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PSIONICS

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Advanced Dungeons & Dragons[®]

Player's Handbook 2nd Edition Rules Supplement

The Complete Psionics Handbook



TSR, Inc.

Advanced Dungeons & Dragons 2nd Edition®
Player's Handbook Rules Supplement
PHBR5

The
Complete
Psionics
Handbook

by
Steve Winter

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The following alterations have been made in this electronic text from the original:

- The Table of Contents does not list page numbers;
- The text reflects incorporation of errata published in *The Will and The*

Way:

1 Psychokinetic Disciplines

The following Devotions do not require Telekinesis as a prerequisite:
Animate Shadow, Control Light, Control Sound, Molecular Agitation, Soften.

2 Telepathic Disciplines

- On page 75 the heading for the Fate Link power is missing.
- Psychic Crush should be a devotion and Psionic Blast should be a science.
- Ego Whip and Mind Thrust both require Contact as a prerequisite.
- Telepathic defense modes have no prerequisites. A character does not need access to Telepathy to get Defense modes.
- The Mindlink power is not a prerequisite for the following Devotions: Empathy, ESP, Identify Penetration, Incarnation Awareness, Psychic Impersonation, Send Thoughts.

3 Metapsionic Disciplines

- All references to Telepathic power (or prerequisite) should be changed to Mindlink instead.

4 Psionic Monsters list

Brain Mole: References to the amplification power should be changed to Psychic Drain. Also, Mind Thrust is a Telepathic Power, not Metapsionic.

Intellect Devourer (adult): References to the amplification power should be changed to Psychic Drain. Also, Ectoplasmic Form should be listed as a Discipline, not a Science.

- Some minor alterations in the placement of various Tables have been made to make the text more coherent in this format;
- A minor correction was made to the Bibliography (the title of a book by Zenna Henderson);
- Some additions were made to the Bibliography;
- The Thought Eater was moved to its proper place, *after* the Su-Monster.
- The Summary of Powers and the Powers Index found at the end of the book are not included here (redundant in this format);
- Scattered typographical errors were corrected throughout the text.

Text that is colored green (like this) is information obtained directly from Mr. Steve Winter that clarifies certain aspects of the rules.

No doubt, new errors were introduced. This document has been proofread and spellchecked several times in order to reduce the instance of new errors, as well as old errors that might have gone undiscovered. A great deal of effort was made to make this text as similar as possible to the original, printed version. I apologize for any errors that slipped through (please note that, depending on the program you use to view this file, you may find certain formatting "errors" that will not show up in other programs. For example, this document was edited in MS Word; there are a substantial number of alterations in the tabs when this is viewed with WordPad, or WordPerfect).

AN IMPORTANT NOTE:

Much of the material presented in the AD&D 2nd Edition Dark Sun campaign supplement, *The Will and the Way*, is considered to be official supplementary material for *The Complete Psionics Handbook*, except for that material which is stated to relate to Dark Sun only. Particularly, Chapter 3 to the end can be considered supplemental to this book, with relatively minor editing to remove Dark Sun references; Chapters 1 and 2 have almost no bearing whatsoever on this book.

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Introduction

"What do you think I am, a mind reader?"

As a matter of fact, you might be, if you're an AD&D® game character with the right stuff. All you need is brainpower, discipline, and *The Complete Psionics Handbook*.

Psionics - the practice of extraordinary psychic powers - was included in the original AD&D game. Some players favored psionic powers; others found them confusing. Psionics was not included in the AD&D 2nd Edition game.

Now psionics is back by popular demand, and it's better than ever. Powers this great may not be for everyone, so psionics is a completely optional addition to the AD&D 2nd Edition rules. But if you're ready to put mind over matter - to test the limits of inner space - then this book is for you.

The Complete Psionics Handbook is not a reprint of the old psionics rules; it's a complete revision. If you remember the original AD&D rules, you'll find much that seems familiar here. Beware: old words may have new meaning. We've kept a lot of the terminology, but changed the definitions. Read this book carefully before you assume an old rule still applies or jump to conclusions about what certain powers can or cannot do.

What's Changed?

This book contains five major revisions to the original AD&D psionics rules:

1) *The psionist is a character class.* Characters cannot pick up a psionic power here and there just because they have a superior brain. Psionists are extraordinary characters who develop their powers through arduous training (while members of other classes may occasionally boast a psionic power or two, such characters are mere shadows of true psionists). An NPC psionist has the potential to stand his own against any other class. As a PC in a team of adventurers, the psionist will complement other classes well. Most of the psionist's powers are unique. He advances slowly, at a rate somewhere between the fighter and mage. At low levels, however, the psionist has the potential to be powerful.

2) *The list of psionic powers is greatly expanded.* Original rules included a menu of 50 powers. This book has over 150.

3) *Psionic powers are organized differently.* All psionic powers are grouped into six disciplines: clairsentience (expanded senses), psychokinesis (moving matter through space), psychometabolism (altering the body), psychoportation (psionic travel), telepathy (mind-to-mind contact), and metapsionics (an advanced discipline). Within each discipline are major powers, called "sciences," and minor powers, called "devotions." Characters can only learn powers from the disciplines they have access to. At 1st level, a character has access to only one discipline, but with experience he gains access to more.

4) *Psionic powers are treated much like proficiencies.* Psionic powers do not work automatically. A power is essentially a skill, and using it properly requires a power check.

5) *Psionic strength points are not divided into attack, defense, and generic batches.* All of a character's psionic strength points come from a single pool.

Numerous other changes, both major and minor, have been made. To avoid confusion, players are urged to read this book carefully.

How Does This Fit My Campaign?

There's no reason why adding psionics to an existing campaign should disrupt anything. As a class, psionics are no more or less powerful than any other. Guidelines on how to introduce psionics without trauma are given in Chapter 9.

Remember, everything in this book is optional; none of it is part of the core of the AD&D game. If something in here doesn't suit a particular campaign, rule it out.

Is Psionics Magical?

Many people assume that psionics is just another type of magic. The AD&D® game already has two types of magic - one wielded by wizards and the other by clerics. So it is not unreasonable to ask, "Does the game need a third type of magic?"

The answer is no, the game probably does not need a third kind of magic. But the question is misinformed because psionics is not magic. Magic is the ability to shape, control, harness, and utilize natural forces that infuse the game world and surround the characters. It is based on the principle that, through the use of words, gestures, and catalyzing materials of unique power, these external energies can be controlled.

The key element of that statement is *external energy*. Magical effects are produced externally by manipulating outside forces. The power does not come from inside the wizard or priest but from somewhere else.

Psionics is the complete opposite of this. The psionist shapes, controls, harnesses, and utilizes natural forces that infuse his own being. His effort is focused inward rather than outward. He must be completely in touch with and aware of even the tiniest workings of his body and mind.

This type of knowledge comes from long and intense meditation coupled with physical extremes. The psionist finds enlightenment in both complete exhaustion and complete relaxation, in both pain and pleasure. The mind and body are only parts of a much greater unity. Indeed, discussing one without the other, as so many people do, seems nonsensical to a psionist; they cannot be separated. The body produces energy and vitality, the mind gives it shape and reality.

Neither does the psionist study or pray for his powers. He carries them with him wherever he goes. As long as his mind and body are rested - i.e., as long as he has not depleted his psionic strength - his powers are available to him.

Chapter 1: The Psionist

More than a character of any other class, the psionist is self-contained. Unlike the fighter and thief, he needs no weapons or tools to practice his art. Unlike the priest, he needs no deity. Unlike the wizard, he relies on no outside energies. His power comes from within, and he alone gives it shape.

The psionist strives to unite every aspect of his self into a single, powerful whole. He looks inward to the essence of his own being, and gains control of his subconscious. Through extraordinary discipline, contemplation, and self-awareness, he unlocks the full potential of his mind.

Requirements

This section describes the requirements all characters must meet to become a psionist, including restrictions based on ability scores, race, and alignment. The DM may waive these requirements in special circumstances, but players shouldn't count on it.

Ability Requirements: Constitution 11, Intelligence 12, Wisdom 15

Prime Requisites: Constitution, Wisdom
Races Allowed: human, halfling, dwarf gnome, elf, half-elf

Ability Requirements: To be eligible for the psionist class, characters must have ability scores equal to or greater than those listed above for Constitution, Intelligence, and Wisdom.

Prime Requisites: The pursuit of psionics requires strict mental and physical discipline, so the psionist has two prime requisites: Wisdom and Constitution.

Wisdom - the measure of enlightenment and willpower - is the psionist's primary mental characteristic, not intelligence. Reasoning and memory (two hallmarks of intelligence) are indeed crucial to this class. However, the essence of psionic ability is the understanding and mastery of the inner self.

Although psionic powers are centered in the mind, acquiring and controlling those powers demands physical fitness. Meditative study places tremendous physical strain on the psionist, not to mention the sheer drain of projecting psychic energy out of one's body. The psionist need not be muscular, or even exceptionally strong, but he must maintain his health and fitness at a high level to fully exercise his powers. That's why Constitution is also a prime requisite for psionists.

Racial Restrictions: Humans, halflings, dwarves, and gnomes often have a high degree of psionic talent. Elves and half-elves also exhibit some natural psionic ability, but they are unable to pursue it to high levels.

Multi-class Characters: As usual, only demihumans can be multi-class characters. Halflings and dwarves can combine psionics with other classes as shown below. Gnomes, elves, and half-elves cannot be multi-class psionists; characters of these races develop their psionic powers at the expense of all others.

Multi-class	Multi-class
Halflings:	Dwarves:
fighter/psionist	fighter/psionist
thief/psionist	thief/psionist

Dual-class Characters: Humans can be dual-class psionists within the normal rules and restrictions for dual-class characters (see "Multi-class and Dual-class Characters" in Chapter 3 of the *Player's Handbook*).

Racial Level Limits: Humans can reach the highest possible experience level as psionists. Characters of other races have limits, as shown on Table 1. Because of their experience limitations, half-elf and elf psionists are best suited as NPCs. Players who don't mind this "diminished potential" may still play such characters, however (the DM may amend these level restrictions for characters with exceptionally high Wisdom and Constitution scores; see the optional rule under "Exceeding Level Limits" in Chapter 2 of the *Dungeon Master's Guide*).

Table 1:
PSIONICIST RACIAL LEVEL LIMITS

Halflings	10
Gnomes	9
Dwarves	8
Half-elves	7
Elves	7

Alignment: Psionists have only one alignment restriction: they cannot be chaotic. Discipline is the foundation of all psionic power. A character whose creed is chaos cannot achieve the level of self-control that psionists require.

This restriction applies to a character who becomes chaotic for any reason. Such a character will quickly lose his psionic powers. Every day in which his alignment is chaotic, the character must make an ability check against one-half of his Wisdom score, rounded down. Each time he fails one of these Wisdom checks, the character loses access to one of his disciplines, selected randomly

by the Dungeon Master. Furthermore, a chaotic character cannot recover psionic strength points. (Disciplines and psionic strength points are explained below.) If the character's alignment returns to normal - or even to another, non-chaotic alignment - he can recover his disciplines, one per day, by successfully making the same halved Wisdom check.

Other Qualifications: If a character meets all the requirements above, and the player wants to play a psionist, the PC is assumed to exhibit psionic potential. Nothing else is required.

Initial Funds

When psionist characters begin play, they have 3d4x10 gold pieces. As usual, skill and luck will determine what they make of it.

A Psionics Primer

All psionic powers belong to one of six disciplines: clairsentience, psychokinesis, psychometabolism, psychoportation, telepathy, and metapsionics. Within each discipline are major powers, called *sciences*, and minor powers, called *devotions*.

Clairsentient powers allow characters to gain knowledge that is beyond the normal capacity of human senses. For example, some clairsentients can see and hear events that are miles distant, while others can sense poison.

Psychokinetic powers move objects - from molecules to missiles - across space. A psychokineticist can throw a rock without touching it, or agitate molecules in a piece of paper until it bursts into flame.

Psychometabolic powers affect the body. Biofeedback, healing, and shape-changing are just a few of the powers known.

Psychoportive powers move characters or creatures from one location to another without crossing space. The traveler simply ceases to exist in one location, and begins to exist somewhere else. He may even travel to another plane of existence or to another time.

Telepathic powers involve direct contact between two or more minds.

Examples include mind reading, personality swapping, and psychic attacks.

Metapsionic powers amplify, augment, or enhance other psionic abilities.

This is an advanced, demanding discipline.

Psionic Strength Points: Characters use psionic powers much like proficiencies, with a few significant differences. Every time a psionist uses a psionic devotion or science, he must pay its "cost." This cost is deducted from the character's total *psionic strength points*, or PSPs. PSPs are similar to hit points, except that the psionist spends them willingly, and he can recover them much faster than lost hit points (psionic strength points are explained more fully in a section below).

Power Scores: Like a proficiency, every psionic power that a character knows has a score. In other words, a psionic power score represents the character's aptitude in using that particular power. Power scores are devised exactly like proficiency scores. Every psionic power is associated with one of the character's basic attributes (Strength, Wisdom, etc.). The psionic power score equals the character's score for that attribute, plus or minus a specific amount. For example, a psionic power with a score of "intelligence -3" has a score three less than the character's intelligence.

Power Checks: When a character wants to use a psionic power, the player makes a *psionic power check* by rolling 1d20. If the number rolled is equal to or less than the power score, the character succeeds (in other words, he does what he intended). The player subtracts the cost of the power from his character's total pool of psionic strength points.

If the roll exceeds the psionic power score, it means the character tried to use his power, but failed. *Failure has a price.* The player must subtract half the cost of the power, rounded up, from the character's psionic strength points. In most cases, the psionist can try to use the same power again immediately (in the next round). For exceptions, see the individual power descriptions in this

book.

Like a proficiency check, a psionic power check yields specific results on a die roll of 20 or 1. A "20" always indicates failure. A "1" always indicates a minimum level of success, regardless of the character's power score. In other words, even if a character's score has been reduced to a negative number by penalties, a roll of "1" still succeeds. That doesn't mean a "1" (or any low number) is the best result. A "1" means the power works - but often with a quirk or drawback. See the individual power descriptions for specifics.

Players may use the optional "skill score" rule for psionic powers, too. If the die roll for the power check equals the character's power score, special results occur. Chapters 3 through 8 provide the details.

Advancement

Experience Levels and Awards: A psionist earns experience points and advances in level just as members of other classes do. Table 2 outlines a psionist's advancement.

The *Dungeon Master's Guide* includes an optional rule for individual experience awards (see DMG Chapter 8). Table 3 expands that rule to include psionists.

Table 2: PSIONICIST EXPERIENCE LEVELS

Psionist Level	Experience Points	Hit Dice (d6)
1	0	1
2	2,200	2
3	4,400	3
4	8,800	4
5	16,500	5
6	30,000	6
7	55,000	7
8	100,000	8
9	200,000	9
10	400,000	9+2
11	600,000	9+4
12	800,000	9+6
13	1,000,000	9+8
14	1,200,000	9+10
15	1,500,000	9+12
16	1,800,000	9+14
17	2,100,000	9+16
18	2,400,000	9+18
19	2,700,000	9+20
20	3,000,000	9+22

Table 3: INDIVIDUAL CLASS AWARDS

Psionic power used to overcome foe or problem:	10 XP/PSP
Psionic power used to avoid combat:	15 XP/PSP
Defeat psionic opponent:	100 XP/level or hit dice
Create psionic item:	500 XP x level

Gaining Disciplines: Every psionic power belongs to one of the six disciplines listed previously. Before a character can learn a psionic power, he must have access to the appropriate discipline. *Psionic characters begin play with access to only one discipline.* As they progress to new experience levels, they gain access to additional disciplines. Table 4 shows how many disciplines a character has access to at each experience level.

Table 4: PSIONIC POWER PROGRESSION

Exp. Level	Total Discipl.	Total Sciences	Total Devotions	Def. Modes
1	1	1	3	1
2	2	1	5	1
3	2	2	7	2
4	2	2	9	2
5	2	3	10	3
6	3	3	11	3
7	3	4	12	4
8	3	4	13	4
9	3	5	14	5
10	4	5	15	5
11	4	6	16	5
12	4	6	17	5
13	4	7	18	5
14	5	7	19	5
15	5	8	20	5
16	5	8	21	5
17	5	9	22	5
18	6	9	23	5
19	6	10	24	5
20	6	10	25	5

Gaining Sciences and Devotions: Every new, first-level psionist knows four powers within a single discipline: one science (major power) and three devotions (minor powers). With each new experience level, a psionist gains new powers. Sometimes he gains both sciences and devotions; at other times, only devotions (see Table 4).

A player can select new powers for his character as soon as the psionist reaches a new experience level. These new powers can be chosen from any discipline the character can access, including a discipline that was just gained. However, a psionist is not compelled to fill a power slot with a power immediately upon advancing a level. Psionic powers, in this respect, are just like proficiencies. Note that psionists who leave a power slot unfilled may suffer from experience penalties: A psionist with unfilled power slots suffers a 5% decrease in earned experience until those slots have been filled (this is due to a slackening of the discipline that is so important to a psionist).

Note: If the optional training rule is in play, characters must train with a mentor until they reach 7th level. To find the training time in weeks, subtract the mentor's Wisdom score from 21. Beyond 7th level, psionists can train themselves if they pass the necessary checks to qualify as instructors. The training time for a psionist instructing himself is doubled.

Players must follow two simple rules when choosing new powers for their characters:

Within a single discipline, the number of devotions that a character knows must be at least twice the number of sciences.

The first discipline chosen is the character's *primary discipline*. A character can never learn as many sciences or devotions in another discipline as he currently knows in his primary discipline.

Example: Lena's primary discipline is clairsentience. She knows three sciences and seven devotions in that discipline. This means: a) she must learn an eighth clairsentient devotion before she can learn a fourth clairsentient science, and b) at her current level, she cannot know more than two sciences or six devotions in any other single discipline.

Advancing Mid-adventure: Most Dungeon Masters award experience points at the end of adventures rather than in the middle, so experience levels are rarely gained in midadventure. In the unusual event that a new level is gained in the middle of an adventure, however, the character should have to wait at least until he has a chance to rest and recuperate - long enough to recover all his psionic strength points - before gaining any new psionic powers.

Raising Psionic Power Scores: A character can increase a psionic power score

when he reaches a new experience level by "relearning it" (he repeats his studies, and learns something new about a familiar power). Instead of learning a new devotion, the character can add one point to his power score in a devotion he already knows. Similarly, he can exchange a new science for a one-point increase in a science he already knows.

Psionic Strength Points (PSPs)

Psionic energy comes from within the character. This energy is measured in psionic strength points, or PSPs. When a character uses a psionic power, he expends psionic strength points. The exact cost depends on which power is used, and how long the character uses it. *Note that PSPs cannot be lost because of sleep or unconsciousness; they can only be expended or drained (see various Powers and Monsters).*

The total number of psionic strength points that a character has depends on four factors: his Wisdom, Intelligence, and Constitution scores, and his experience level. Wisdom, Intelligence, and Constitution determine the psionist's *inherent potential* (Wisdom is the primary factor). Experience determines how well the character has developed that potential.

Follow these steps to calculate a character's total PSPs:

1) Find the character's Wisdom score on Table 5, then get his base score from that.

2) Add the appropriate ability modifiers for the character's Intelligence and Constitution scores to his base score. This final adjusted number is the character's inherent potential.

Example: Rowina's ability scores are Wis 17, Con 16, Int 12. Her inherent potential is 25 (24 points for her Wisdom score with a +1 modifier for her Constitution score). At 1st level she has 25 PSPs.

Table 5: INHERENT POTENTIAL

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

Gaining Psionic Strength Points: Every time a character advances to a new experience level, he expands his total pool of psionic strength points. To determine how many PSPs he gains, find the modifier on Table 5 that corresponds to his Wisdom score. Add this number to 10. The result equals the total PSPs gained.

Example: Rowina has just advanced to a new level. Her Wisdom is 17. According to Table 5, the modifier for this score is +2. Rowina can add 12 PSPs (2 + 10) to her total pool.

