: Con 13

Benefit: You naturally heal a number of ability damage and ability burn points per day equal to 1 + your base, undamaged ability bonus in the attribute damaged (*with a minimum of 1 point per ability damaged per day*).

PSIONIC STRIKE - PSIONIC

With your psionic ability you are a deadly opponent in unarmed combat.

Prerequisite: Str 13, Psionic Fist, Reserve power points 1

Benefit: As long as you have 1 or more power points, your unarmed strikes are charged with psionic power. Your unarmed strikes do not provoke attacks of opportunity from armed opponents and inflict 1d6 points of lethal damage in unarmed combat if Medium-sized and 1d4 points of real damage if Small-sized.

Normal: Unarmed attacks normally provoke attacks of opportunity against armed attackers and inflict 1d4 points of non-lethal damage in Medium-sized and 1d3 points of non-lethal damage if small sized.

Special: This feat can be combined with the Psionic Fist feat, allowing you to inflict 1d10 points of damage if Medium-sized at the cost of 1 power point per strike (*1d6 points if Small-sized*).

PSYCHIC SENSE - PSIONIC

Your psychic senses allow you to intuitively sense the presence of danger.

Prerequisite: Wis 13

Benefit: As long as you are psionically focused, you can make a Will save (*DC 20*) to avoid being caught

surprised or flat-footed. On a successful save, you can act during the surprise round even if you would otherwise be surprised and you can retain your Dex bonus to armor class even if you would otherwise be caught flat-footed.

THIRD EYE - PSIONIC

You have a psionic third eye that enables you to pierce illusions and identify psionic powers and effects.

Prerequisite: Wis 13

Benefit: As long as you are psionically focused, you gain a +2 bonus on all Psicraft checks and a +4 bonus on all Will saves against illusion spells and spell-like effects.

VAMPIRE MIND - PSIONIC

You can insidiously drain power points from opposing minds on a successful psionic attack.

Prerequisite: Cha 13, Base Will save +3

Benefit: To use this feat you must expend your psionic focus. When attacking with a psionic power that does not employ an energy type to inflict damage, you gain half the hit point or ability damage inflicted as temporary power points, up to your normal power point maximum. Alternatively, when manifesting psychic vampire, you gain any power points drained by your touch attack as temporary power points. In both cases, these temporary power points last up to 10 minutes.

VIGILANT PSYCHIC DEFENDER - PSIONIC

You are adept at defending yourself with your psionic powers.

Prerequisite: Ability to manifest empty mind, Intellect fortress, Intellect fortress, Mental barrier, Thought shield or Tower of iron will

Benefit: You are able to react instantly to attack and can manifest a psionic defense as an immediate action even when flat-footed. As long as you know the power in question, you can manifest empty mind, intellect fortress, mental barrier, thought shield or tower of iron will when flat-footed.

Normal: An immediate action cannot be taken when flat-footed.

WOUNDING CUT-PSIONIC

Your melee and ranged attacks that inflict critical damage against living targets also bleed.

Prerequisite: Base attack bonus +3

Benefit: When you achieve a critical hit with your melee or ranged attack (*within 30 feet*) and while you maintain your psionic focus, your weapon resonates destructively with living flesh so that any damage inflicted bleeds for 1 point of Constitution damage in addition to the weapon's normal damage. Multiple Wounding Cuts result in cumulative Constitution damage.

WOUNDING RESONANCE-METAPSIONIC

Damaging powers you manifest that inflict damage against living targets also bleed.

Prerequisite: Manifest level 3rd

Benefit: When you expend your psionic focus, powers you designate that have a single target and that normally deal damage as their primary effect are tuned to destructively resonate and linger in living flesh. Any damage inflicted by a wounding resonant power bleeds for 1 point of Constitution damage in addition to the normal damage if the power takes effect. Multiple resonant wounds result in cumulative Constitution damage.

This feat doesn't work on powers that have been modified to deal damage (*such as with cortically resonant powers*). Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifest level.