Recovering Psionic Strength Points: A character who has expended psionic strength points can recover those points by "taking it easy" - which means engaging in no hard physical activity and refraining from using psionic powers (i.e., from expending any more PSPs). After each *hour* in which a character expends no psionic strength points, check Table 6 to determine how many PSPs the character recovers. A character can never recover more PSPs than he lost.

A character's rate of recovery depends on how much physical exertion he experienced during the hour in question. Psionists recover the most points when they sleep or meditate for the entire hour of rest. Light activity, such as walking or riding, diminishes the speed of recovery. Rate each hour according to the *most* strenuous physical activity undertaken, even if it lasted only a few minutes.

Option: DMs may allow characters to recover points per *turn* of rest rather than per hour. These rates are also listed on Table 6.

Table 6: PSIONIC STRENGTH RECOVERY

Physical Activity	PSPs Recovered
Hard exertion*	none
Walking, riding	3/hour (1 every 2 turns)
Sitting, resting, reading	6/hour (1/turn)
Rejuvenating**, sleeping	12/hour (2/turn)

* "Hard exertion" includes fighting, running, digging ditches, walking while encumbered, climbing a rope, scaling a mountain, exploring a dungeon, swimming, and any other activity the DM wants to include.

** This refers to use of the psionist's Rejuvenation proficiency.

Defense Modes

Psionic *defense modes* are special powers which all psionists acquire naturally in time. All defense modes belong to the telepathic discipline. Psionists learn these powers automatically as they gain new experience levels - regardless of whether or not they have access to the telepathic discipline. Defense modes do not count toward the psionist's maximum number of powers as listed in Table 4. Nor are they counted when characters determine the relative number of sciences and devotions they can acquire within a given discipline.

There are five psionic defense modes:

- mind blank
- thought shield
- mental barrier
- tower of iron will
- intellect fortress

Each is described in Chapter 7, "Telepathy." All psionists automatically know one of these powers at 1st level (player's choice). They learn another defense mode of the player's choice every other level - at 3rd, 5th, 7th, and 9th.

Special Abilities

In addition to ordinary psionic powers, which are the hallmark of the class, psionists have several special abilities. These include their saving throws, THAC0s, and psionic powers that operate continuously.

Maintaining Powers: Certain psionic powers can operate continuously (Chapters 3 through 8 specify which ones do). Such powers can be "switched on" and kept on without interruption, until the user decides to (or is forced to) "switch them off." This is called *maintaining* powers.

Each power that is maintained is handled separately. In many cases, maintenance entails expending PSPs by the hour or turn rather than the melee round (the norm for psionic combat). *If a psionist is expending PSPs to maintain a power, he cannot recover psionic strength points that hour.* A character cannot spend PSPs to maintain a power when he is sleeping or unconscious; no continuous power that requires strength points can operate during sleep.

A character can maintain any number of powers at one time, but he can "switch on" or initiate only one per round. When maintained powers are deactivated, the character can drop all maintained powers at once, or one per round. He cannot drop two or more in one round and maintain others.

THAC0 and Saving Throws: As shown on Table 7, a psionist's THAC0 advancement equals that of a rogue. Table 8 lists saving throws. *Psionists gain a +2 bonus on all saving throws vs. enchantment/charm spells and the like.* This is in addition to their magical defense adjustment for high Wisdom.

Table 7: PSIONICIST CALCULATED THAC0s

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
THAC0	20	20	19	19	18	18	17	17	16	16	15	15	14	14	13	13	12	12	11	11

Table 8: PSIONICIST SAVING THROWS

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

¹ Excluding *polymorph wand* attacks.

² Excluding those which cause petrification or polymorph.

³ Excluding those for which another saving throw type is specified, such as death, petrification, polymorph, etc.

Followers

At 9th level (which is sometimes called "name" level), a psionicist becomes a contemplative master. He can build a sanctuary (usually in an isolated place), and use it as his headquarters. Most importantly, he begins to attract followers.

One neophyte psionicist (1st or 2nd level) will arrive each month, coming to study at the feet of the master. These neophytes will arrive regardless of whether or not the master builds a sanctuary. If the master does have a sanctuary, however, he will attract a maximum number of followers equal to his Charisma score. If not, the maximum number is halved (rounded down).

These followers want only to learn. They will serve in any capacity the master chooses. In return, the master must spend at least 10 hours per week instructing his followers, or they will leave.

Restrictions

Like members of other classes, psionicists must abide by restrictions when choosing weapons and armor, and in selecting nonweapon proficiencies.

Weapons: Psionicists tend to disdain weapons of any sort, given the crudeness and imprecision of such tools compared to psychic weaponry. Still, a good sidearm is indispensable for a last-ditch personal defense, and it's essential when a display of psionic power would be inappropriate. Also, in the rough-and-tumble frontier areas where adventurers are common, appearing in public without a weapon often invites ridicule and trouble.

Psionicists can use any of the common weapons listed below. Essentially, these are most small- or medium-sized weapons weighing 6 pounds or less.

short bow	throwing axe
hand crossbow	horseman's mace
light crossbow	horseman's pick
dagger	scimitar
dirk	spear
knife	short sword
club	war hammer
hand axe	

Armor: Psionicists can don armor made of padded leather, studded leather, or hide. They can also carry a small shield.

A psionicist can use his powers while wearing a helmet that is psionically active, or one featuring magical enchantments that affect or simulate psionic powers. But if the psionicist is wearing a normal helmet of any sort, he cannot use his powers. Removing a normal helmet won't affect the character's armor

class, but it may have other effects defined by the Dungeon Master. For example, a thief who approaches the psionicist from behind may find the psionicist easy prey. Or, if the DM allows called shots, the character's bare head might present a tempting target.

Optional Rule: A DM may allow psionicists to wear any sort of armor, but impose penalties for heavy armor that's made of metal (see Table 9). This rule creates an across-the-board reduction in psionic power scores when a psionicist wears the inappropriate armor.

Table 9: PSIONICIST ARMOR PENALTIES

Armor	Psionic Power Score Reduction
Padded, leather, studded leather, hide	0
Brigandine, ring, scale, splint mail	-1
Chain, banded mail	-2
Plate mail	-3
Field plate	-5
Full plate	-7

Proficiencies

Psionic powers function like proficiencies, but they do not replace them. Psionicists can learn the usual weapon and nonweapon proficiencies regardless of their powers. Proficiencies are acquired at the rate shown on Table 10.

Psionicists can learn a weapon proficiency for any weapon they can use. They can learn any nonweapon proficiency from the "General" group (see proficiency rules in the AD&D® 2nd Edition *Player's Handbook*, page 54, Table 37) or from the Psionicist group, described below.

If the optional proficiency rules in the *Player's Handbook* are in use, psionicists can gain extra nonweapon proficiency slots based on their intelligence scores. See Table 4, "intelligence" in the *Player's Handbook* to determine these bonus proficiencies (Chapter 5, page 16). Characters can use these extra slots for languages or nonweapon proficiencies, but never additional psionic powers.

Table 10: PSIONICIST PROFICIENCY SLOTS

Group	Weapon Proficiencies		Penalty	Nonweapon Proficiencies		#Levels
	initial	# Levels		Initial	3	
Psionicist	2	5	-4	3	3	

Initial refers to the number of weapon or nonweapon proficiency slots received by psionicists at 1st level.

Levels indicates how many levels a psionicist must advance before he receives a new weapon or nonweapon proficiency. Thus, psionicists receive a new weapon proficiency every five levels-i.e., at levels 5, 10, 15, 20, etc. They receive a new nonweapon proficiency every three levels-i.e., at levels 3, 6, 9, 12, etc.

Penalty is the modifier to a psionicist's attack rolls when he fights using a weapon he isn't proficient with. This penalty is subtracted directly from the character's rolls to hit.

The Psionicist Group: Table 11 lists seven nonweapon proficiencies which psionicists can easily learn. These proficiencies - the "Psionicist group" - are an extension of Table 37 in the AD&D® 2nd Edition *Player's Handbook*.

Table 11: PSIONICIST NONWEAPON PROFICIENCIES

Proficiency	# Slots Required	Relevant Ability
Gem Cutting	2	Dex -2
Harness Subconscious	2	Wis -1
Hypnosis	1	Cha -2
Rejuvenation	1	Wis -1
Meditative Focus	1	Wis +1
Musical Instrument	1	Dex -1
Reading/Writing	1	Int +1
Religion	1	Wis +0

Harness Subconscious: This meditative proficiency lets the psionist temporarily boost his total PSPs. In effect, the proficiency lets him tap into energy reserves that lie deep in his subconscious-reserves which are usually unavailable to him. It's like enjoying a shot of psychic adrenaline.

Before he can harness subconscious energies, the psionist's PSP total must be at its maximum. He then must spend two days (48 consecutive hours) gathering this energy, taking only necessary breaks for eating and sleeping. At the end of that time, the character makes a proficiency check. If he passes, he increases his PSP total by 20%, rounded up. The increase in PSPs lasts 72 hours. At the end of that time, the character loses as many strength points as he initially gained, regardless of his current total. This loss can never reduce his total below 0 points, however.

During the 72 hours of heightened strength, the character cannot recover PSPs if his current total equals or exceeds his usual maximum. Once his current total drops below his usual maximum (i.e., once he has spent all bonus points), he can begin regaining PSPs normally. He cannot recover the lost bonus points, however; he can only recover enough points to return to his usual maximum.

Hypnosis: With this proficiency, a psionist can hypnotize another character - placing the subject into a relaxed state in which he is very susceptible to suggestions. However, hypnosis is not possible unless the subject is willing and knows he is being hypnotized.

Psionists with this proficiency can hypnotize humans and demihumans with ease. Nonhumans can be hypnotized, too, but the DM should assign a penalty to the proficiency check. The size of the penalty depends on how inhuman the subject is. A half-orc, for example, could be hypnotized with a -2 modifier, while a lizard man could be hypnotized only with a -8 modifier to the psionist's proficiency check.

The act of hypnotizing someone takes about five minutes. The subject is then very relaxed and willing to do almost anything that isn't very dangerous or against his alignment. Note, however, that a hypnotized subject can be easily fooled; the subject may be convinced that he's doing one thing, while he's actually doing another. Lawful or good psionists who trick their subjects in this fashion should beware. Psionists who use hypnotism to make people do chaotic or evil things may find themselves with alignment problems of their own.

Hypnotism can have the following (or similar) effects:

A character can be induced to remember things he has forgotten by reliving a frightening or distant event.

A character can be made calm and unafraid in the face of a specific situation that he has been prepared for.

A character can be cured of a bad habit or addiction (but not of curses or magical afflictions).

A character can be prepared to impersonate someone by thoroughly adopting that individual's personality.

Hypnotism cannot be used to increase a character's attributes, give him powers or abilities he does not naturally possess, let him do things that are beyond his capabilities, or give him information that he couldn't possibly know.

Rejuvenation: This proficiency allows a character to recover PSPs while he meditates, as quickly as if he were sleeping. The character achieves a state of deep concentration, in which he focuses and regains his energies. He is still conscious and aware of his surroundings, so he does not suffer any penalties on surprise or initiative rolls, and he is not helpless if attacked (he still can't

expend PSPs, however).

Meditative Focus: Through this proficiency, a psionist can focus his mental energy on one particular discipline. As a result, his power scores in that discipline temporarily increase, while those in other disciplines decline.

The proficiency requires the character to meditate, *uninterrupted*, for 12 hours. The last four hours of this meditation are spent in a deep, sleeplike trance. The psionist can recover PSPs normally during the entire period.

When the meditation is complete, the player makes a proficiency check. If the character passes the check, he has successfully focused his mind on one particular discipline (which was chosen when the process began). All of the character's psionic power scores in that discipline are increased by two points for the next 24 hours - or until the character's PSPs have been reduced to zero, whichever comes first. All of his power scores in other disciplines are reduced by one for the same period.

Gem Cutting, Musical Instrument, Reading/Writing, Religion: See the *Player's Handbook* for a description of these proficiencies.

Wild Talents

A wild talent is someone from any other character class who has natural, latent psionic potential. This potential can be present in any character, regardless of class, alignment, or race. Wild talents can never approach psionists in skill, but they do boast at least one psionic power - which is known as a "wild power" among psionists.

Any character can test for wild powers (the character should be forewarned: such efforts are not without risk, as explained below). A character can test for wild powers only at specific times: when the character is first created; when the character's Wisdom increases to a higher point than it has ever been; the first time the character goes to a psionist who can perform psychic surgery on him; when psionics is first introduced to the campaign.

Every character (and NPC and monster, if the DM wishes) has a base chance of 1% to possess wild powers. This is modified as shown below:

Each Wis, Con, or Int score of 18	+3
Each Wis, Con, or Int score of 17	+2
Each Wis, Con, or Int score of 16	+1
Character is 5th-8th level	+1
Character is 9th level or higher	+2
Mage, cleric, or nonhuman*	X 1/2

* Round fractions up. Apply this penalty only once, even if more than one of these descriptions fits (e.g., a "nonhuman mage").

Once you've determined the character's chance to be a wild talent, roll percentile dice. Subtract 2 from the roll if the character is under the guidance of a psychic surgeon (see "psychic surgery" in Chapter 8). If the result is less than or equal to the modified chance, the character has at least one wild power. If the number is 97 or higher, the character suffers dire consequences. See "The Risks" below.

Example: Consider a 3rd level dwarf cleric with a Wisdom of 17, intelligence of 9, and Constitution of 16. His chance to be a wild talent is 1 (base chance) + 2 (Wis 17) + 1 (Con 16) x 0.5 (because he's a dwarf). The final result equals 2%. The dwarf has a 2% chance of being a wild talent. The player rolls a 3 on percentile dice. The dwarf has no talent.

Determining Powers: If a character is a wild talent, the player should roll percentile dice again and consult Table 12, "Wild Devotions" to determine exactly what the character's psionic powers are. Most wild talents have only one power. A lucky few (those with high-rolling players) boast more than one. Furthermore, if a character gains any power with a prerequisite, he automatically gains the prerequisite, too. For example, if the wild talent knows a telepathic power which requires contact (an important telepathic power), he automatically knows contact, too.

Strength Points: Like an actual psionist, a wild talent has psionic

strength points. He receives the minimum number of PSPs necessary to use the power (or powers) once. If a power can be maintained, he receives enough additional points to pay the maintenance cost four times. Afterward, the character receives four additional PSPs every time he gains a new experience level (he receives no bonus for levels he already has).

The Risks: Characters who attempt to unlock their psionic potential are tampering with things they cannot begin to understand. If the dice roll is 97 or higher, the character suffers the following consequences:

Dice

Roll Result

97 Save vs. death or Wisdom reduced by 1d6 points - permanently
98 Save vs. death or intelligence reduced by 1d6 points - permanently
99 Save vs. death or Constitution reduced by 1d6 points - permanently
00 Save vs. death with -5 penalty or Wisdom, Intelligence, and Constitution are all reduced to 3 - permanently.

Table 12: WILD DEVOTIONS

Clairsentient Devotions

01 All-Round Vision
02 Combat Mind
03 Danger Sense
04 Feel Light
05 Feel Sound
06 Hear Light
07 Know Direction
08 Know Location
09 Poison Sense
10 Radial Navigation
11 See Sound
12 Spirit Sense
13 Choose any clairsentient devotion above
14 Choose any clairsentient devotion above

Psychokinetic Devotions

15 Animate Object
16 Animate Shadow
17 Ballistic Attack
18 Control Body
19 Control Flames
20 Control Light
21 Control Sound
22 Choose any psychokinetic devotion above

Psychometabolic Devotions

23 Absorb Disease
24 Adrenaline Control
25 Aging
26 Biofeedback
27 Body Control
28 Body Equilibrium
29 Body Weaponry
30 Catfall
31 Cause Decay
32 Cell Adjustment
33 Chameleon Power
34 Chemical Simulation
35 Displacement
36 Double Pain
37 Enhanced Strength
38 Ectoplasmic Form
39 Expansion

- 40 Flesh Armor
- 41 Graft Weapon
- 42 Heightened Senses
- 43 Immovability
- 44 Lend Health
- 45 Mind Over Body
- 46 Reduction
- 47 Share Strength
- 48 Suspend Animation
- 49 Choose any psychometabolic devotion above

Telepathic Devotions

- 50 Attraction
- 51 Aversion
- 52 Awe
- 53 Conceal Thoughts
- 54 Daydream
- 55 Empathy
- 56 ESP
- 57 False Sensory Input
- 58 Identity Penetration
- 59 Incarnation Awareness
- 60 Inflict Pain
- 61 Invincible Foes
- 62 Invisibility
- 63 Life Detection
- 64 Mind Bar
- 65 Phobia Amplification
- 66 Post-Hypnotic Suggestion
- 67 Psychic Impersonation
- 68 Psychic Messenger
- 69 Repugnance
- 70 Send Thoughts
- 71 Sight Link
- 72 Sound Link
- 73 Synaptic Static
- 74 Taste Link
- 75 Telepathic Projection
- 76 Truthhear
- 77-78 Choose any telepathic devotion above

Psychoportive Devotions

- 79 Astral Projection
- 80 Dimensional Door
- 81 Dimension Walk
- 82 Dream Travel
- 83 Time Shift
- 84 Time/Space Anchor
- 85 Choose any psychoportive devotion above
- 86-87 Roll two times
- 88-89 Roll three times
- 90 Choose any two devotions
- 91-99 Roll on Table 13: Sciences
- 00 Choose any devotion. Then roll again and consult Table 13.

Table 13: WILD SCIENCES

Clairsentient Sciences

- 01-02 Aura Sight
- 03-04 Clairaudience
- 05-06 Clairvoyance
- 07-08 Object Reading
- 09-10 Precognition

11-12 Sensitivity to Psychic impressions
13-16 Choose any clairsentient science or devotion

Psychokinetic Sciences

17-18 Detonate
19-20 Disintegrate
21-22 Molecular Rearrangement
23-24 Project Force
25-26 Telekinesis
27-30 Choose any psychokinetic science or devotion

Psychometabolic Sciences

31-32 Animal Affinity
33-34 Complete Healing
35-36 Death Field
37-38 Energy Containment
39-40 Life Draining
41-42 Metamorphosis
43-44 Shadow-form
45-48 Choose any psychometabolic science or devotion

Telepathic Sciences

49-50 Domination
51-52 Fate Link
53-54 Mass Domination
55-56 Mindwipe
57-58 Probe
59-60 Superior Invisibility
61-62 Switch Personality
63-64 Mindlink
65-68 Choose any telepathic science or devotion

Psychoportive Sciences

69-70 Banishment
71-72 Probability Travel
73-74 Summon Planar Creature
75-76 Teleport
77-78 Teleport Other
79-82 Choose any psychoportive science or devotion
83-85 Roll two times
86-88 Roll three times
89-92 Choose any science or devotion
93-96 Choose any science and two devotions
97-99 Choose any science and three devotions
00 Choose any two sciences and four devotions

Chapter 2: Psionic Combat

Combat featuring psionicists is no more complicated than a fight between one or more wizards. In fact, it's similar. During a battle, psionicists and wizards tend to employ the same tactics: they avoid enemy hackers and slashers, and focus their efforts on the strongest opponent or shore up defenses where needed.

A lone psionicist caught by enemy fighters is in serious trouble. Unless he can summon, create, dominate, or otherwise garner some help, he probably will be overpowered. For this reason, psionicists - especially NPCs - rarely travel without an escort if they are expecting trouble.

Using Powers

In general, a character can initiate only one psionic power per round. There are two key exceptions:

Once a power is initiated, a character can maintain that power for as long as he can continue paying the maintenance cost (this assumes that the power has a maintenance cost; if no such cost is mentioned in the description, the power cannot be maintained beyond its initial duration).

Psionic defense modes (mind blank, thought shield, mental barrier, intellect fortress, and tower of iron will) do not count against the one-power-per-round limit. A character can always use a defense mode and initiate one other psionic power in the same round.

Power Checks

The power check is fundamental to psionic combat. *In general, no psionic power functions unless the character first makes a successful power check* (Chapter 1 explains how the check is made). Modifiers apply for some powers. Furthermore, several powers require an additional power check before they'll yield a specific result. Check the individual power descriptions in Chapters 3-8 for details.

Psychic Contests

Psionic powers often clash "head-on." For example, one psionist may make a psionic attack against a character with an active psionic defense. Which power prevails? Does the attack break through the defense, or bounce off? A psychic contest determines the answers.

Resolving a psychic contest is simple when both powers are initiated in the same round. The two contestants just compare the die rolls for their power checks. The character with the *higher successful roll* wins the contest. If neither character's power check succeeds, or if both rolls are equal, the defender "wins" by default (in other words, a tie goes to the defender).

Example: An attacker is using ego whip. The defender has erected a thought barrier. The attacker's ego whip power score is 15, and the defender's thought barrier score is 12. The table below shows several possible outcomes of the psychic contest between these powers.

Attack Roll	Defense Roll	Result
11	6	Attacker wins because his die roll is higher.
3	9	Defender wins because his die roll is higher.
4	18	Attacker wins because his attack roll succeeded and the defender's roll did not - in effect, there is no defense this round.
16	10	Defender wins because his defense roll succeeded and the attacker's failed.
19	15	Neither power check succeeded. The defender "wins" by default simply because the attacker didn't.
8	8	Tied rolls. Again, the defender wins by default because the attacker didn't beat the defense roll.
15	-	The attacker wins this automatically. His power check succeeded and his roll is higher than the defender's power score, so NO roll will let the defender win.

Maintained Powers: In the example above, powers were initiated in the same round as the conflict. Some psychic contests involve a power that is being maintained - i.e., a power that was initiated in a previous round. In this case, the player whose character is maintaining the power must make a *new* power check

strictly to resolve the contest. He gains a +1 bonus to his power score because the power is being maintained. If the contest roll "fails" it doesn't mean the power fails. It's still being maintained - just not very well. For the contest, the character ignores the "failed" check and instead receives a "successful" result of 1.

Multiple Conflicts: In the thick of battle, a psionist may be involved in more than one psychic contest per round. If he's using more than one power, the player must make a separate die roll for each power used that round.

If he's using a single power against more than one opponent, the player can make a separate die roll for each opponent. As soon as he rolls a number he likes, the player may use that result for all remaining psychic contests involving that power, in that round (in other words, once he gets a power really well "tuned in" during a given round, he can stop "fiddling with the dial"). This rule applies to telepathic defense modes, as well as other powers.

Psychic Lock

In some psychic contests, there is no clear-cut defender. For example, two characters may try to use psychokinesis on the same object simultaneously (they do a little psionic arm-wrestling). In such a case, the character with the higher successful die roll still wins the contest that round. In our example, the winner would control the object.

If the power checks indicate a tie, however, the characters are deadlocked - or *psychically locked*. Neither character wins that round. To resolve the conflict, both characters should maintain the same powers during the next round, and engage in a new psychic contest. If either character fails to maintain his power (effectively giving up), he suffers a backlash and loses 4d4 PSPs immediately.

In any case, victory may be fleeting. If conditions are right, the loser can challenge the winner to a "rematch" in the next round.

The Combat Round

Psionic conflicts follow the standard AD&D® game combat sequence. All psionic powers - excluding defense modes - are used in order of initiative. For example, if a psionist wants to attack, or plans to teleport to safety, he can do so when his normal chance to attack comes around. Psionic defenses work throughout the entire round, starting at the very beginning. Unlike spells, psionic powers do not have initiative modifiers.

Psionic powers require a certain amount of concentration. A character who uses one during a combat round can move at only half his walking rate. Furthermore, he can be disrupted like a mage casting a spell. A power that is being maintained from a previous round cannot be disrupted this way, nor can telepathic tangents that were established in previous rounds (see below). If a power is disrupted during a preparatory round, the time invested in preparation is lost. No PSPs are expended when a power is disrupted.

Telepathic Combat

Before a psionist can use a telepathic power, he must establish contact with the recipient's mind. "Contact" is a telepathic devotion which paves the way for other telepathic powers. Usually, a single use of this devotion is all that's required; the psionist uses contact first, then follows up with another telepathic power. Beings with little or no psionic talent, including wild talents, can be contacted in this way. So can psionists and psionic creatures, *provided they cooperate*.

The contact devotion never works against a psionist (or psionic creature) who does not allow it to work. This is true even when he's sleeping or unconscious. Psionists normally have *closed minds*. Before the contact power can work against them, they must intentionally open their minds. They can be selective, allowing contact with a friendly power while closing their minds to hostile characters or strangers.

When a subject's mind is closed, he can only be contacted through telepathic combat. The text below describes five telepathic assaults, or *attack modes*, that are used to establish contact with a closed mind. It also describes five telepathic defenses, which can help prevent such attacks from succeeding. Lastly, it explains what happens when these opposing powers clash.

Telepathic Attack Modes

There are five attack modes: mind thrust, ego whip, id insinuation, psychic crush, and psionic blast (see Chapter 7, "Telepathy," for a complete description of each). Against a mind that is open to contact, each of these powers has specific effects. For example, ego whip can make a character feel so worthless that he suffers a penalty to all of this die rolls. None of these effects occur unless the subject's mind is open to contact, however. If the subject's mind is closed, an attack mode only serves to erode his resistance. If he is repeatedly struck with an attack mode, his mind can be forced to open, and contact will be established (see "Tangents" below for details).

Learning Attack Modes: A psionicist learns attack modes in the same way he learns other powers. The character must first have access to the telepathy discipline. Then he must allot one of his devotion slots to the power (only psionic blast is a science). A character could devote himself completely to learning the attack modes, and know all five by 2nd level. Or he could learn dozens of telepathic powers without ever picking up a single attack mode. This is the player's option.

The One-Two Punch: Attack modes differ from most other psionic powers in one key regard: a character using an attack mode gets one bonus attack with that power each round (an attack mode packs a one-two punch). The player rolls two power checks. Each of these rolls constitutes a separate attack and, if opposed, is conducted as a separate psychic contest. *Both attacks must be directed against the same target.* The initial cost of an attack mode includes this double attack.

Telepathic Defense Modes

A character with psionic powers is not defenseless against telepathic attack modes. Five telepathic powers, known as *defense modes*, help protect characters from unwanted contact. These powers are mind blank, thought shield, mental barrier, intellect fortress, and tower of iron will (see Chapter 7 for a description of each). Although these powers belong to the telepathy discipline, they are common to all members of the psionicist class. Psionicists develop these powers naturally as they gain experience levels, regardless of whether they have access to the telepathy discipline (see "Defense Modes" in Chapter 1 for an explanation).

When a character activates a telepathic defense mode, it becomes effective at the beginning of the round. The character conducts a psychic contest against every attack mode coming his way (the initial cost of the defense mode covers all attacks in the round). At any point during the round, if he rolls a number he likes, he can keep it for the rest of the round. Defense modes have no effect against any psionic powers other than attack modes.

Attack Modifiers

Each attack mode is more effective against some defense modes than others, and vice versa. This is represented by modifiers which apply to the attacker's power score. Table 14 lists these modifiers.

Table 14: ATTACK VS. DEFENSE MODES

	Mind Blank	Thought Shield	Mental Barrier	Intellect Fortress	Tower of Iron Will
Mind Thrust	+5	-2	-4	-4	-5
Ego Whip	+5	0	-3	-4	-3

Id insinuation	-3	+2	+4	-1	-3
Psychic Crush	+1	-3	-1	-3	-4
Psionic Blast	+2	+3	0	-1	-2

When an attack mode clashes with a defense mode, cross-index the attack with the defense on Table 14. The resulting modifier is applied to the attacker's power score. Thus, positive modifiers are bonuses and negative modifiers are penalties.

Tangents

Each time an attack mode overcomes a defense mode (or an attack mode succeeds against someone who was not using a defense mode), the attacker has established a partial contact called a tangent. Three tangents equal full contact. Thus, establishing contact with someone's mind through combat requires three successful attacks (in common parlance, a single tangent is often called "one-finger contact" and two tangents "two-finger contact"). Remember that an attack mode allows two attacks per round, so it is possible to establish two tangents per round.

A tangent has no direct effects in and of itself, no matter which attack mode helps to establish it. It is only a "foot in the door." When the door is open - i.e., when three tangents have succeeded - full contact is established. This contact is the same condition that is achieved when the contact power is used successfully against a nonpsionist (in other words, the three effective attacks simply take the place of one successful use of contact). The tangents no longer apply when contact is established (that's why there's no such thing as "three-finger contact").

When full contact is established, the attacker can make no more attacks against the defender that round. In the next round, he can use any telepathic power against the defender that he chooses - provided he's within range and pays the power cost, of course. Having contact does not make the use of another telepathic power automatic; it only makes it possible. Still, the subject is incredibly vulnerable once contacted. His only means of protection is an overwhelming counterattack (probably a nontelepathic attack) or ejection, which is quite risky. A contacted mind can be dominated, mindwiped, affected by any number of other telepathic devotions, or crippled by another assault.

Maintaining Tangents: Maintaining tangents (one or two) costs 1 PSP per round. A psionist can maintain tangents with only one mind at any time. He can maintain *full contact* with any number of minds, however. A tangent is broken only when 1) the attacker voluntarily breaks it by simply announcing he is doing so; 2) the attacker fails to pay the maintenance cost of 1 PSP per round; 3) the attacker uses an attack mode against a different target, or; 4) the attacker is incapacitated.

Other Considerations

Line of Sight: Unless the description states otherwise, psionists require a line of sight to their target when using a psionic power. Clairsentient powers are an obvious exception, as are many of the telepathic powers which list power score modifiers for targets which are outside the psionist's field of vision.

Touch Attacks: Psionic powers with a range of "touch" can be used in combat, but they require a physical attack roll in addition to a power check to succeed.

PSPs and Unconsciousness: PSPs are an inherent energy in the psionist; if a psionist is knocked unconscious in combat (or for any reason), he does not lose any PSPs. Of course, he may not expend any PSPs while unconscious, either.

Combat Cards

The use of combat cards is optional, but strongly recommended.

A combat card is a 3' x5' index card (or something similar) listing pertinent information for one psionic power. Each player makes one card for each

power his character knows. Pertinent information includes the power score, initial cost and maintenance cost, range, preparation time, area of effect, and a brief description of the power's effect.

Combat cards serve three purposes. First, they're a handy reference collection - a sort of "psionic spellbook" for a character. Second, they help speed up the game when psionic powers are used during combat. And third, they make psychic contests more equitable.

If a character intends to use a psionic power during combat, the player thumbs through his combat cards until he finds the card for that power. Then he places the card in front of him, face down on the table. When the power takes effect, he flips the card face up. This way, if two psionists do battle, neither psionist can detect what his opponent is doing before he chooses his own action. If a character maintains a power from round to round, the card remains face up on the table as a reminder.

Combat cards can also be used to hide psionic activity from other players. When a psionic power is put into use, the player can select the combat card and show it to the DM only, instead of announcing aloud something that he may not want everyone to know.

Understanding Power Descriptions

Statistics. Each power in Chapters 3 through 8 begins with the following terms:

Power Score. This number or less must be rolled on a d20 whenever a character makes a power check (see Chapter 1). A character always makes a power check when attempting to activate a power.

Initial Cost. The number of PSPs expended when the power is first used. If a character fails his power check, he must expend half this many PSPs. Some telepathic powers list "contact" as their initial cost. That means the contact power must be established before these powers can be used (see "Contact" in Chapter 7).

Maintenance Cost. The number of PSPs expended per round (unless another time period is stated) to keep a power operating from the previous round. Maintaining a power does not require a new power check. If no maintenance cost is listed, then the power cannot be maintained (a character could reactivate it round after round, however, making a new power check each time).

Range. The maximum distance from the psionist (psionics user) at which the power can have an effect. "Touch" means the psionist must touch the target.

Preparation Time. How many rounds a character must spend preparing to use a power, before he can actually try to use it. For example, if a power has a preparation time of "1," the character must spend one full round preparing (he can't initiate other powers during that round, but he can still maintain them). After one round of preparation - i.e., in round number two - he can make a power check. If that check fails (or is delayed), the character can try to use the power again in round three. A power that has been prepared can be held ready for just one round; if it isn't used after that, preparation time is wasted (no PSP cost).

Area of Effect. The physical area or number of beings which the power affects. "Personal" means the power only affects the psionist.

Prerequisites. Other sciences or devotions which a character must know before he can use this power.

Optional Results. Each power description ends with a section marked "Power Score" and another marked "20." The former describes what happens if a player rolls his character's power score exactly when making a power check. The latter describes what happens when the player rolls a natural 20 when making a power check. Both results are optional. DMs can use these results - or devise something similar - to add spice and a small element of risk to psionics.

Psionists. The power descriptions in this book are written with psionists in mind. Psionic creatures and wild talents often use these powers too - just as psionists do.

Chapter 3: Clairsentience

Clairsentient Sciences

Aura Sight

Power Score: Wis -5
Initial Cost: 9
Maintenance Cost: 9/round
Range: 50 yds.
Preparation Time: 0
Area of Effect: personal
Prerequisites: none

An aura is a glowing halo or envelope of colored light which surrounds all living things. It is invisible to the naked eye. A creature's aura reflects both its alignment and its experience level.

When a psionist uses this power, he can see auras. Interpreting an aura requires some concentration, however. With each use of this power, the psionist can learn only one piece of information-either the subject's alignment or experience level, but not both simultaneously.

A psionist can examine up to two auras per round (he must be able to see both subjects). Alternately, he can examine the same aura twice, to verify his first impression with a second reading or to pick up remaining information. In any case, the psionist must make a new power check each time he attempts to interpret an aura.

The psionist can be reasonably discreet when he uses this power. He doesn't have to poke at the subject or give him the hairy eyeball. However, he does need to gaze at the subject intently. Since the range of this power is the range of vision, the psionist can go unnoticed by maintaining his distance. If he tries to sense auras on the people he is conversing with, they certainly will notice that he is staring and probably will be uncomfortable.

The level of the character being analyzed affects the psionist's power check. The higher the subject's experience level, the tougher it is to interpret the subject's aura. This translates into a -1 penalty for every three levels of the subject, rounded down. For example, a psionist reading the aura of an 8th level character would suffer a -2 penalty.

If the die roll for the power check is a 1, the psionist's reading is incomplete or slightly incorrect. For example, the psionist may learn only the chaotic portion of a chaotic neutral alignment. Or he may interpret the character's level with an error of one or two levels.

Power Score - The psionist can examine up to four auras per round instead of two.

20 - The initiator can't use this power again for 24 hours.

Clairaudience

Power Score: Wis -3
Initial Cost: 6
Maintenance Cost: 4/round
Range: unlimited
Preparation Time: 0
Area of Effect: special
Prerequisites: none

Clairaudience allows the user to hear sounds from a distant area. The psionist picks a spot anywhere within range. He then can hear everything that he would be able to hear normally if he were standing in that spot. If the psionist has enhanced senses, the senses apply to clairaudience as well.

The farther the "listening spot" is from the psionist, the more difficult it is to use this power. The table below gives specifics.

Range	Power Score Modifier
100 yards	0
1,000 yards	-2
10 miles	-4
100 miles	-6
1,000 miles	-8
10,000 miles	-10
Interplanetary*	-12

* Players with the SPELLJAMMER™ boxed set should note that clairaudience works only within a given crystal sphere or plane.

Using clairaudience does not screen out background noise around the psionist. If something in his own neighborhood is raising a racket, he may have trouble hearing what is happening somewhere else. Clairaudience also does not give the psionist the ability to understand a foreign or alien language, nor does it help him interpret sounds. For example, if the psionist hears furniture scraping across the floor, he can only guess whether it's a chair or something else - just as if he heard it while blindfolded.

Power Score - The psionist automatically gains clairvoyance of the area as well.

20 - The psionist is deaf for 1d12 hours.

Clairvoyance

Power Score:	Wis -4
Initial Cost:	7
Maintenance Cost:	4/round
Range:	unlimited
Preparation Time:	0
Area of Effect:	special
Prerequisites:	none

Clairvoyance allows the user to see images from a distant area. The psionist picks a viewing spot anywhere within range. He can then see anything that he could normally see if he were standing in that spot. His field of vision is no wider than usual, but he can scan the area by turning his head.

Clairvoyance does not replace the character's normal eyesight. The psionist can still "see" what is actually before him, but the distant scene is superimposed. For this reason, most clairvoyants close their eyes to avoid the confusion of images.

The more distant the viewed area is, the more difficult it is to use clairvoyance. The table below shows how the range to a viewed area can diminish the psionist's power score.

Range	Power Score Modifier
100 yards	0
1,000 yards	-2
10 miles	-4
100 miles	-6
1,000 miles	-8
10,000 miles	-10
interplanetary*	-12

* Players with the SPELLJAMMER™ boxed set should note that clairvoyance works only within a given crystal sphere or plane.

Clairvoyance does nothing to enhance the character's vision. Unless some other power or magic is at work, he still cannot see objects that are invisible, hidden in shadow, or behind other objects. This power also provides no sound, so the character actually sees a kind of silent movie (without subtitles, of course).

Once the viewing spot is chosen, it is fixed in space. To enjoy the view

from another location, the psionist must use this power another time, and make a new power check.

The psionist's clairvoyant presence is undetectable by normal means. It cannot be dispelled, repelled, or kept away by any form of magic.

Power Score - The psionist automatically gains clairaudience, too, for the duration of the clairvoyant vision.

20 - The psionist is blind for 1d4 hours.

Object Reading

Power Score: Wis -5
Initial Cost: 16
Maintenance Cost: na
Range: 0
Preparation Time: 1
Area of Effect: touch
Prerequisites: none

Object reading is the ability to detect psychic impressions left on an object by its previous owner, including his race, sex, age, and alignment. The power can also reveal how the owner came to possess the item, as well as how he lost it. The amount of information gained depends on the result of the power check. If the psionist's power check is successful, he learns the information listed beside that result in the table below, plus all the information listed above it.

Power Result	Check	Information Gained
1-2		Last owner's race
3		Last owner's sex
4		Last owner's age
5		Last owner's alignment
6-7		How last owner gained and lost item
8+		All this information about all owners

An object can be read only once per experience level of the psionist; additional readings at that level reveal no additional information. When the clairvoyant gains a new experience level, he can try reading the same object again, even if his object reading score has not changed.

Power Score - The psionist automatically learns all information on the table above.

20 - The psionist becomes obsessed with the object; he strives to keep it until he can attempt to read it again.

Precognition

Power Score: Wis -5
Initial Cost: 24
Maintenance Cost: na
Range: 0
Preparation Time: 5
Area of Effect: na
Prerequisites: none

Precognition enables the psionist to foresee the probable outcome of a course of action. This foresight is limited to the near future-no more than several hours from the time he uses the power. Furthermore, the character must describe the intended course of action in some detail in order to establish the course of events.

The DM makes the power check secretly. If the check fails, the character gains no information. If the roll is 20 exactly, the character sees himself meeting his own death in a particularly nasty and grisly way and must make a saving throw vs. petrification. If the character fails the save, he is so completely shaken up by the vision that all his psionic power scores are reduced by three for 1d6 hours.

If the power check succeeds, the character sees the most likely outcome of the actions described. The DM has some liberty in describing the scene and should use the d20 roll as a guide to how much detail to include. High rolls get more detail.

Even when it's successful, precognition offers no guarantees. The psionist sees only one possible (albeit likely) outcome to a specific course of action. If the characters involved deviate from the actions the psionist describes, then they are changing the conditions and the lines of time, thereby making other outcomes more likely. Die rolls (particularly for surprise, initiative, and normal combat) also play a large part in a precognition's inaccuracy. The DM cannot be expected to engineer die rolls to the players' advantage, and even events with 95% certainty fail to occur 5% of the time. Anyone who relies on precognition to the exclusion of caution and common sense is asking for trouble.

Precognition is tiring. Regardless of the outcome, a psionist who has used this power must rest for at least one turn before he can use any other clairsentient powers (the use of other disciplines is not affected).

Power Score - The psionist's player may reroll three die rolls to maintain the precognition's validity.

20 - See above. (Not an optional result.)