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CHARACTER NAME _____ PLAYER _____
CLASS & LEVEL _____ RACE _____ ALIGNMENT _____ DEITY _____
SIZE / TYPE _____ AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____ SKIN _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR								
DEX								
CON								
INT								
WIS								
CHA								

HP	AC	TOUCH	FLAT-FOOTED	INITIATIVE

SAVING THROWS	TOTAL	BASE SCORE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE							
REFLEX							
WILL							

BASE ATTACK BONUS	SPELL RESISTANCE

GRAPPLE	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC. MODIFIER

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION _____

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)	
					RANKS	MISC MODIFIER
<input type="checkbox"/>	APPRAISE ■	INT				
<input type="checkbox"/>	BALANCE ■	DEX*				
<input type="checkbox"/>	BLUFF ■	CHA				
<input type="checkbox"/>	CLIMB ■	STR*				
<input type="checkbox"/>	CONCENTRATION ■	CON				
<input type="checkbox"/>	CRAFT ■ ()	INT				
<input type="checkbox"/>	CRAFT ■ ()	INT				
<input type="checkbox"/>	CRAFT ■ ()	INT				
<input type="checkbox"/>	DECIPHER SCRIPT	INT				
<input type="checkbox"/>	DIPLOMACY ■	CHA				
<input type="checkbox"/>	DISABLE DEVICE	INT				
<input type="checkbox"/>	DISGUISE ■	CHA				
<input type="checkbox"/>	ESCAPE ARTIST ■	DEX*				
<input type="checkbox"/>	FORGERY ■	INT				
<input type="checkbox"/>	GATHER INFORMATION ■	CHA				
<input type="checkbox"/>	HANDLE ANIMAL	CHA				
<input type="checkbox"/>	HEAL ■	WIS				
<input type="checkbox"/>	HIDE ■	DEX*				
<input type="checkbox"/>	INTIMIDATE ■	CHA				
<input type="checkbox"/>	JUMP ■	STR*				
<input type="checkbox"/>	KNOWLEDGE ()	INT				
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<input type="checkbox"/>	KNOWLEDGE ()	INT				
<input type="checkbox"/>	LISTEN ■	WIS				
<input type="checkbox"/>	MOVE SILENTLY ■	DEX*				
<input type="checkbox"/>	OPEN LOCK	DEX				
<input type="checkbox"/>	PERFORM ()	CHA				
<input type="checkbox"/>	PERFORM ()	CHA				
<input type="checkbox"/>	PERFORM ()	CHA				
<input type="checkbox"/>	PROFESSION ()	WIS				
<input type="checkbox"/>	PROFESSION ()	WIS				
<input type="checkbox"/>	RIDE ■	DEX				
<input type="checkbox"/>	SEARCH ■	INT				
<input type="checkbox"/>	SENSE MOTIVE ■	WIS				
<input type="checkbox"/>	SLEIGHT OF HAND	DEX*				
<input type="checkbox"/>	SPELLCRAFT	INT				
<input type="checkbox"/>	SPOT ■	WIS				
<input type="checkbox"/>	SURVIVAL ■	WIS				
<input type="checkbox"/>	SWIM ■	STR*				
<input type="checkbox"/>	TUMBLE	DEX*				
<input type="checkbox"/>	USE MAGIC DEVICE	CHA				
<input type="checkbox"/>	USE ROPE ■	DEX				
<input type="checkbox"/>	_____	_____				
<input type="checkbox"/>	_____	_____				
<input type="checkbox"/>	_____	_____				

■ Denotes a skill that can be used untrained.
☐ Mark this box with an X if the skill is a class skill for the character.
* Armor check penalty, if any, applies. (Double penalty for Swim.)