Sensitivity to Psychic Impressions

Power Score: Wis -4
Initial Cost: 12
Maintenance Cost: 2/round
Range: 0
Preparation Time: 2
Area of Effect: 20-yard radius
Prerequisites: none

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

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

To determine how far into the past a psionist can delve, divide the result of his power check by two and round up. This is the number of strong events which he can sense. Only one event can be noted per round, however, beginning with the most recent and proceeding backward through time.

The character's understanding of these events is vague and shadowy, as if he were viewing a dream. The dominant emotion involved-anger, hate, fear, love, etc.- comes through very clearly.

Power Score - The character gains an unusually clear understanding of each event.

20 - An angry ghost comes forward and attempts to use magic jar against the psionist.

Clairsentient Devotions

All-Round Vision

Power Score: Wis -3
Initial Cost: 6
Maintenance Cost: 4/round
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisites: none

This power gives the psionist "eyes in the back of his head"--and in the sides and top, as well. (Of course, this is figurative; he does not literally

sprout eyeballs.) In effect, the character can see in all directions simultaneously. Besides its obvious application when combined with the clairvoyance power, all-round vision prevents anyone from sneaking up on the character without some sort of concealment. On the down side, the psionist suffers a -4 penalty against all gaze attacks while using this power.

Power Score - Infravision is also gained.

20 - The psionist is blind for 1d4 hours.

Combat Mind

Power Score: Int -4
Initial Cost: 5
Maintenance Cost: 4/round
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisites: none

A character using this power has an unusually keen understanding of his enemies and their fighting tactics. As a result, the psionist's side in combat gains a -1 bonus when making initiative die rolls. This is cumulative with any other modifiers which may apply.

Power Score - The psionist (but not his companions) also gains a +1 AC bonus.

20 - The psionist and his companions suffer a +1 initiative penalty.

Danger Sense

Power Score: Wis -3
Initial Cost: 4
Maintenance Cost: 3/turn
Range: special
Preparation Time: 0
Area of Effect: 10 yards
Prerequisite: none

When using danger sense, a psionist will experience a slight tingling sensation at the back of his neck when a hazard or threat is near. The DM must make a successful power check on the psionist's behalf before the character detects the danger. This power does not give the psionist any specific information about the type of danger. He does not learn how or when it will strike. However, he does learn the general direction of the threat (i.e., to the right, left, ahead, or behind).

The character's power check results determine how much warning he gets. If the roll is 12 or more, he knows whether danger is lurking anywhere in the immediate area. If the roll is 8 or more, he enjoys a full round of warning before that danger strikes. If the roll is 7 or less, however, the psionist isn't alerted until moments before danger strikes. If the roll is 1 exactly, he still has several moments' warning but the direction is off; e.g., if the attack, is coming from the left, he thinks it is coming from ahead, behind, or the right (DM's option).

If the psionist and his companions have enough warning, they can do something to prepare-getting into defensive positions, preparing spells, or running away, for example. If they have less than one round of warning, the DM must decide how much preparation is possible. In any case, they always gain a +2 bonus on their own surprise rolls.

Power Score - The psionist learns how far away the danger is.

20 - The psionist cannot sense danger successfully for 1d6 hours.

Feel Light

Power Score: Wis -3
Initial Cost: 7
Maintenance Cost: 5/round
Range: 0

Preparation Time: 0
Area of Effect: special
Prerequisites: none

This extrasensory power allows the psionist to experience light through tactile sensations (by touch). His entire body becomes a receiver for light waves. In effect, his body replaces his eyes; he can see what his eyes would normally reveal. (His field of vision does not change.) This power does not allow him to see in the dark, since there must be light for him to feel. Nor does it counter magical darkness, which actually destroys or blocks light waves. The character gains a +4 bonus when saving against gaze attacks.

Power Score - The character can feel light in all directions.

20 - The psionist becomes overly sensitive to light for 1d10 rounds. Exposure to light causes 1 point of damage per round, and the character cannot see.

Feel Sound

Power Score: Wis -3
Initial Cost: 5
Maintenance Cost: 3/round
Range: 0
Preparation Time: 0
Area of Effect: special
Prerequisites: none

This power is almost identical to feeling light, but it makes the psionist's body sensitive to sound. It allows him to continue hearing when his ears are disabled. This power does not detect sound where there is none, however, nor is it effective inside magical silence. The psionist gains a +2 bonus against sonic attacks or effects, including a siren's song.

Power Score - The psionist can detect noise like a thief of the same experience level.

20 - For 1d4 rounds, any sound causes 1 point of damage per round and is garbled.

Hear Light

Power Score: Wis -3
Initial Cost: 6
Maintenance Cost: 3/round
Range: 0
Preparation Time: 0
Area of Effect: special
Prerequisites: none

This extrasensory power resembles "feel light:" but it relies on the character's hearing rather than his sense of touch. A character who has been blinded, either artificially, naturally, or by an injury, can "see" with his ears. Any light waves which reach him are converted to sound, and he "hears" the image. The image his mind perceives is just like an image offered by normal sight, and the character suffers no penalties for anything requiring vision.

Power Score - The psionist can "hear" in the dark, as if he had infravision.

20 - Bright light causes deafness, and all other light is just a buzz.

Know Direction

Power Score: Int
Initial Cost: 1
Maintenance Cost: na
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisites: none

The psionist becomes his own compass. By paying 1 PSP and making a

successful power check, he knows which way is north.

Power Score - The power is automatically maintained for one day.

20 - The psionist is disoriented; he cannot use this power again for 1d6 hours.

Know Location

Power Score: Int
Initial Cost: 10
Maintenance Cost: na
Range: 0
Preparation Time: 5
Area of Effect: personal
Prerequisites: none

This power is useful to characters who frequently travel by using teleportation, gates, or via other planes of existence. When it works, the power reveals general information about the character's location. The information is usually no more detailed than the response of a simple farmer when asked, "Where am I?" Typical answers include "a few miles southwest of Waterdeep... as the crow flies," "in the house of Kilgore the taxidermist," or "adrift on the Blood Sea."

The higher the result of the power check, the more precise the location will be. If the die roll is 8 or more, the location is specified within a mile or less. If the roll is 7 or less, the location is specified within 10 miles.

The character can get additional information that is less specific than the initial answer if his player asks for it (the psionist does not make another power check). For example, if the DMS first response is "you're in the house of Kilgore the Taxidermist," the player might then ask where the house is. The DM might answer by saying Kilgore's house is in Chendl, in the Kingdom of Furyondy.

Power Score - The psionist learns the exact location he's trying to determine.

20 - Nothing within 100 miles can be located with this power for 24 hours.

Poison Sense

Power Score: Wis
Initial Cost: 1
Maintenance Cost: na
Range: 0
Preparation Time: 0
Area of Effect: 1-yard radius
Prerequisites: none

This power enables a psionist to detect the presence of poison and identify its location within 1 yard of his body (or his presence, if he is using clairvoyance or traveling astrally). The type of poison is not revealed, only its presence. Any poison, including animal venom, can be detected.

Power Score - The psionist determines the exact type of poison.

20 - If poison exists, the sense of it mentally overwhelms the psionist. The effects match those of actual exposure to the poison.

Radial Navigation

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

As long as this power is in use, the psionist knows where he is in relation to a fixed starting point. In other words, no matter how or where he moves, he still knows the exact direction and distance to his starting point.

He cannot necessarily tell someone how to get back to that starting point,

however. If he is in a maze or dungeon, for example, he may know the starting point is 500 yards north, but he cannot retrace his steps through the maze automatically. Radial navigation does enhance his ability to do so, however. Every time the character comes to a decision point - e.g., "should I turn right or left?" - the DM makes a power check for him. If the check succeeds, the character knows which way he came. If the roll fails, he isn't sure. (He can still maintain the power normally, however.)

Radial navigation can be helpful in several ways that are not obvious. For example, teleportation and other extraordinary means of travel become simpler. Let's say a character cannot see a particular location because he's blindfolded. He leaves that location, but uses radial navigation to get a fix on it. That means he can still teleport back there. Furthermore, if the character has a fix on a place, he can reach it through the astral plane in just seven hours, the minimum possible (assuming of course that he can travel through the astral plane). And he can reach the same location by dimension walking (see the psychoportation discipline) with no chance of getting lost. Radial navigation can aid in telepathy, too. If the psionist wants to make telepathic contact, and he has a fix on the target's location, he doesn't suffer the usual penalties for range.

If the character stops maintaining this power, he loses his fix on the location. He can get it back by resuming this power and making a successful power check within six hours. After six hours, the location is lost. Only one location can be fixed at a time unless the character pays the maintenance cost individually for each.

Power Score - The psionist can automatically retrace his steps to the starting point.

20 - The psionist forgets where he is for 1d4 rounds.

See Sound

Power Score: Wis -3
Initial Cost: 6
Maintenance Cost: 3/round
Range: special
Preparation Time: 0
Area of Effect: personal
Prerequisites: none

This power enables a character to perceive sound waves visually - with his eyes - by converting the sound waves to light impulses (it works in much the same way as feel light). Only a character who can see normally can use this power. The psionist can see sound even in darkness, because sound waves do not require light. The character can still be "blinded" by silence, however.

Power Score - The psionist can maintain this power for 1 PSP per round.

20 - Loud sounds cause "blindness", and all other sounds are as disturbing as bright lights.

Spirit Sense

Power Score: Wis -3
Initial Cost: 10
Maintenance Cost: na
Range: 0
Preparation Time: 0
Area of Effect: 15-yard radius
Prerequisites: none

Using this power allows the psionist to sense the presence of "spirits" within 15 yards - meaning ghosts, banshees, wraiths, haunts, heucivas, and revenants. If a spirit frequently haunts the location at hand, the psionist will know it. He will also know when a spirit is within 15 yards, but he won't be able to pinpoint its location.

Power Score - The psionist knows the exact location of the spirits he senses.

20 - The psionist has aggravated the spirits (DM determines exact result).

Chapter 4: Psychokinesis

Psychokinetic Sciences

Create Object

Power Score: Int -4
Initial Cost: 16
Maintenance Cost: 3/round
Range: 20 yards
Preparation Time: 0
Area of Effect: special
Prerequisites: telekinesis

A psionist with this power can assemble matter from air and the surrounding area to create a solid object. This object remains in existence as long as the psionist pays the power's maintenance cost. When he stops maintaining it, the object breaks into its constituent parts.

An object created this way can have any shape, color, and texture the psionist desires, provided it fulfills at least one of the following conditions:

Fits entirely within a sphere no more than 4 feet in diameter.

Fits entirely within a cylinder no more than 20 feet long and 1 foot in diameter.

Fits entirely within a cylinder no more than 2 feet high and 6 feet in diameter.

Weights no more than 10 pounds.

Only available materials within 20 yards of the psionist can be used in the construction. However, these materials can be rearranged or restructured if the psionist also has the power of molecular rearrangement. By combining these two powers, he could manufacture diamonds from coal dust or a sword from rocks containing iron ore.

If the power check result is a 1, the item contains a flaw - e.g., a sword breaks when struck, a diamond contains impurities obvious to a jeweler, and so on.

Power Score - The object is permanent. No cost is expended to maintain it.

20 - The power backfires, and a personal belonging (chosen randomly) disintegrates.

Detonate

Power Score: Con -3
Initial Cost: 18
Maintenance Cost: na
Range: 60 yards
Preparation Time: 0
Area of Effect: one item, 8 cu. ft.
Prerequisites: telekinesis, molecular agitation

Some psionists can make a bush self-destruct, or cause a zombie to explode. With the detonate power, latent energy inside plants or inanimate objects can be harnessed, focused, and released explosively. The power even works against animated undead (skeletons and zombies). It does not affect noncorporeal undead, such as ghosts, because they aren't material. Furthermore, the science has no effect on animals of any sort, including intelligent creatures such as humans, or undead with free will.

The detonation inflicts 1d10 points of damage upon all vulnerable objects which the psionist chooses to attack, within 10 feet. A saving throw vs.

breath weapon reduces damage to half. To determine what percentage of the object was destroyed, multiply the result of the psionist's power check by 10. If the product is 100 or more - i.e., 100% or more - the target has been completely destroyed. Anything less means a few significant chunks remain.

No more than 8 cubic feet of material can be destroyed with this power. A portion of a wall can be blown out, for example, but if the wall is 10 inches thick, an opening about 3 feet square will appear.

Power Score - Damage and range double, to 2d10 points and 20 feet, respectively.

20 - The air surrounding the initiator detonates; everyone within 10 feet of him is attacked.

Disintegrate

Power Score: Wis -4
Initial Cost: 40
Maintenance Cost: na
Range: 50 yards
Preparation Time: 0
Area of Effect: one item, 8 cu. ft.
Prerequisites: telekinesis, soften

The disintegrate science reduces an item or creature to microscopic pieces and scatters them. Anything is vulnerable unless it is protected by magical shielding such as a minor or regular globe of invulnerability or by an inertial barrier. The psionist chooses his target, but he can disintegrate no more than 8 cubic feet of material with one use of this power.

If the target is an inanimate object, it must save vs. disintegration; success means it is unaffected. If the target is a living creature, character, or an undead creature with free will, it must make a saving throw vs. death magic. If it succeeds, the creature feels only a slight tingle, but is otherwise unaffected. If the save fails, the creature is disintegrated (or 8 cubic feet right out of its center, which should be enough to kill most anything).

Power Score - The power affects 16 cubic feet and saves are made with a -5 penalty.

20 - The power backfires and it affects the initiator (save with +5 bonus).

Molecular Rearrangement

Power Score: Int -5
Initial Cost: 20
Maintenance Cost: 10 per hour
Range: 2 yards
Preparation Time: 2 hours
Area of Effect: one item
Prerequisite: telekinesis, molecular manipulation

Molecular rearrangement is the psionic equivalent of alchemy. By toying with an object's molecular structure, the psionist can change its fundamental nature or properties. This power cannot create matter or mass from nothing, however. Nor can it change a material's state from liquid to solid, gas to liquid, and so on. It is best suited to converting one sort of element into another, but it can also be used for more complex operations - neutralizing a poison, for example.

Converting one element to another is usually a simple operation, in which one ounce of material can be changed each hour. Typical conversions of this type include steel to lead, or any metal to gold. More complex rearrangement, like changing a metal to glass or changing a wooden goblet to a ruby goblet, takes four times longer.

The creation of gold coins from other metals is possible, but it's no way to get rich quick. At the rate of one ounce per hour, it would take 16 hours - about two work days - to change 10 copper pieces into 10 gold pieces, for a net profit of 9 gold pieces.

Molecular rearrangement is often used to create superior weapons. A psionically tempered weapon may receive a +1 on damage rolls (see "Weapon

Quality" in Chapter 6 of the DMG). The process is time-consuming, however. For example, a typical short sword takes at least 40 hours to temper psionically. (The average short sword weighs 3 pounds, or 48 ounces, most of which is the blade.) A psionically tempered weapon does not automatically offer a +1 attack-roll bonus. In order to receive that bonus, the psionist must 1) have the weaponsmithing proficiency and 2) make a successful proficiency check when he fashions the weapon.

The psionist makes his power check when the process is complete. If it fails, he did not waste all his effort. The difference between the character's die roll and his power score, multiplied by 10, equals the percentage of work which must be redone.

If the roll is 1, the item seems perfect but contains a hidden flaw which will cause it to break, or fail, or simply look wrong when it is put to use (the ruby goblet might leak, for example, or the sword might contain a soft portion which causes it to bend).

This power has no effect against living creatures weighing more than one ounce. Creatures weighing one ounce or less are killed if their molecules are rearranged.

Power Score - The new material is extraordinary (DM's arbitration).

20 - The item is seriously flawed and utterly useless.

Project Force

Power Score: Con -2
Initial Cost: 10
Maintenance Cost: na
Range: 200 yards
Preparation Time: 0
Area of Effect: na
Prerequisites: telekinesis

Some psionists can push, shove, and otherwise bully an opponent from afar. Project force allows the psionist to focus a psychokinetic "punch" against a target up to 200 yards away.

If used offensively, this punch causes damage equal to 1d6 points plus the target's armor class (negative armor classes reduce the damage). For example, a target with armor class 5 would suffer 6 to 11 points of damage (1 to 6 points, plus 5). A successful save vs. breath weapon reduces the damage by half.

This rather unobtrusive blow can also be used to trigger traps, throw levers, open doors (if they aren't locked or latched), break windows, and the like.

Power Score - The blow also knocks down the target if it is roughly man-sized or smaller.

20 - The blow strikes the initiator.

Telekinesis

Power Score: Wis -3
Initial Cost: 3+
Maintenance Cost: 1+/round
Range: 30 yards
Preparation Time: 0
Area of Effect: single item
Prerequisite: none

Telekinesis, or "TK" for short, is the ability to move objects through space without touching them. All telekinetic efforts tend to be physically taxing, because they involve real work. Moving small, light objects is relatively easy. As the objects become more massive, the task becomes significantly more difficult.

The costs above (3 PSPs initially and 1 per round of maintenance) assume that the object being moved weighs 3 pounds or less. For heavier objects, these rules apply:

- The initial cost equals the object's weight in pounds.
- The maintenance cost is half the initial cost, rounded down.

- The character's power score is decreased by one-third of the object's weight in pounds, rounded down.

For example, to telekinetically snatch a 15-pound battle axe from a rack, a psionist must pay 15 PSPs and make a power check with a -5 modifier to his score.

A psionist using TK can move an object up to 60 feet per round. The object can serve as a weapon. In this case, the character attacks using his own THACO score, with a penalty equaling the objects weight modifier (one-third its weight, rounded down).

Power Score - The character can lift a second item of equal or lesser weight simultaneously for the same cost.

20 - The psionist "fumbles" the item, knocking it over, etc.

Psychokinetic Devotions

Animate Object

Power Score: Int -3
 Initial Cost: 8
 Maintenance Cost: 3/round
 Range: 50 yards
 Preparation Time: 0
 Area of Effect: 1 object, 100 lbs.
 Prerequisites: telekinesis

Inanimate objects can be "brought to life" with this devotion. The objects are not actually alive, but they move under the psionist's control as if they were. For example, chairs may walk, trees may dance, and stones may waddle around.

The object being animated must weigh 100 pounds or less. The material being animated affects the difficulty of the task; stronger or more brittle materials are harder to animate than weak or floppy materials. Once animated, however, all materials become flexible to some extent.

Material	Ability Score Modifier
Cloth, paper	0
Live wood, dead animal	-1
Dead wood	-2
Water	-3
Thin metal	-4
Thick metal	-5
Stone	-6

Fluid motion is not common. The animated item moves more like a puppet. Its movements are jerky and clumsy, and if the item was rigid to begin with, it makes a loud creaking, groaning, or grating sound. It can move 60 feet per round (movement rate 6), in any direction chosen by the psionist. It can attack as a club with a THACO of 20.

Power Score - Animation is smooth and lifelike.

20 - No additional effect.

Animate Shadow

Power Score: Wis -3
 Initial Cost: 7
 Maintenance Cost: 3/round
 Range: 40 yards
 Preparation Time: 0
 Area of Effect: 100 sq. ft.
 Prerequisites: none

With this devotion the psionist can animate the shadow cast by anyone or

anything and make it seem to have life of its own. The shadow can even move away from the person or thing that cast it. It must, however, remain flatly cast along a surface. It can never be more than two-dimensional.

An animated shadow can't really do anything other than startle or amuse someone. It cannot attack or disrupt a mage's concentration. In this regard, it is similar to a cantrip's effect. It can serve as a diversion by entertaining someone or attracting a guard's attention.

Power Score - The range increases to 100 yards.

20 - The shadow disappears completely for one round.

Ballistic Attack

Power Score: Con -2
Initial Cost: 5
Maintenance Cost: na
Range: 30 yards
Preparation Time: 0
Area of Effect: 1 item, 1 lb.
Prerequisites: telekinesis

This power can make any psionist a "David" when he's facing "Goliath." It's a special variation of the telekinesis science. Instead of moving any object relatively slowly, ballistic attack allows the character to hurl a small object at a target. The object, no more than 1 pound in weight, can achieve deadly speeds. It must be within sight of the psionist and cannot be anchored or attached to anything else. A rock is the most common weapon.

The psionist uses his regular THACO to determine whether he hits the target. If he succeeds, the missile inflicts 1d6 points of damage (assuming, of course, that the character made a successful power check in the first place).

Power Score - Damage increases to 1d12.

20 - Ballistic boomerang. The psionist becomes the object's target.

Control Body

Power Score: Con -2
Initial Cost: 8
Maintenance Cost: 8/round
Range: 80 yards
Preparation Time: 0
Area of Effect: individual
Prerequisites: telekinesis

This science allows psychokinetic control of another person's body. In effect, the victim becomes a marionette. He knows that someone else is pulling his strings, though, and he's probably mad as hell to get out.

Before this science actually works, the psionist must engage in a psychic contest, pitting his power score directly against the victim's Strength. If the victim wins the contest, he breaks free (the psionist still pays the power cost). In a tie, the contest continues into the next round, provided the psionist maintains the power. The victim can't do anything else during this contest; all his effort is focused on retaining control of his own body.

If the power works, the psionist has rudimentary control over the victim's limbs. He can make the victim stand up, sit down, walk, turn around, etc. The body can be forced to attack physically, but with a -6 penalty on attack rolls (using the victim's own THACO). The victim can't be forced to speak. In fact, he keeps control over his own voice and can say whatever he likes.

The victim must stay within the 80-yard range or the psionist's control is broken automatically. If the body is forced to do something obviously suicidal, like walking off a cliff or poking at a red dragon, the victim can fight another contest with the psionist to regain control (the adrenaline rush of imminent danger gives him renewed strength).

Power Score - The psionist automatically wins the initial psychic contest.

20 - The psionist suffers partial paralysis (an arm or leg) for 1d10 turns.

Control Flames

Power Score: Wis -1
Initial Cost: 6
Maintenance Cost: 3/round
Range: 40 yards
Preparation Time: 0
Area of Effect: 10 sq. ft.
Prerequisites: telekinesis

By controlling flames, a psionicist can make a normal fire bigger, smaller, hotter, or colder. He can even make it move around as if it were a living creature.

A fire's size can be increased by 100% or decreased by 50%. If the fire's heat is increased, it causes double damage. If its heat is reduced, the damage is halved. This applies to flaming torches, burning oil, and other normal fires, but not to magical fires such as fireballs or burning hands.

An animated fire can move up to 90 feet per round (MR 9). It can be shaped like a person or an animal, as long as it covers no more than 10 square feet of ground. If the fire moves away from its fuel, it can survive for only one more round, then dies out.

An animated fire can also attack by engulfing an opponent. The psionicist must make an attack roll using his regular THACO. If successful, the attack causes 1d6 points of damage.

Power Score - Size can increase up to 200 % or decrease to 0% (the fire is extinguished).

20 - The psionicist burns himself, suffering 1d4 points of damage.

Control Light

Power Score: Int
Initial Cost: 12
Maintenance Cost: 4/round
Range: 25 yards
Preparation Time: 0
Area of Effect: 400 sq. ft.
Prerequisites: none

The psionicist can manipulate existing light with this devotion. He cannot create light from darkness, but he can create darkness from light. This power can accomplish the following, and anything else the DM allows:

- Deepen existing shadows, making them inky black. A thief hiding in this shadow gets a 20% bonus on his ability roll.
- Lighten existing shadows, reducing a thief's hiding ability by 20%.
- Brighten a light source until it hurts to look at it. This gives everyone exposed to the light a -2 penalty on attack rolls.
- Dim a light source so it resembles twilight. This does not affect anyone's attack rolls.
- Extend shadows into areas that are otherwise well lit. Only an existing shadow can be extended, but its size can be increased by 200% (i.e., its size can be tripled).
- Extend light into areas that are otherwise in shadow. Shadows can be reduced in size by 50%.

Power Score - The maintenance cost is reduced to 1 PSP per round.

20 - The effect is the opposite of what is desired, and maintenance fails.

Control Sound

Power Score: Int -5
Initial Cost: 5
Maintenance Cost: 2/round
Range: 100 yards
Preparation Time: 0
Area of Effect: na

Prerequisites: none

This power allows the psionist to shape and alter existing sounds. As a woman speaks, for example, the psionist could change her words into a lion's roar, or even into different words. Or he could disguise the sound of 20 men marching past a guard as falling rain. Sounds can also be layered-so that one singing person sounds like an entire choir, for example.

If the character's power check is a 1, something about the sound he's altered isn't quite right, so it arouses suspicion. If he is trying to exactly duplicate another voice, this fault occurs on a roll of 1 or 2.

This power can also dampen a sound. The player must specify which sound the character intends to eliminate; the power has no area of effect. For example, the psionist might quiet the sound of a hammer, muffle the words from someone's mouth, or eliminate the creaking of a door. He could not do all three simultaneously, however.

Power Score - The maintenance cost is reduced to 1 PSP per round.

20 - A loud boom erupts from the psionist's location.

Control Wind

Power Score: Con -4
Initial Cost: 16
Maintenance Cost: 10/round
Range: 500 yards
Preparation Time: 2
Area of Effect: 1,000 yards
Prerequisites: telekinesis

The psionist can gain limited control over wind speed and direction with this devotion. The speed of any existing wind can be increased or decreased by 10 miles per hour or 25%, whichever is greater. The direction of the wind can also be changed by up to 90 degrees.

These changes are temporary, lasting only as long as the psionist pays the maintenance cost. The changes occur within moments after he wills them, and die out in less than a minute when he stops maintaining them.

Winds above 19 miles per hour prevent anything smaller than a man or a condor from flying and impose a -4 modifier on missile fire. They also whip up waves on the sea and make sailing difficult. Winds gusting at over 32 miles per hour cause minor damage to ships and buildings. These gusts also kick up clouds of dust, and prevent all but the largest creatures from flying. Winds over 55 miles per hour prevent all flight, knock down trees and wooden buildings, and threaten to swamp ships. Winds over 73 miles per hour are hurricane gales.

Power Score - The psionist gains total direction control and can change speeds by up to 25 mph or 50%, whichever is greater.

20 - No additional effect.

Create Sound

Power Score: Int -7
Initial Cost: 8
Maintenance Cost: 3/round
Range: 100 yards
Preparation Time: 0
Area of Effect: na
Prerequisites: telekinesis, control sound

Unlike the control sound devotion, this power allows a psionist to create sound from silence. That means the psionist can choose the source or location of the sound. For example, he can make rocks sing, weapons cast insults, and trees sound as if a battle is occurring inside. The sound can be as soft as a whisper or as loud as several people shouting in unison. Once the sound is created, the psionist can control it without expending additional PSPs (other than normal maintenance).

If the die roll for the character's power check is a 1, the sound is not quite true and may arouse suspicion in listeners. If a specific human voice is being mimicked, this happens on a roll of 1 or 2.

Created sounds cannot have any magical effect. The psionist might duplicate a banshee's wail, for example, but it cannot harm anyone.

Power Score - Sound volume can be up to that of a dragon's roar.

20 - A loud boom erupts near the initiator.

Inertial Barrier

Power Score: Con -3
Initial Cost: 7
Maintenance Cost: 5/round
Range: 0
Preparation Time: 0
Area of Effect: 3-yard diam.
Prerequisites: telekinesis

The inertial barrier is a defense. The psionist creates a barrier of "elastic" air around himself and anyone else within 3 yards. Like an unpopable, semipermeable bubble, this barrier helps soften missile blows and can shield those inside from many forms of damage.

Specifically, the barrier helps protect against the following, by absorbing some (or with luck all) of the potential damage:

- Any nonmagical missile weapon.
- Any physical missile which was created with magic.
- Any missile with magical pluses.
- Flames.
- Some breath weapon attacks, depending on the nature of the breath.
- Acid. The barrier stops or slows the attack. This doesn't matter much if the acid comes from above, because it just drips on the characters.
- Gas. The barrier turns it aside, at least partially (depending on the defender's die roll), but after a turn it will eventually work its way inside and take full effect.
- Falling. A psionist with an inertial barrier in place suffers only one-half damage from a fall; the barrier absorbs a lot of the impact, but the character still gets banged around inside.

The inertial barrier has no effect against the following :

- Missiles conjured from pure magic.
- Raw heat or cold.
- Pure energy or light
- Gaze weapons.

Furthermore, the barrier cannot keep enemies out, but it does slow them a bit. Anyone trying to cross the barrier must stop moving when he hits it. He can then cross inside (or outside) in the next round.

Handling Missile Attacks; The inertial barrier saps energy from missile weapons by tightening around them as they pass through. If a missile strikes its target inside the barrier, the attacker rolls damage normally. The defender then rolls the same type of die (as the attacker just did) to see how much damage the barrier absorbed. The defender does not include any magical pluses the weapon may have.

The defender then subtracts the result of his die roll from the attacker's damage. If anything is left over, the defender loses that many hit points. If the defender's roll equals or exceeds the total damage, the weapon falls harmlessly to the ground. If the missile is explosive, the barrier does prevent damage, but not the explosion.

The barrier does not differentiate the direction of travel. If a weapon is fired from the inside, the penalties above still apply.

Power Score - The barrier blocks an additional point per die.

20 - The psionist creates a bizarre wind pocket that knocks him to the ground.

Levitation

Power Score: Wis -3

Initial Cost: 12
Maintenance Cost: 2/round
Range: 0
Preparation Time: 0
Area of Effect: individual
Prerequisites: telekinesis

Levitation allows the user to float. It is the use of telekinesis on oneself.

A character can lift himself at the rate of 1 foot per second, or 60 feet per round. The character can descend as quickly as he wants by simply letting himself fall, then slowing down as he nears the ground.

Levitation is not flying; it doesn't provide any horizontal movement. The character can hover motionless, and will drift with the wind, however. He can also push himself off a wall or other fixed object and drift up to 60 feet per round in a straight line, but he can't stop until he meets another solid object or lowers himself to the ground.

Two other powers - control wind and project force - can help the levitating psionist propel himself forward. Control wind allows him to determine the direction in which he drifts. Project force allows him to create a "Wall" wherever it's wanted; movement is up to 60 feet per round, in any direction. Each change of direction or speed is a distinct use of the power, however, and costs PSPs.

A psionist can always levitate his own weight. Additional weight, however, such as equipment or passengers, is a hindrance. Every 25 pounds of added weight reduces the character's power score by one point.

Power Score - The rate of levitation is doubled (to 120 feet/round).

20 - The psionist doubles his weight for one round. If he falls, he suffers an extra d6 points of damage.

Molecular Agitation

Power Score: Wis
Initial Cost: 7
Maintenance Cost: 6/round
Range: 40 yards
Preparation Time: 0
Area of Effect: 1 item, 20 lbs.
Prerequisites: none

Molecular agitation enables the user to excite the molecules of a substance: paper ignites, wood smolders, skin blisters, water boils, etc. The list below shows what's possible, depending on how many rounds the substance is agitated.

1 round: readily flammable materials (e.g., paper, dry grass) ignite, skin becomes red and tender (1 point of damage), wood becomes dark.

2 rounds: wood smolders and smokes, metal becomes hot to the touch, skin blisters (1d4 points of damage), hair smolders, paint shrivels.

3 rounds: wood ignites, metal scorches (1d4 points of damage), skin burns away (1d6 points of damage), water boils, lead melts (damage does not increase after this round, but does continue).

4 rounds: steel grows soft.

5 rounds: steel melts.

Where items are concerned, allow saving throws against destruction, but add a +10 penalty to the saving throw number (this heat is quite destructive, coming from inside the material rather than outside).

Power Score - After round one, the rate of agitation doubles (3 rounds of damage occurs in just 2, 5 rounds of damage occurs in 3).

20 - An item belonging to the psionist (chosen at random) is affected for one round.

Molecular Manipulation

Power Score: Int -3

Initial Cost: 6
Maintenance Cost: 5/round
Range: 15 yards
Preparation Time: 1
Area of Effect: 2 sq. inches
Prerequisites: telekinesis

This power allows the user to weaken the molecular bonds within an object or structure. When someone stresses the object or strikes a blow it, it snaps.

The psionist can create a "breaking point" of approximately two square inches per round. Deterioration occurs across a plane (in two dimensions, not three). One round's work is enough to fatally weaken most small objects - e.g., swords, ropes, saddle straps, belts, and bows. Larger objects require more time, and DM discretion.

DMs must decide how vulnerable this power makes larger, oddly shaped items like shields or doors. They should keep in mind that an object need not be in two pieces before it's virtually useless. For example, a little boat with a cracked hull is unsafe at sea. And a shield that is split halfway across offers little or no protection; if successive blows don't shatter it, they certainly will rattle the holder's arm unmercifully.

Power Score - Weakening occurs at twice the rate above.

20 - The item is strengthened. Now it requires twice the normal effort to weaken.

Soften

Power Score: Int
Initial Cost: 4
Maintenance Cost: 3/round
Range: 30 yards
Preparation Time: 0
Area of Effect: 1 object, 10 lbs.
Prerequisites: none

This power resembles molecular manipulation, except that it weakens the entire object instead of small area across a single plane. The object softens overall, losing its rigidity and strength. Specific effects vary, depending on the material.

Metal: For each round of softening, weapons incur a -1 penalty to attack rolls and cause one less point of damage, cumulatively. The armor class of metal armor increases one point per round of softening. After 10 rounds, any metal becomes soft and rubbery, but retains its shape.

Wood: Like metal, weapons with wooden shafts or handles suffer a -1 penalty to attack rolls and damage per round of softening. After six rounds, wood becomes stringy and rubbery but retains its shape. After 10 rounds, the grain can be split easily and a punch can break through even the hardest and thickest doors or chests.

Stone: After two rounds, stone becomes noticeably soft to the touch. After five rounds, it can be worked like stiff clay, but this is as soft as it gets.

Magical Items: Save vs. crushing blow to escape the effect entirely.

Living Tissue: No effect.

DMs can use their own judgement and the examples above to handle other materials.

Power Score - All effects are doubled.

20 - The item is strengthened, and can't be affected again until the psionist gains one level.

Chapter 5: Psychometabolism

Psychometabolic Sciences

Animal Affinity

Power Score: Con -4
Initial Cost: 15
Maintenance Cost: 4/round
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisite: none

When the psionist first learns this power, he develops an affinity for a particular type of animal. He cannot choose the animal; the affinity is dictated by his aura. To determine the nature of the affinity, the psionist's player rolls 1d20 and consults the table below. From that point on, when the character invokes this power, he can claim one of the animal's attributes as his own - temporarily. He can gain the animal's armor class, movement rate and mode, attacks and damage, THACO, hit points, or any other special ability. Only one of these can be used at a time, however.

The effect lasts as long as the psionist maintains the power. Switching to a different ability means paying the initial cost of the power again, and making a new power check.

The character does undergo a physical change when this power is invoked. The extent of the change depends on the animal and the ability. For example, adopting a hawk's movement obviously requires wings, while attacking like a tiger calls for fangs and claws.

- 1 Ape
- 2 Barracuda
- 3 Boar
- 4 Bull
- 5 Crocodile
- 6 Eagle, giant
- 7 Elephant
- 8 Falcon
- 9 Griffon
- 10 Grizzly bear
- 11 Lion
- 12 Panther (black leopard)
- 13 Percheron (draft horse)
- 14 Peregrine falcon (hawk)
- 15 Rattlesnake
- 16 Scorpion, giant
- 17 Shark
- 18 Stag
- 19 Tiger
- 20 Wolf

Power Score - The character gains two abilities instead of one.

20 - The character's skin takes on the appearance of the animal's skin until the power is used again successfully (no change in AC).

Complete Healing

Power Score: Con
Initial Cost: 30
Maintenance Cost: na
Range: 0
Preparation Time: 24 hours
Area of Effect: personal
Prerequisite: none

The psionist who has mastered this power can heal himself completely of all ailments, wounds, and normal diseases. He places himself in a trance for 24 hours to accomplish the healing. The trance is deep, and cannot be broken unless the character loses 5 or more hit points. As he uses this power, the psionist's body is repairing itself at an incredible rate. At the end of the

24-hour period, the character awakes, restored to complete health in every regard except for the 30 PSPs he expended to use complete healing.

If the character's power check fails, he breaks his trance after only one hour, having realized that the power was not working. Only 5 PSPs have been expended.

Power Score - The healing occurs in just one hour.

20 - The psionist awakes after the full 24 hours to discover that the attempt failed. He has expended 5 PSPs.

Death Field

Power Score: Con -8
Initial Cost: 40
Maintenance Cost: na
Range: 0
Preparation Time: 3
Area of Effect: 20 yd. rad.
Prerequisite: none

A death field is a life-sapping region of negative energy. Only psionists of evil alignment can learn this power without suffering side effects. If any other psionist tries to learn the death field, his alignment will gradually be twisted toward evil as he explores this very dark portion of his psyche.

A successful death field takes its toll on everyone inside it, including the psionist. Before he initiates this power, he must decide how many hit points he will sacrifice. If the power works, the loss is inevitable; he gets no saving throw. Every other living thing within the death field must make a saving throw vs. death. Those who succeed escape damage.

Those who fail lose the same number of hit points as the psionist. For the weak, that can mean death.

Power Score - The psionist loses only half the number of hit points he specifies; victims who fail their saving throws lose the full amount.

20 - The power fails, but the psionist loses the hit points anyway.

Energy Containment

Power Score: Con -2
Initial Cost: 10
Maintenance Cost: na
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisite: none

A psionist with this power has trained himself to safely absorb and assimilate energy from electricity, fire, cold, heat, and sound energy that would fry, freeze, or otherwise harm a normal character. Any physical assault based on these energy types can be drawn into the psionist's body. The character transforms the energy, and safely releases it as visible radiance (light).

In effect, this protects the psionist against energy attacks. If the psionist makes a successful power check, he can double the result of his die roll when saving against an energy attack. If the character makes a successful saving throw, he suffers no damage from the attack. If he fails, he suffers only half damage, regardless of what the spell description (if applicable) states.

When the character absorbs energy, he radiates visible light for a number of rounds equal to the points of damage he absorbed. If he suffered half damage, he radiates for that many rounds. If he suffered no damage, roll for damage anyway to see how long he glows.

This glow is definitely noticeable, but it is soft, and illuminates no more than an area with a 2-yard radius.

Power Score - All saves against energy attacks automatically succeed during the round in which the power is in effect.

20 - The psionist becomes an energy attractor for 1 turn. All saves vs. energy attacks fail, causing full standard damage.

Life Draining

Power Score: Con -3
Initial Cost: 11
Maintenance Cost: 5/round
Range: touch
Preparation Time: 0
Area of Effect: individual
Prerequisites: none

With this devotion, a psionacist can drain hit points from another character and use them to recover his own. This transfer occurs at the rate of 1d6 points per round.

The character can absorb up to 10 more hit points than his healthy total, but these bonus points last only one hour. After that, if the psionacist still has more hit points than he should, the excess points vanish.

Power Score - Rate of drain increases to 1d20 points per round.

20 - Backfire! Half of the psionacist's remaining hit points are absorbed by the target, reversing the power's effects.

Metamorphosis

Power Score: Con -6
Initial Cost: 21
Maintenance Cost: 1/turn
Range: 0
Preparation Time: 5
Area of Effect: personal
Prerequisites: none

This science resembles polymorphing, but it has a much wider application. The psionacist can change himself into anything with approximately the same mass as his body: a wolf, a condor, a chair, a rock, a tree. While in this form, he retains his own hit points and THAC0, if possible, but gains the armor class of the new form. The psionacist also gains all physical attacks that form allows, but no magical or special abilities (this all depends on the new form; a tree cannot attack, so THAC0s and attacks are meaningless).

Like any massive change of shape, however, this causes great physical stress. The psionacist must make a system shock roll to survive the change. If the roll fails, he does not die, but the PSPs are expended and he passes out for 2d6 turns.

Power Score - The system shock roll automatically succeeds, and the new form's mass can be up to three times that of the psionacist's body.

20 - The psionacist must save vs. paralyzation. Failure means he changes to the new form permanently.

Shadow-form

Power Score: Con -6
Initial Cost: 12
Maintenance Cost: 3/round
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisites: none

A psionacist using this power actually transforms himself into living shadow, along with his clothing, armor, and up to 20 pounds of equipment. He can blend perfectly into any other shadow and travel with a movement rate of 6. He can only travel through darkness and shadow, however. Areas of open light are impassable.