NAME		RACE / CLASS		LVL		
STR	<input type="text"/>	INT	<input type="text"/>	INTIV	<input type="text"/>	Bluff <input type="checkbox"/>
DEX	<input type="text"/>	WIS	<input type="text"/>	BAB	<input type="text"/>	Diplom. <input type="checkbox"/>
CON	<input type="text"/>	CHA	<input type="text"/>	FORT	<input type="text"/>	Hide <input type="checkbox"/>
AC	<input type="text"/>	TOUCH	<input type="text"/>	REF	<input type="text"/>	Listen <input type="checkbox"/>
FLAT	<input type="text"/>	SPEED	<input type="text"/>	WILL	<input type="text"/>	Move Silently <input type="checkbox"/>
MELEE	<input type="text"/>	HIT POINTS				Search <input type="checkbox"/>
MELEE	<input type="text"/>					Sense Motive <input type="checkbox"/>
RANGE	<input type="text"/>					Spot <input type="checkbox"/>
RANGE	<input type="text"/>					<input type="checkbox"/>
Languages						
Special / Notes						

DELAY or READY

UNCONSCIOUS

NAME		RACE / CLASS		LVL		
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MELEE	<input type="text"/>	HIT POINTS				Search <input type="checkbox"/>
MELEE	<input type="text"/>					Sense Motive <input type="checkbox"/>
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Languages						
Special / Notes						

DELAY or READY

UNCONSCIOUS

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NAME		RACE / CLASS		LVL		
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DEX	<input type="text"/>	WIS	<input type="text"/>	BAB	<input type="text"/>	Diplom. <input type="checkbox"/>
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RANGE	<input type="text"/>					<input type="checkbox"/>
Languages						
Special / Notes						

DELAY or READY

UNCONSCIOUS

NAME		RACE / CLASS		LVL		
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AC	<input type="text"/>	TOUCH	<input type="text"/>	REF	<input type="text"/>	Listen <input type="checkbox"/>
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MELEE	<input type="text"/>					Sense Motive <input type="checkbox"/>
RANGE	<input type="text"/>					Spot <input type="checkbox"/>
RANGE	<input type="text"/>					<input type="checkbox"/>
Languages						
Special / Notes						

DELAY or READY

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CHARACTER TRACK SHEET

Character Name: _____ Class (Level): _____
 Race: _____ Nationality: _____ Residence: _____
 Empire Citizen: _____

Character Personal Information:

Items the GM Need Be Aware of:

Obvious Symbols, Pins, Awards worn openly:

Other Notes of Interest:

FAVORS, DISFAVORS, NOTICES, DEBTS, CURSES, BOONS

Type

Cert Name

Location

Log Entry

NAME		RACE		CR	CLASS
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DEX	<input type="text"/>	WIS	<input type="text"/>	BAB	<input type="text"/>
CON	<input type="text"/>	CHA	<input type="text"/>	FORT	<input type="text"/>
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FLAT	<input type="text"/>	SPEED	<input type="text"/>	WILL	<input type="text"/>
MELEE	<input type="text"/>	HIT POINTS			
MELEE	<input type="text"/>				
RANGE	<input type="text"/>				
RANGE	<input type="text"/>				
Attacks (#)					
Special / Notes					

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NAME		RACE		CR	CLASS
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CON	<input type="text"/>	CHA	<input type="text"/>	FORT	<input type="text"/>
AC	<input type="text"/>	TOUCH	<input type="text"/>	REF	<input type="text"/>
FLAT	<input type="text"/>	SPEED	<input type="text"/>	WILL	<input type="text"/>
MELEE	<input type="text"/>	HIT POINTS			
MELEE	<input type="text"/>				
RANGE	<input type="text"/>				
RANGE	<input type="text"/>				
Attacks (#)					
Special / Notes					

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NAME		RACE		CR	CLASS
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RANGE	<input type="text"/>				
RANGE	<input type="text"/>				
Attacks (#)					
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NAME		RACE		CR	CLASS
STR	<input type="text"/>	INT	<input type="text"/>	INTIV	<input type="text"/>
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RANGE	<input type="text"/>				
RANGE	<input type="text"/>				
Attacks (#)					
Special / Notes					

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