While in shadow-form, the psionacist can be detected only by life detection, other types of psychic detection, or by a true seeing spell. He cannot harm anyone physically, or manipulate any corporeal object, but he can still use psionic powers.

If the psionacist rolls a 1 on his power check, he becomes shadow but none

of his clothing or equipment makes the switch.

Power Score - The psionacist gains all desirable powers of the "shadow" monster for 1d4 turns.

20 - The player must roll a save vs. lightning for the psionacist's most valuable item. If it fails, the item becomes shadow and drifts away, lost forever.

Psychometabolic Devotions

Absorb Disease

Power Score: Con -3
Initial Cost: 12
Maintenance Cost: na
Range: touch
Preparation Time: 0
Area of Effect: individual
Prerequisite: none

This power lets the psionacist take the disease from another character's body, and absorb it himself. Presumably, the psionacist will then heal himself (using complete healing). This power can absorb magical diseases, but not curses, such as lycanthropy.

Power Score - The disease is automatically destroyed by the psionacist's immune system.

20 - The disease remains in the victim while spreading to the psionacist.

Adrenaline Control

Power Score: Con -3
Initial Cost: 8
Maintenance Cost: 4/round
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisite: none

By controlling the production and release of adrenaline in his system, the psionacist can give himself temporary physical boosts on demand. When he increases his adrenaline, the character gains 1d6 points, which he can add directly to his Strength, Dexterity, or Constitution scores however he chooses. He enjoys all the normal bonuses for high physical attributes while this power is in effect.

If the psionacist's power check result is a 1, he overtaxes his system with this adrenaline. He still gets the boost, but he loses twice that many hit points, too.

Power Score - Instead of dividing the d6 result, the character applies that many points to each of the three attributes.

20 - The psionacist must make a successful system shock roll or suffer a 50% loss in current hps and pass out for 1d8 hours.

Aging

Power Score: Con -7
Initial Cost: 15
Maintenance Cost: na
Range: touch
Preparation Time: 0
Area of Effect: individual
Prerequisite: none

With this power, an evil psionacist can cause unnatural aging by touch (other psionacists can use this power, too, but their alignment would begin to twist toward evil). The victim ages 1d4 years instantly and must make a saving

throw vs. polymorph. Failure means that the change was traumatic, and he ages another year automatically.

If the psionist's power check result was a 1, there is a backlash and he, too, ages 1d4 years.

Power Score - The victim ages 1d20 years.

20 - The psionist ages 1d10 years.

Biofeedback

Power Score: Con -2
Initial Cost: 6
Maintenance Cost: 3/round
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisite: none

Biofeedback is the power to control the flow of blood through one's own body. This power has two key effects.

First, the psionist can easily control bleeding. As a result, he suffers two fewer points of damage from every attack against him which causes physical injury.

Second, by flooding key portions of his body with blood, the psionist effectively cushions blows against him and reduces their effect. The character's armor class is reduced by one.

Power Score - AC is reduced by three.

20 - Excessive blood flow results in scattered bruises and a 10% hp loss.

Body Control

Power Score: Con -4
Initial Cost: 7
Maintenance Cost: 5/turn
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisite: none

This power allows a psionist to adapt his body to a hostile environment. The change must be keyed to a specific surrounding: water, acid, extreme heat, extreme cold, an elemental plane, etc. If the power works, the psionist not only survives, he fits in like a native organism. He can breathe and move normally, and he takes no damage simply from being in that environment.

An attack in any form does not constitute an environment. For example, a character who can survive subarctic temperatures is still vulnerable to a *cone of cold*.

Power Score - The psionist can adapt himself to a new environment while maintaining the power.

20 - The character becomes even more vulnerable, and the environment causes 1d4 points of damage per round (a second use of body control halts damage).

Body Equilibrium

Power Score: Con -3
Initial Cost: 2
Maintenance Cost: 2/round
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisite: none

Body equilibrium allows the user to adjust the weight of his or her body to correspond with the surface he's standing on. Thus he can walk on water, quicksand, or even a spider's web without sinking or breaking through. If the character is falling when he uses this power, he will fall 120 feet per round - slow enough to escape injury.

Because of his lightness, the character must be wary of wind gusts, which can easily sweep him up and blow him away.

Power Score - The effect lasts up to a day without maintenance.

20 - The psionicist's weight instantly rises by a factor of 10; he must use body equilibrium to fix the problem.

Body Weaponry

Power Score: Con -3
Initial Cost: 9
Maintenance Cost: 4/round
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisite: none

Body weaponry allows the psionicist to convert one of his arms into a weapon. Virtually any sort of weapon can be imitated - except a short bow, hand crossbow, light crossbow, or any weapon the psionicist cannot normally use. The arm actually becomes wood and/or metal, and assumes the weapon's form. It behaves in every respect like a normal weapon of the chosen type, with a bonus: it can never be dropped or stolen.

Power Score - The "armament" gives the psionicist a +1 attack bonus (but no damage bonus).

20 - The psionicist must make a system shock roll or pass out for 1d10 rounds.

Catfall

Power Score: Dex -2
Initial Cost: 4
Maintenance Cost: na
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisite: none

A character using this power can spring like a cat in the same round, and always land gracefully on his feet. He still suffers damage from falling, but the damage is halved. He can jump down 30 feet without risking any injury at all.

Power Score - The psionicist can jump 50 feet instead of 30 during this single use of the power.

20 - No effect.

Cause Decay

Power Score: Con -2
Initial Cost: 4
Maintenance Cost: na
Range: touch
Preparation Time: 0
Area of Effect: 60 lbs.
Prerequisite: none

This power works only against inanimate objects. The psionicist's touch causes instant decay: metal rusts, wood ages and splits, cloth falls to dust. The DM rolls a saving throw vs. acid for the item touched. If this fails, the item - or a maximum of 60 pounds of it - is consumed by decay within one round.

Power Score - The save automatically fails.

20 - One of the psionicist's own items decays (no save) - either the first item touched, or an item chosen randomly by the DM.

Cell Adjustment

Power Score: Con -3

Initial Cost: 5
Maintenance Cost: up to 20/round
Range: touch
Preparation Time: 0
Area of Effect: individual
Prerequisite: none

Cell adjustment allows the psionicist to heal wounds and cure diseases. Any sort of wound can be healed, but only nonmagical diseases are affected (e.g., this power cannot heal mummy rot, nor can it cure a lycanthropic curse).

The psionicist can cure a disease in one round by spending 5 PSPs and making a successful power check. If the die roll equals a 1, he succeeds but it's doubly taxing (10 PSPs). If it equals a 2, he fails because the disease is too widespread; he must spend another 5 PSPs and try again next round.

A "cure" doesn't automatically restore hit points lost due to illness; it merely arrests the disease. However, the psionicist can heal up to 4 points of damage in each subsequent round by spending 5 psionic strength points per hit point recovered. He cannot cure the disease and restore hit points during the same round.

Power Score - All disease - or up to 10 points of damage - is instantly healed at a cost of 5 PSPs.

20 - The psionicist suffers 1d10 points of damage but the patient is unaffected.

Chameleon Power

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

The psionicist using this power actually changes the coloration of his skin, clothing, and equipment to match his background. The match is automatic; he does not choose the appearance. The change takes several seconds. As he moves, the coloration changes and shifts to reflect any changes in the surroundings.

In effect, chameleon power makes a psionicist very difficult to spot. If the character remains stationary, he can avoid detection simply by making a successful power check. If the character moves, his power score is reduced by three when he makes the check.

This power is most effective in natural surroundings, where one's coloration would logically conceal him. In an urban setting, or in an area without natural cover during broad daylight, the character's chameleon power score is halved (rounded down).

Power Score - The psionicist's power score gains a +3 bonus during "hiding" checks.

20 - The psionicist's colorations strongly clash with the background; he sticks out like a sore thumb.

Chemical Simulation

Power Score: Con -4
Initial Cost: 9
Maintenance Cost: 6/round
Range: touch
Preparation Time: 1
Area of Effect: varies
Prerequisite: none

With this devotion, a psionicist can make his body simulate the action of acids. The character secretes an "acid" through his hand.

Any item he touches and holds briefly must make a saving throw vs., acid or be dissolved. If used as a weapon, this acid cannot inflict more than two or three points of damage, though it can cause considerable pain.

Power Score - All saves for normal items fail; magical items still get a saving throw.

20 - Acid oozes from the psionist's sweat glands; all items touching his skin must save vs. acid.

Displacement

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

This power resembles the displacer beast's natural ability to make itself appear to be up to 3 feet from his actual location. The psionist decides where this false image will appear. This is a very effective means of protecting oneself from attack, giving the psionist a two-point bonus on his armor class (lowering it two points). *True seeing* will reveal the character's real location.

Power Score - The AC bonus is +4

20 - No effect.

Double Pain

Power Score: Con -3
Initial Cost: 7
Maintenance Cost: na
Range: touch
Preparation Time: 0
Area of Effect: individual
Prerequisite: none

By touching another person, the psionist greatly lowers that character's pain threshold (even a little scrape will feel like a serious injury). The effect lasts one turn. During that time, all damage scored against that character is doubled. However, only half of this damage is real; the other half represents the amplified pain. When the character's total of real damage and pain reduces his hit points to zero or less, he passes out. He will regain consciousness 1d10 rounds later. At that time he also regains "fake" hit points - those lost only to pain.

If the victim does not pass out in one turn (the duration of this power's effects), damage scored against him is no longer doubled. However, the points of "pain damage" which he has already incurred will remain in effect for another 1d6 rounds.

Power Score - The victim must make a system shock roll upon each hit, or pass out due to the excruciating pain.

20 - The power backfires and affects the psionist for one hour.

Ectoplasmic Form

Power Score: Con -4
Initial Cost: 9
Maintenance Cost: 9/round
Range: 0
Preparation Time: 1
Area of Effect: personal
Prerequisite: none

With this power a psionist converts himself to ectoplasm, (a fine-spun, smoky substance). He becomes insubstantial, ghostlike, and able to walk through solid material as if it didn't exist. The psionist is still visible as a wispy outline. He moves at his normal movement rate and in the normal fashion (e.g., if he couldn't fly before, he can't now).

The psionist can also convert the following to ectoplasm: his clothing, armor, and up to 15 pounds of equipment that he's carrying.

Power Score - The maintenance cost is 3 PSPs per round.

20 - The psionicist's items become ectoplasmic, but he doesn't. He must use this power again (successfully) to retrieve them.

Enhanced Strength

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

A psionicist can increase his physical Strength score to a maximum of 18 through this devotion. The PSP cost is twice the number of points he adds to his Strength score. (If he fails, he loses half this amount; see Chapter 1.) The maintenance cost per round equals the number of Strength points he has added.

Physical Strength cannot be raised above 18 psionically. The psionicist does not qualify for exceptional Strength bonuses if he raises his Strength to 18.

Power Score - The psionicist can raise his strength to 18/00, with each 25% increase costing an additional PSP.

20 - The power backfires and lowers Strength by 1d6 until arrested by this power.

Expansion

Power Score: Con -2
Initial Cost: 6
Maintenance Cost: 1/round
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisite: none

The psionicist can expand his own body proportions in any dimension: height, length, width, or thickness. He can increase any or all of these proportions by 50% of their original size per round. Maximum expansion is four times original size.

This power has no effect on clothing or equipment. Ability scores don't increase either. In other words, the character does not grow stronger simply because he became taller. However, being very big often has other advantages.

Power Score - Maximum expansion becomes 10 times and the rate is 100% per round.

20 - The psionicist shrinks by 50% until arrested by this power.

Flesh Armor

Power Score: Con -3
Initial Cost: 8
Maintenance Cost: 4/round
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisite: none

The psionicist transforms his own skin into armor. No one can see the change, but it's as if he had actually acquired some type of armor. The type of armor his body mimics depends on the result of his power check, as shown in the following table:

- 1 left hand functions as a shield, AC 9
- 2 leather, AC 8
- 3-4 ring mail, AC 7
- 5-6 scale mail, AC 6

7-8 chain mail, AC 5
9-10 banded mail, AC 4
11+ plate mail, AC 3

Because this armor is part of his body, the psionist can enjoy its benefits without suffering any penalty he might have if he were actually wearing that type of armor. The armor created by this power weighs nothing, has no magnetic properties, and in no way encumbers the psionist.

Power Score - The psionist gains a +1 bonus to the armor class listed above.

20 - The power just grows ugly hair over his body, which must be shaved off or he loses 2 points of Charisma.

Graft Weapon

Power Score: Con -5
Initial Cost: 10
Maintenance Cost: 1/round
Range: touch
Preparation Time: 0
Area of Effect: personal
Prerequisite: none

With this power the psionist can graft any one-handed melee weapon directly onto his body. He picks up the weapon, activates this power, and the weapon becomes an extension of the character's arm. Assuming the character is proficient with that type of weapon, he gains a +1 bonus to attack rolls and damage. If he is not proficient with the weapon, he suffers the usual nonproficiency penalties, but still gets the +1 bonus.

Power Score - The +1 bonus for attacks and damage increases to +4.

20 - The weapon has been weakened; it will break on any attack roll of 1.

Heightened Senses

Power Score: Con
Initial Cost: 5
Maintenance Cost: 1/round
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisite: none

By means of this devotion the psionist sharpens all five of his normal senses: sight, hearing, taste, touch, and smell. This has several effects, which are described below. The DM may allow additional applications as he sees fit.

First, the character has a good chance to notice thieves who are hiding in shadows or moving silently. The thief's skill chance is halved when someone with heightened senses is observing him. Even if the thief is already hidden, he must roll again when a character with heightened senses enters the picture.

Second, the psionist can track someone like a bloodhound. He must make an intelligence check every turn to stay on the trail or recover the trail if it is lost. His movement rate when tracking is 6. The trail can be no more than 24 hours old.

Third, the psionist's ranges for hearing and seeing are tripled. He can, for example, identify a person (in daylight) at a range of 400 yards.

Fourth, the character can taste poisons or other impurities in quantities that are much too small to cause any harm.

Fifth, the character can identify almost anything by touch. He can, for example, tell two gold pieces from each other after having previously handled just one of them. He can also tell if something has been handled in the last five minutes simply by handling it himself.

Power Score - One of the heightened senses (chosen randomly) stays with the psionist for a full day.

20 - One of the psionist's five senses is lost for 1d12 hours.

Immovability

Power Score: Con -5
Initial Cost: 9
Maintenance Cost: 6/round
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisite: none

When a psionicist makes himself immovable, he is exactly that. A tremendous amount of force is required to uproot him from his spot.

Moving the psionicist requires a combined Strength total that is at least 10 times greater than his immovability score (Con -5). If a character is pushing the psionicist, and makes a successful bend bars roll, that character can double the Strength he's contributing to the total. Even if a group manages to move the psionicist once, they may not be able to move him any easier the next time. The psionicist remains immovable until he stops maintaining the power.

This power has nothing to do with weight. A character will not crash through the floor because he made himself immovable. He has instead attached himself to the fabric of the universe, which is considerably more powerful than the strongest castle. He does, however, need a horizontal surface as an anchor.

If the psionicist's power check results in a 1, he attaches himself so well that even he can't break free simply by shutting off the power. He must pay the initial cost again (9 PSPs) to free himself.

Power Score - Moving the psionicist becomes impossible.

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

Lend Health

Power Score: Con -1
Initial Cost: 4
Maintenance Cost: na
Range: touch
Preparation Time: 0
Area of Effect: individual
Prerequisites: none

Lend health is a power of healing. The psionicist who makes a successful power check can transfer his own hit points to someone else he is touching. Each hit point transferred heals one point of damage. The character can transfer as many points as he wants to in a single round.

If the psionicist tries to transfer hit points when he has fewer than five remaining, he must make another power check. If this fails, he cannot transfer the points. In any case, he cannot transfer hit points if he has only one remaining.

The beneficiary of this power can never exceed his normal, healthy total of hit points.

Power Score - Every point drained from the psionicist heals two hit points in the beneficiary.

20 - The psionicist suffers all the wounds which his target currently has. No one is healed.

Mind Over Body

Power Score: Wis -3
Initial Cost: na
Maintenance Cost: 10/day
Range: touch
Preparation Time: 0
Area of Effect: individual
Prerequisites: none

Mind over body allows the user to suppress his body's need for food, water, and sleep. In exchange for one hour of meditation per day, all of the psionicist's physical needs are overcome. He does not feel hunger, exhaustion,

or thirst, nor does he suffer any ability reductions for privation.

The psionist can also suppress the basic needs of others while suppressing his own. To do so, he must pay an additional 10 PSPs per person and spend an additional hour of meditation per person. Each person being aided must be in physical contact with the psionist throughout the entire period of meditation. Usually, all the characters hold hands, forming a continuous line or circle.

The psionist can survive in this fashion for a number of days equal to his experience level, or five days, whichever is more. At the end of that time, he collapses from exhaustion. He must then rest one day for every two days spent sublimating his body's needs. Or he can be restored through 24 hours of complete healing. These rules also apply to any characters the psionist has aided.

Power Score - The psionist need not rest after using this power.

20 - The power fails, but the psionist collapses with exhaustion and must rest for 24 hours.

Reduction

Power Score: Con -2
Initial Cost: varies
Maintenance Cost: 1/round
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisites: none

This power is the reverse of expansion. The psionist can reduce his body's dimensions along any or all axes: height, length, width, or thickness. The change amounts to 1 foot per PSP spent, until the dimension being affected is 1 foot or less. After that, the psionist can halve his dimensions each time he spends a PSP.

For example, let's assume Magnilda (a dual-class psionist and warrior maiden) stands 6 feet tall. Five strength points reduce her height to 1 foot. Three more strength points halve her size three times: to 6 inches, then 3 inches, and finally to 1.5 inches.

Now let's assume Magnilda only wants to make her arm thin enough to slide through a keyhole. At its thickest point, her arm measures 4 inches across. Three strength points will reduce the thickness of her arm to 1/2 inch (from 4 to 2, then to 1, then to 1/2) without altering its length at all. She can now slide her arm through the keyhole and unlock the door from the inside.

Power Score - Each PSP spent results in twice the described effect (if desired).

20 - The psionist doubles in size, and stays this big for an hour or until he uses this power again successfully.

Share Strength

Power Score: Con -4
Initial Cost: 6
Maintenance Cost: 2/round
Range: touch
Preparation Time: 0
Area of Effect: individual
Prerequisites: none

The psionist can effectively lend his physical Strength to another character. The psionist sacrifices two of his own Strength points (ability points, not PSPs) for every single point the recipient gains. This transfer remains in effect until the psionist stops paying the devotion's maintenance cost; then all points return in one round. If the recipient is killed before the psionist gets his Strength points back, the psionist's Strength score is permanently reduced.

If the psionist's die roll is a 1, he must expend three points for each point his pal gains, instead of two for one.

Power Score - The point transfer is 1:1.

20 - The psionist loses one Strength point for a day. If he fails a save

vs., paralyzation, the loss is permanent.

Suspend Animation

Power Score: Con -3
Initial Cost: 12
Maintenance Cost: na
Range: 0/touch
Preparation Time: 5
Area of Effect: individual
Prerequisites: none

With this power a psionist can "play dead" - bringing all life functions to a virtual halt. Only the most careful examination will show that the character is still alive. Even psionic powers such as life detection and ESP will not turn up any evidence of life unless those powers are maintained for at least three minutes. Use of the probe power will detect life immediately.

The psionist can remain in suspended animation for a number of weeks equal to the results of his power check - or less. When he wishes to put himself to sleep, he first decides when he wants to wake. Then he makes his power check. If the number rolled is less than the time he hoped to be "suspended" he awakens prematurely.

Another willing character can also be suspended for the same PSP cost (not at the same time as the psionist, however). This has a preparation time of one hour and a range of touch.

Power Score - The psionist remains aware of his surroundings and can wake at any time he chooses.

20 - The psionist falls unconscious and only violent slapping can revive him.

Chapter 6: Psychoportation

Psychoportive Sciences

Banishment

Power Score: Int -1
Initial Cost: 30
Maintenance Cost: 10/round
Range: 5 yards
Preparation Time: 0
Area of Effect: individual
Prerequisites: teleport

With this power, the psionist can teleport a creature against its will to a pocket dimension and hold it there. The creature being banished must be extremely close - within 5 yards. The pocket dimension is a featureless area with a benign environment - it may be hot or cold, dark or light, but not so much that it will cause injury.

Banishment has a boomerang feature. If the psionist fails to pay the maintenance cost, the banished creature automatically returns to its original location. The creature cannot reappear in a location that now contains other matter, however (e.g., to a doorway that has been closed, or to a spot that now has sharp stakes upon it). If this happens, the creature returns to the nearest open space. In other words, psionists cannot rely on the boomerang feature to kill or harm a creature.

As long as the psionist pays the maintenance cost, the creature will not automatically return. If the creature has access to the astral or ethereal planes, or it can teleport between planes, it could try to return that way. If the banisher is still maintaining the power, however, a psychic contest takes

place. If the banisher wins, the victim is prevented from returning.

Power Score - The banished figure cannot return of its own accord; it must wait until it is allowed to return.

20 - Both the intended victim and the psionist are banished to the same place. The other figure bounces back when the psionist stops paying the maintenance cost, but the psionist himself must return via some other method: teleportation, probability travel, etc.

Probability Travel

Power Score: Int
Initial Cost: 20
Maintenance Cost: 8/hour
Range: unlimited
Preparation Time: 2
Area of Effect: individual +
Prerequisites: none

With probability travel, a psionist can traverse the astral plane physically as if he's in astral form. This power has a distinct advantage over magical astral travel. When a wizard uses the *astral* spell, he forms an astral body, which remains connected to his material body by a silvery cord. In contrast, a psionist using probability travel never leaves his physical form; he brings it along. He has no cord, so, unlike the wizard, he can never die because his cord has been severed. (On the other hand, he can still be blown to bits.)

The astral plane boasts nothing that would attract tourists, but its two-dimensional color pools serve as highways to the outer planes. These pools, scattered randomly throughout the astral plane, provide connections to all surface layers of the outer planes.

Travel through the astral plane is speedy: 10 yards per minute per Intelligence point. However, distance on the astral plane does not equate to distance on other planes. After $1d6 + 6$ hours of travel, the traveler reaches the color pool he sought. There is a flat 75% chance that this pool leads to the exact destination the character wants. Otherwise, it is at least 10 miles off target-maybe more.

The psionist can take other persons (as defined by the *charm person* spell) along on his probability trip. Each passenger costs 12 extra PSPs initially, plus 4 extra PSPs per hour, and adds one-half hour to the time needed to find the correct color pool. Passengers must travel voluntarily; this power cannot drag a character into the astral plane against his will.

Combat on the astral plane is unusual. The traveler's physical body cannot affect astral bodies in any way. However, psionic powers do work against the minds of astral travelers. Most magical items do not work in the astral plane. Magical items which are keyed to a particular plane do function there, often with enhanced effect.

If the psionist simply turns off this power while in the astral plane, he doesn't leave. Instead, he's stranded, unable to move except by physically pushing off of solid objects (which are extremely rare in the astral plane). He's also stranded if he runs out of PSPs or is knocked unconscious on the astral plane. The only exit from this plane is a color pool.

If you'd like to learn more about traveling on the astral plane, see the AD&D® handbook *Manual of the Planes*.

Power Score - The color pool is right where the character wants it to be.

20 - The character attracts the attention of an astral creature, which may or may not be hostile, at the DM's discretion.

Summon Planar Creature

Power Score: Int -4
Initial Cost: 45/90
Maintenance Cost: na
Range: 200 yards
Preparation Time: 12

Area of Effect: one creature
Prerequisites: teleport

This science allows the psionist to reach into another plane, grab whatever creature he happens to find there, and teleport it to his own plane. The victim will be disoriented for one round after arriving; as a result, he suffers a two-point penalty on die rolls for initiative, attacks, and saving throws.

A magical summons offers some control over a planar creature, and usually returns that creature to its home automatically. This psionic power does neither; it merely teleports something. To be rid of the creature, the psionist must banish it, teleport it again, kill it, or control it somehow. If the creature is intelligent, the psionist might reason with it. However, the creature is almost certain to fly into a murderous rage when it discovers its plight.

The psionist can make the summoned creature materialize anywhere within 200 yards of his present position. This is a tremendous advantage, since the creature, at least initially, has no idea who summoned it. Its anger is likely to be vented against the first target it finds. However, if the psionist's power check result was a 2, this range is reduced to 50 yards. If the result was a 1, the creature pops in within 10 yards. Obviously, some risk is involved.

The psionist chooses the plane from which the creature will come. He does not choose the creature, however; that's determined at random. A creature from one of the elemental planes usually will be an elemental of the appropriate type. A creature from an outer plane probably will be a native of that particular plane, but it could also be a visitor, or even an adventurer who happened to be in the wrong place at the right time. In contrast, the astral or ethereal planes are a cornucopia of creatures, frequented by beings of every imaginable description. In any event, the DM decides which creature is summoned, drawing from the monsters for which he has game statistics. This book describes some extraplanar creatures. Many more are covered in the *Manual of the Planes* and various Monstrous Compendiums, especially the compendium featuring outer planar creatures.

It costs 45 PSPs to summon a creature from the astral or ethereal plane. If the psionist is dipping into an inner or outer plane, the cost soars to 90 PSPs.

Power Score - The creature summoned enjoys this sort of thing and won't be angry with the psionist.

20 - The psionist attracts the attention of a powerful, extraplanar creature without summoning it.

Teleport

Power Score: Int
Initial Cost: 10 +
Maintenance Cost: na
Range: infinite
Preparation Time: 0
Area of Effect: personal
Prerequisites: none

Teleport is the essential power within this discipline. It allows the psionist to teleport to a familiar spot. The destination must be a place that the character knows and can picture mentally - even if he's never actually been there. For example, a psionist may still know a location that he has seen through a crystal ball, via a sight link, or even by scanning someone else's mind for the information.

The psionist can still teleport to a place even if it has somehow changed from the way he pictures it. For example, if a room has been rearranged, or is currently on fire, such changes won't affect the teleport.

Teleports always take characters to a fixed location. For example, if a character tries to teleport into a gypsy wagon which is on the move, he'll arrive at the wagon's location when he last knew it. The wagon itself may be miles away by then. Also, if the character was picturing the wagon's interior, he will teleport to the space corresponding to the wagon's interior - which is several

feet off the ground! Because the wagon itself has moved, the teleporter will fall when he arrives (imagine teleporting to a room on the fifth floor of a tower, only to discover the tower has been razed by marauders since your last visit).

Teleportation is instantaneous. The teleporting character simply ceases to exist in his previous location and springs into being at the destination. There is a slight, audible "pop" at both ends, as air rushes into the sudden vacuum or is instantly displaced.

Restraints do not affect teleportation. A character who is tied up, shackled to a wall, or buried up to his neck can still teleport. The restraints remain behind.

Clothing, on the other hand, does accompany a character who teleports. He may also carry small items in his grasp or wear equipment (e.g., armor) on his person, not exceeding one-fifth of his own body mass. If he doubles the amount of PSPs expended, he can carry up to three times his body mass, or take along one or two other characters on whom he has a firm grasp.

A character can teleport any distance, but as the distance increases, so does the chance of failure and the cost in PSPs. Ranges, point costs, and power score modifiers are shown below.

If the teleportation die roll is 1 or 2, the character and anyone else with him are momentarily disoriented by the jump. They can do nothing during the round which immediately follows the teleport. After that, they suffer a 2-point penalty to the following for 1d6 rounds: initiative die rolls, psionic power checks, and attack rolls.

Distance	Initial Power Score	
	Cost	Modifier
10 yards	20	+1
100 yards	20	0
1,000 yards		30 -1
10 miles	40	-2
100 miles	50	-3
1,000 miles		60 -4
10,000 miles		70 -5
planet to planet*	100	-6

* Players with the SPELLJAMMER™ boxed set should note that interplanetary teleports are possible only within the same crystal sphere. It is impossible to teleport between crystal spheres or different planes of existence.

Power Score - The PSP cost is reduced by 20 percent, rounded up
20 - No effect.

Teleport Other

Power Score: Int -2
Initial Cost: 20 +
Maintenance Cost: na
Range: 10 yards
Preparation Time: 0
Area of Effect: na
Prerequisites: teleport

This power is identical to the one listed directly above, except it is used to teleport other characters. The psionist stays where he is while someone else is teleported. The character must be willing to be teleported, or unconscious. PSP costs and power score modifications are the same as for teleportation. (In other words, cost and difficulty increase with distance.) If the psionist pays twice the usual PSP cost, he can teleport up to three characters, provided they are firmly grasping one another.

Power Score - The PSP cost is reduced by 20 percent, rounded up.

20 - All would-be teleporters are seriously disoriented. They cannot cast spells and suffer a -4 penalty on all die rolls for 1d4 turns.

Psychoportive Devotions

Astral Projection

Power Score: Int
Initial Cost: 6
Maintenance Cost: 2/hour
Range: na
Preparation Time: 1
Area of Effect: personal
Prerequisites: none

Astral projection is similar to probability travel, except the traveler is not accompanied by his physical body. Instead, an astral body is created. This astral body immediately leaps into the astral plane. Only creatures or characters who are also on the astral plane can see it.

A silvery cord connects the astral body to the physical body. Nearly all astral travelers have such a cord. It is visible as a translucent string which stretches 10 feet from the astral body, and then becomes invisible and intangible. If the cord is severed, both bodies die (so does the character). The silvery cord is nearly indestructible, however. Usually it can be severed only by the psychic wind at its most powerful, or by the silver swords of the githyanki.

Since the astral plane is a highway leading to other planes, a character who uses this power usually has another destination in mind -either a distant point on the prime material plane or an outerplanar locale. When the traveler reaches his destination, a temporary physical body is formed there. This body resembles the character's real body in every respect, and the two are still connected by the invisible, silvery cord.

If either the astral body or the temporary physical body is killed, the cord returns to the real body. This second physical body is not formed if the character travels to another location on the same plane where his real physical body is located. He can view that plane in astral form, but cannot affect it or even enter it physically, nor can he direct magical or psionic powers into it. Magical items can be taken into the astral plane, but most lose their magical properties temporarily while in that plane.

If you'd like more detail on astral travel and the astral plane, see the *Manual of the Planes*, an AD&D® game handbook.

Power Score - The first color pool found is precisely where the psionicist wants it.

20 - The psionicist attracts the attention of a powerful creature in the astral plane.

Dimensional Door

Power Score: Con -1
Initial Cost: 4
Maintenance Cost: 2/round
Range: 50 yards +
Preparation Time: 0
Area of Effect: na
Prerequisites: none

Like teleportation, a dimensional door takes a character from one location to another. The similarity stops there, however. With dimensional door, the psionicist opens a man-sized portal which leads to the edge of another dimension. The edge acts as a lightning-quick transit system, carrying travelers to a destination chosen by the psionicist who uses this power.

When the psionicist uses this devotion, he creates a door leading into the alternate dimension. The door is a vaguely outlined portal, which appears in front of the psionicist. At the same time, an identical portal appears wherever he wants it, within range (see below). The door can have whatever orientation the psionicist chooses. If someone (including the psionicist) steps into either portal, he immediately steps out of the other. Both doors remain in place for as

long as the psionacist maintains the power.

The dimension accessed by this power is not fully understood. Clearly, it has very different qualities of time and space, such that motion is greatly accelerated. For many years this transit was thought to be instantaneous, but arduous experiments by Larue d'jar Azif of Dhaztanar have proved that a very tiny bit of time does elapse. What this means is still unknown.

Travel via this power is disorienting. Presumably, exposure to the alternate dimension traumatizes the body in some way. As a result, a traveler is dazed and cannot attack or move for one round after stepping through a dimensional skip portal. Quick transit is advisable. People who shove only an arm through a portal suffer intense pain. Fools who poke their head through a portal must make a system shock roll; failure means they lose 50% of their current hit points and pass out.

Inanimate objects are not affected by exposure to the dimension's edge. In fact, a character can throw or fire objects through a portal, and they'll come out on the other side. Attackers suffer a -4 penalty on their to-hit rolls against targets on the other side of the dimension's edge.

Range: The normal range of this power - i.e., the maximum distance between the two portals - is 50 yards. The distance can be extended only with severe reductions to the character's power score, as shown below. Increasing the range does not increase the PSP cost, however.

Distance Between Doors	Power Score Modifier
50 yards	0
75 yards	-2
100 yards	-5
150 yards	-8
200 yards	-12

Power Score - Transit does not cause disorientation.

20 - The psionacist is momentarily exposed to the transit dimension and is disoriented as if he had stepped through the portal.

Dimension Walk

Power Score:	Con -2
Initial Cost:	8
Maintenance Cost:	4/turn
Range:	na
Preparation Time:	2
Area of Effect:	personal
Prerequisites:	none

With dimension walk, a psionacist can travel from place to place in his own dimension by piercing other dimensions at right angles. This has two advantages over a dimensional door: 1) a dimension walk is not physically traumatizing and 2) the range of travel is greater. On the other hand, dimension walk only allows the psionacist himself to travel, and he can easily get lost.

The dimension walker opens up a vaguely shimmering portal. Only the psionacist who opened the portal can enter it. As soon as he does, the portal closes behind him. He finds himself engulfed by an inky grayness that is virtually without features. The effect is one of extreme sensory deprivation.

The psionacist can travel through this gray realm at a speed of 7 leagues (21 miles) per turn. He cannot see where he is or where he's going while in the realm. He has only his instinct to guide him, and must make a Wisdom check every turn. If these checks succeed, he'll find himself at his chosen destination when he steps out of the realm. If any single Wisdom check fails, however, the character will stray off course by several miles. When the walker steps out of the gray realm, the DM can place him in any location, within the maximum distance from his starting point (e.g., if the psionacist walked for 10 rounds, he must be within 21 miles of his origin). It's up to the psionacist to figure out his location; this power doesn't help him gain his bearings.

Aside from getting lost, dimension walking is completely safe. Apparently anything that lives in the other dimensions crossed cannot interact with

dimensional travelers (Larue d'jar Azif of Dhaztanar postulated that these other dimensions teem with life just as much as our own, but because the traveler is crossing them "against the grain", as it were, they do not register on his senses). The character can bring along as much as he can carry, but *bags of holding* and other dimensional storage devices spill their contents immediately if taken into this space.

Power Score - The psionist receives a +2 bonus when making his Wisdom checks.

20 - Overcome with vertigo, the character can do nothing but retch for three rounds.

Dream Travel

Power Score: Wis -4
Initial Cost: 1/25 miles
Maintenance Cost: na
Range: 500 miles
Preparation Time: 0
Area of Effect: personal
Prerequisites: none

Dream travel is a powerful but unreliable means of getting from here to there. The traveler journeys in his dreams, and awakes wherever his nocturnal wandering carried him. The psionist can even take other characters with him, although it's more difficult than traveling alone (see "Passengers" below).

To use dream travel, the psionist must be asleep. Once asleep, he begins fashioning a dream that involves traveling from his present location to his intended destination. At the beginning of the journey, the DM secretly makes a power check for the character. If the check succeeds, the psionist will reach his destination. If the check fails, the character will fall short 10% for each point that the die roll exceeded the power score.

If the DM wants, this power check is all that's required to handle dream travel during a game. However, it's far more satisfying to actually role-play the dream. The player creates the setting and describes his intentions, with the DM interrupting to change things arbitrarily and throw obstacles in the character's path.

If the player overcomes the obstacles and solves problems inventively, the DM is justified in giving a bonus to the character's power check. If the dream is dull and lifeless, the DM can also penalize the power check.

The DM should remember that this is a dream; terrain on the journey may not resemble actual terrain, the character may be completely different, and the world may be completely strange. The length of the dream journey should be approximately the same as the real distance, however, and the final destination should be at least similar to the real destination. Such dream adventures should minimize combat and maximize problems, puzzles, and surreal atmosphere. If combat does occur, it has no effect on the character physically, but if he is killed, he wakes up, right where he started.

A dream journeys take approximately eight hours to complete, successful or not.

Passengers: The psionist can bring other characters along with him in the dream. His power score is reduced by one for each passenger he carries. Passengers must also be sleeping. A single power check launches everyone on the dream journey. If the check fails, they still attempt the dream journey but fall short of their target. The psionist must pay the PSP cost of the trip individually for each character accompanying him in the dream.

Intelligent animals can also be drawn into the dream, but normal animals (horses, dogs, falcons, whatever) are very difficult to bring along. The psionist must make a separate power check to draw in each animal and his power score is halved, rounded down, when making this check.

When the dream travelers reach their destination, they awaken. In the place where they lay sleeping, their bodies and any equipment carried or worn fades away. At the same time, they fade into being at their new location, still in sleeping posture, but fully awake.

Power Score - No additional effect.

20 - The dream is nightmarish. The psionist must save vs. paralyzation or appear dead until violently struck.

Teleport Trigger

Power Score: Int +1
Initial Cost: 0
Maintenance Cost: 2/hour
Range: infinite
Preparation Time: 0
Area of Effect: personal
Prerequisites: teleport

A teleport trigger is a programmed event which causes the psionist to instantly and reflexively teleport to a safe location. After making a successful power check, the psionist must specify where he intends to go. He must also define very specifically what conditions will trigger the teleportation. These can be anything he wants, but the teleport will not be triggered unless he is aware that the conditions have been met. A volcanic eruption 500 miles away will not trigger teleportation unless the character has some way to know that the volcano is erupting.

For example, here are three typical triggers: being reduced to 10 or fewer hit points, seeing a mind flayer, and being attacked by a *magic missile* spell. When such predetermined conditions are fulfilled, the character instantly teleports to the programmed location.

When the teleport is triggered, the character must have enough PSPs remaining to teleport to that location, because he pays the cost just as if he were performing a normal teleport (see "teleport"). He must also make a teleport power check, with penalties based on the distance traveled. If this power check fails, so does the programmed teleport.

No PSPs are spent when the trigger is defined, but the character spends two points per hour from that time just to maintain the trigger. The trigger remains in effect until the character stops paying the maintenance cost.

Power Score - The character can ignore power score penalties for distance.

20 - No other effect.

Time Shift

Power Score: Int
Initial Cost: 16
Maintenance Cost: na
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisites: teleport

Time shifting allows the psionist to travel up to three rounds into the future and observe things until time catches up with him. He sees everything frozen around him just as it will be when that moment in the future actually arrives.

The psionist enters a different reality when he uses this power. No one in the "still life" that surrounds him can see or detect him in any way. He can move freely through the environment, putting himself wherever he wants to be when he returns to normal time. But he cannot affect anything around him, nor can anything affect him. Even two time-shifted characters are completely invisible to each other. To the people in real time, the character simply vanishes and then reappears sometime later.

The character does not exist for any normal game purpose during the period when he is time shifted. If, for example, a fireball spell detonates in the room while the character is time shifted, the character is completely protected against its effects. In fact, unless the blast leaves visible effects (charred walls or corpses or sulfurous fumes), the character won't even know it happened. He sees none of the intervening events.

This power cannot help a character escape contact, however. If someone has established contact or tangents (see Chapter 2) with the time shifter-and

continues paying their maintenance cost-then the tangents or contact will still be in effect when the character returns to normal time.

Time shifting offers an obvious advantage in combat. A psionist can leap one round into the future and maneuver into position for an attack. In that case, the shifter receives a +4 bonus to his attack roll. With enough time, he could even escape.

How long does a time shift last? If the psionist travels one round forward, then he has one round in which to maneuver. If he travels two rounds forward, then it takes two rounds for reality to catch up. Three rounds is the limit. The farther (or longer) the trip, the more difficult it is to make, as shown in the table below.

Psionic Time Shifted	Power Strength Cost	Score Modifier
1 round	3	0
2 rounds	6	-2
3 rounds	12	-6

Power Score - No other effect.

20 - The psionist is disoriented, and suffers a -2 penalty on all die rolls for as many rounds as he intended to shift.

Time/Space Anchor

Power Score: Int
Initial Cost: 5
Maintenance Cost: 1/round
Range: 0
Preparation Time: 0
Area of Effect: 3 yards
Prerequisites: none

This power protects psionists against unwanted teleportation. When a time/space anchor is in effect, the psionist cannot be teleported against his will unless he loses a psychic contest.

Anyone and anything else inside the 3-yard radius is also protected using the psionist's power score. Items are protected automatically, but living creatures or characters are protected only if the psionist wants them to be. Each additional creature protected costs another PSP per round. This power cannot prevent someone from teleporting himself away; it only prevents teleporting from an outside source.

Power Score - The psionist receives a +2 bonus in any resulting psychic contests.

20 - The psionist is rooted to the spot for 1d6 rounds. During that time his AC is penalized 5 points.

Chapter 7: Telepathy

Telepathic attack and defense modes are often abbreviated as follows, especially in character or creature descriptions.

Attack Modes	Defense Modes
EW = ego whip	IF = intellect fortress
II = id insinuation	MB = mental barrier
MT = mind thrust	MB = mind blank
PB = psionic blast	TS = thought shield
PsC = psychic crush	TW = tower of iron will

Telepathic Sciences

Domination

Power Score: Wis -4
Initial Cost: contact
Maintenance Cost: varies
Range: 30 yards
Preparation Time: 0
Area of Effect: individual
Prerequisites: mindlink, contact

With domination, a psionicist can project signals from his own mind into the mind of one other person or creature. As a result, the subject is forced to do nearly anything the psionicist wishes. The dominated subject knows what is happening, but he cannot resist the psionicist's will. Commands are given mentally and automatically.

The victim's abilities are neither diminished nor enhanced by this power. The subject can be forced to use any power or ability he normally can - assuming the psionicist knows about it. Domination does not reveal facts or secrets about a victim.

As soon as domination is attempted, the victim makes a saving throw vs. spells. If this saving throw succeeds, the victim is not dominated. If it fails, the victim has fallen under the psionicist's control. However, if the victim is later forced to do something completely abhorrent (against his alignment), he can make another saving throw to regain his free will.

Domination can exact a high price in PSPs. The cost to establish and maintain this power equals twice the cost to contact the victim.

Power Score - The maintenance cost is halved.

20 - The victim knows that someone attempted to dominate him.

Ejection

Power Score: Wis -4
Initial Cost: varies
Maintenance Cost: na
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisite: none

Ejection is the final defense against unwanted contact. If one psionicist has forced contact with another's mind, or has been granted contact and is now doing things he should not be, he can be ejected.

The cost of ejection is twice the opponent's contact power score (even if contact was established through combat).

Ejection is risky for the user. If the power check result is 8 or less, consult the table below to see what "side effects" the psionicist suffers.

- 1 Lose access to all sciences for 1d10 hours
- 2 Lose access to one discipline, selected by the DM, for 1d10 hours
- 3 Lose 1d10 +10 additional PSPs
- 4 Lose 1d10 additional PSPs
- 5 Lose 1 point of Constitution permanently
- 6 Lose 1d10 hit points
- 7 Sever only one portion of contact (one successful attack reestablishes it)
- 8 Sever only two portions of contact (two successful attacks reestablish it)

Power Score - Roll 1d6 on the table above. The result applies to the ejected being.

20 - Ejection fails, but the psionicist still makes a d6 roll on the table above.

Fate Link

Power Score: Con -5

Initial Cost: contact
Maintenance Cost: 5/turn
Range: 2 miles
Preparation Time: 1
Area of Effect: individual
Prerequisite: mindlink, contact

This power enables the telepath to intertwine his own fate with that of another creature. If either being experiences pain, both feel it. When one loses hit points, both lose the same amount. If either dies, the other must immediately make a saving throw vs. death to avoid the same fate.

Power Score - Range is unlimited.

20 - Social regression. The psionist loses 1d6 points of Charisma for a day.

Mass Domination

Power Score: Wis -6
Initial Cost: contact
Maintenance Cost: varies
Range: 40 yards
Preparation Time: 2
Area of Effect: up to 5 creatures
Prerequisite: mindlink, contact, domination

This power is identical to domination except the psionist can control up to five creatures simultaneously. Each one must be contacted and dominated individually. The maintenance cost - twice the victim's level or hit dice - must be paid for each dominated figure.

Power Score - The range is extended to 100 yards.

20 - The intended targets are aware of the psionist's efforts.

Mindlink

Power Score: Wis -5
Initial Cost: contact
Maintenance Cost: 8/round
Range: unlimited
Preparation Time: 0
Area of Effect: individual
Prerequisite: contact

Mindlink allows the user to communicate wordlessly with any intelligent creature he can contact (Intelligence 5 or greater on a human scale). This is two-way communication. It is not the same as mind-reading because the psionist only receives thoughts which the other party wants to send. Language is not a barrier. Distance affects the telepath's ability to make contact, but it has no other effect (see "contact").

Power Score - The mindlink allows one probing question (see probe).

20 - The psionist must save vs. petrification or be stunned for 1d4 rounds.

Mindwipe

Power Score: Int -6
Initial Cost: contact
Maintenance Cost: 8/round
Range: touch
Preparation Time: 1
Area of Effect: individual
Prerequisite: mindlink, contact

Mindwiping is a crude form of psychic surgery which affects the subject's IQ (it's like a temporary lobotomy). The telepath systematically seals off portions of the subject's mind, making whatever knowledge was contained there inaccessible.

When a mindwipe is attempted, the victim saves vs. spells. If he succeeds,

the mindwipe is thwarted for one round, but next round the psionist can try again.

Each round of mindwiping has two important, immediate effects. First, it reduces the victim's intelligence and Wisdom scores by 1 point. Second, it reduces his experience level or hit dice by 1 point.

These reductions have considerable impact. All characters may lose languages or proficiencies and their magical defense adjustment. Experience level and hit dice losses affect everything except hit points. The victim keeps all of his hit points regardless of what is wiped from his mind.

Intelligence and Wisdom losses affect wizards and clerics as if those losses were permanent. Clerics lose bonus spells, their chance of spell failure rises, and eventually they cannot cast spells. Wizards suffer reductions in their maximum spell level, their chance to learn spells, and their maximum spells per level.

When the number of available spells at a given spell-level drops, a character must make an ability check before attempting to cast a spell of that level. Wizards roll an intelligence check. Clerics roll a Wisdom check. Both use current scores. If the check succeeds, the character can cast the spell. If it fails, he has forgotten the spell and can't cast any spell that round.

Mindwipe only seals off information; it doesn't erase it. All of a character's lost Wisdom, Intelligence, and experience levels can be restored through psychic surgery (a metapsionic science).

This power has no effect against creatures with neither stats nor hit dice.

Power Score - The victim doesn't get a saving throw.

20 - The power affects the psionist instead of his intended victim.

Probe

Power Score: Wis -5
Initial Cost: contact
Maintenance Cost: 9/round
Range: 2 yards
Preparation Time: 0
Area of Effect: individual
Prerequisite: mindlink, ESP, contact

A probe is similar to ESP (a telepathic devotion), but a probe allows psionists to dig much deeper into a subject's subconscious. If the subject fails a saving throw vs. spells, then all his memories and knowledge are accessible to the prober - from memories deep below the surface to those still fresh in the subject's mind. The information gained is not necessarily true, but it is true as far as the subject knows.

The telepath can learn the answer to one question per round. DMs have some discretion in determining this rate. If the telepath's questions (or the answers) become too complicated, each may take longer than one round to resolve.

Telepaths can probe a subject who is conscious, as well as one who resists. A probe can even be carried out in the midst of melee, provided the telepath can get close enough. If a probed wizard or cleric tries casting a spell, the telepath knows both that a spell is being cast and what the general effects of that spell are.

Power Score - Two questions may be asked per round and the psionist knows of their validity.

20 - The subject knows about the probe attempt and is not pleased.

Psionic Blast

Power Score: Wis -5
Initial Cost: 10
Maintenance Cost: na
Range: 20/40/60 yards
Preparation Time: 0
Area of Effect: individual
Prerequisites: telekinesis

Psionic blast is a wave of brain force which can jolt a subject's mind like

a piece of shocking news. This is one of the five telepathic attacks used to establish contact with another psionist (an illithid's mind blast is not the same).

If this power is used against a mind that has already been contacted, the subject must save vs. death. Failure means he loses 80 % of his remaining hit points, but only in his mind. The hit points are still there; he only thinks they're gone. He will pass out when the remaining 20% of his hit points are gone (in his mind), but won't die unless all of them are actually lost. In any case, this effect wears off after six turns. At that time, an unconscious character awakens.

This power has three ranges: short, medium, and long. At medium range, the psionist's power score is reduced by two. At long range, it is reduced by five.

Power Score - A victim who fails his save passes out for one turn.
20 - No other effect.

Superior Invisibility

Power Score: Int -5
Initial Cost: contact
Maintenance Cost: 5/round/creature
Range: 100 yards
Preparation Time: 0
Area of Effect: personal
Prerequisite: mindlink, contact, invisibility

Superior invisibility is very much like Invisibility (q.v.), but it masks the character completely. The psionist makes no sound and has no smell, though he can still be felt if touched. If he attacks someone physically, he automatically breaks contact with that character.

Power Score - Opponents affected by this power cannot detect the psionist even if he touches or physically attacks them.

20 - Everyone contacted becomes aware of the psionist's presence and his desire to be invisible.

Switch Personality

Power Score: Con -4
Initial Cost: contact +30
Maintenance Cost: na
Range: touch
Preparation Time: 3
Area of Effect: individual
Prerequisite: mindlink, contact

Some psionists can literally put themselves in another man's (or woman's) shoes. This science allows the psionist to switch his own mind with someone else's. In effect, they exchange bodies. The other person's mind inhabits the psionist's body, while the psionist's mind inhabits his subject's body. The switch is permanent, and lasts until the psionist uses this power to reverse it.

Each character gains the other's physical attributes. However, both minds retain all their own knowledge and knowledge-based abilities. For example, a telepath who switches minds with a 10th level fighter gains a body with that fighter's hit points and physical attributes (Strength, Constitution, and Dexterity). However, he retains his own THAC0, proficiencies, and so forth.

The switch takes a turn to complete, and the process is quite traumatic. At the end of the turn, both characters must make system shock saving throws using their new Constitution scores. A character who fails this roll lapses into a coma for 1-100 hours.

Bodies that have undergone a personality switch tend to degenerate. Both characters must make a Constitution ability check every day. If a check fails, the character loses one point of Constitution. If his Constitution drops to zero, he dies.

This Constitution loss is temporary, but it does not reverse itself until

the personalities are restored to their proper bodies. At that point, both bodies recover one point of Constitution per day until they reach their original scores.

The psionist does not lose his psionic powers if his Constitution drops below 11. However, if a power score is based on Constitution - like this power's score is - the score drops accordingly.

Power Score - System shock rolls automatically succeed, and the Constitution checks are made only once a week.

20 - The psionist lapses into a coma for 1d100 hours.

Tower of Iron Will

Power Score: Wis -2
Initial Cost: 6
Maintenance Cost: na
Range: 0
Preparation Time: 0
Area of Effect: 1 yard
Prerequisites: none

Tower of iron will is one of the five telepathic defenses against unwanted contact. It relies only upon the superego to build an unassailable haven for the brain.

Like intellect fortress (a telepathic devotion), tower of iron will has an area of effect beyond the psionist's mind. At 3 feet, it's very limited.

A psionist can initiate one other psionic power during the round in which he uses the tower of iron will.

Power Score - The area of effect increases to 10 feet.

20 - The psionist is lost inside himself and cannot engage in psionic activity for 1d4 hours.

Telepathic Devotions

Attraction

Power Score: Wis -4
Initial Cost: contact
Maintenance Cost: 8/round
Range: 200 yards
Preparation Time: 0
Area of Effect: individual
Prerequisite: mindlink, contact

The opposite of aversion (see below), this power creates an overwhelming attraction to a particular person or thing-be it an item, creature, action, or event. A victim of this power will do whatever seems reasonable to get close to the object of his attraction.

The key word is "reasonable." The victim is completely fascinated, but he doesn't suffer from blind obsession. He won't leap into a fire or over a cliff, for example, or climb into the arms of a tarrasque (a bipedal killing machine). He can still recognize danger, but he will not flee unless the threat is strong and immediate. And if the danger is not apparent, (such as poison in a goblet of wine), the character could easily destroy himself in pursuit of the attraction.

Power Score - The effect borders on an obsession; the victim takes serious risks.

20 - No additional effect.

Aversion

Power Score: Wis -4
Initial Cost: contact
Maintenance Cost: 8/turn
Range: 200 yards
Preparation Time: 0

Area of Effect: individual
Prerequisite: mindlink, contact

The victim of this power gains an aversion to a particular person, place, action, or event. He will do everything he can to avoid the object of his aversion. He will not approach within 20 yards, and if he is already within 20 yards, he will back away at the first opportunity.

The aversion is "planted" in the victim's brain for one turn. It cannot be maintained for another turn unless the psionist maintains contact throughout that turn.

Power Score - The object of aversion affects the victim like a fear spell.
20 - No additional effect.

Awe

Power Score: Cha -2
Initial Cost: contact
Maintenance Cost: 4/round
Range: 0
Preparation Time: 0
Area of Effect: 20 yards
Prerequisite: mindlink, contact

A psionist can use this power to make others hold him in awe. Each character contacted must make a saving throw vs. spells. Characters who fail are mentally cowed; they sense the telepath's "awesome might." They have no desire to serve or befriend him, but they won't attack him unless forced to do so (for example, someone says, "You kill him or I'll kill you."). They'll do whatever they can to avoid angering or upsetting the psionist. If possible, they'll avoid him altogether, and take the first opportunity to escape him.

Power Score - The save automatically fails.

20 - All contacted characters view the psionist as pathetic and ridiculous.

Conceal Thoughts

Power Score: Wis
Initial Cost: 5
Maintenance Cost: 3/round
Range: 0
Preparation Time: 0
Area of Effect: 3 yards
Prerequisite: none

This defensive devotion protects the psionist against psionic or magical ESP, probes, mindlink, life detection, and other powers or spells which read or detect thoughts. To overcome thought concealment, an attacker must wage and win a psychic contest.

Power Score - All related psychic contests will automatically be won by the defender.

20 - No additional effect.

Contact

Power Score: Wis
Initial Cost: varies
Maintenance Cost: 1/round
Range: special
Preparation Time: 0
Area of Effect: individual
Prerequisite: none

Contact must be established before virtually any telepathic power can be used on another character or creature. It is just what its name implies - contact between the minds of the telepath and another character or creature. Contact does not allow communication by itself; it is merely the conduit for other telepathic exchanges.

Many telepathic powers list "contact" as their initial cost. That means contact must be established in a previous round before those powers can be used. As long as contact is maintained, the psionist can use other powers which require it, and can even switch (using attraction and then mindlink on the same subject after contact was established, for example).

A psionist can maintain contact with more than one subject at a time, but he must contact each one individually, and pay a maintenance cost for each use of the power. For example, if a psionist wishes to inspire awe in two subjects, he must establish and maintain contact with each one separately.

Once contact is established, it costs 1 PSP per round to maintain. The psionist can perform any other action while maintaining contact. *If he uses another telepathic power on the same subject while maintaining contact, the contact power is "free"* (the cost of maintaining contact is covered by the other power's cost).

Establishing Contact: The initial cost of contact is based on the target's level or hit dice, as shown below.

1-5 levels or hit dice	3 PSPs/round
6-10 levels or hit dice	8 PSPs/round
11-15 levels or hit dice	13 PSPs/round
16-20 levels or hit dice	18 PSPs/round

A psionist cannot contact a subject that he knows nothing about. In other words, he can't use this power to scan around and "see what's out there." He must either have his subject in sight or know specifically who or what he is looking for. He cannot, for example, try to contact any random orc which may or may not be standing behind a closed door. However, he can try to contact a particular orc which he has seen before.

If a psionist fails to establish contact, he can try again the next round. Failure doesn't necessarily mean the target's mind cannot be contacted. Rather, it means the target has not been found yet. The psionist can continue searching.

Several factors can make telepathic contact difficult to establish:

- * how far the target is (distance)
- * resistance by the target-especially if the target is a psionist
- * whether or not the target is an intelligent mammal

Each factor is described below.

Distance: The greater the distance between the two minds, the more difficult it usually becomes to make contact. If the psionist can see the target - either with normal vision or by using psionic powers - distance is not a factor. If the psionist cannot see his target, normal range modifiers apply. Simply knowing where to look does not constitute seeing the target.

Separation Distance	Power Score Modifier
Line-of-sight	0
1 mile	-1
10 miles	-3
100 miles	-5
1,000 miles	-7
10,000 miles	-9

The maximum range for establishing contact is 10,000 miles when a psionist cannot view his subject. Contact can be maintained across any distance, however; it is not broken if a contacted subject moves out of range. There is one exception: contact cannot be extended beyond a crystal sphere.

Resistance: An untrained character - i.e., a nonpsionist - can actively resist intrusion, resulting in a -2 modifier to the psionist's power score. To resist, the character fills his mind with a barrage of thoughts and emotions - much as a child avoids a lecture by plugging his ears and yelling. For example, a character might repeat a poem ad nauseam, or scream battle cries. However, even these efforts won't work unless 1) the character is specifically resisting psychic intrusion, and 2) resisting intrusion is his sole activity. If the character tries to fight or cast a spell, for example, his psychic defense has too many "holes" to be useful. Unless a wild talent knows a telepathic defense

mode, he is as vulnerable to contact as any nonpsionicist.

Psionicists (and psionic creatures) are much better at resisting contact. In fact, this power won't work against them unless they intentionally drop their natural defenses. They must allow another psionicist to use contact on them, and can exclude some contacts while remaining open to others. If a psionicist resists, contact can only be established through mental attacks: psychic crush, ego whip, id insinuation, mind thrust, or psionic blast. See Chapter 2, "Psionic Combat" for more information.

Unusual Subjects: Contact can also be established with nonhuman minds, even plants. The further the subject is removed from mammals, the more difficult it becomes to establish contact. Modifiers that affect power scores are listed on the following page.

Life Order	Contact Score Modifier
Mammal	
(except marsupial)	-1
Marsupial	-2
Bird	-3
Reptile, amphibian	-4
Fish	-5
Arachnid, insect	-6
Monster	-7
Plant	-8

These modifiers are in addition to any distance modifiers that may apply. That means contacting a distant plant or monster is an uncertain proposition at best.

Breaking Contact: Contact is not severed until the psionicist breaks it off (fails to maintain it). If the person contacted is a psionicist, he may also do something to sever it. A psionicist often can eject an unwanted intruder (see "ejection").

Optional Rule: The minds of very intelligent beings are more difficult to latch onto. Increase the cost of contact by adding the creature's "# of Languages" minus two, as shown on Table 4 in Chapter 1 of the *Player's Handbook*. For example, a creature with intelligence 17 knows six languages. The cost of contacting this creature's mind is increased by four.

Power Score - The contact is maintained for four rounds for free.

20 - Further contact with this mind is impossible at this experience level.

Daydream

Power Score: Wis
Initial Cost: contact
Maintenance Cost: 3/round
Range: unlimited
Preparation Time: 0
Area of Effect: individual
Prerequisite: mindlink, contact

By using this power, the telepath causes someone's mind to wander. This is only effective against characters with intelligence 14 or less who are not concentrating hard on the task before them, but are just going about their business in a casual, relaxed manner.

Once affected, the daydreamer pays little attention to his surroundings, making it much easier for someone to pick his pocket, slip past him unobserved, or otherwise escape his notice. Thieves gain a 20% bonus on their pick pockets, move silently, and hide in shadows scores. Other characters can perform these tasks as an average 4th level thief (pick pockets, 45%; move silently, 33%; hide in shadows, 25%). The DM can assign chances for success to other types of skulking and skullduggery.

Power Score - increase the bonuses to 30% for thieves and 5th level for others.

20 - The victim realizes someone is toying with his mind.

Ego Whip

Power Score: Wis -3
Initial Cost: 4
Maintenance Cost: na
Range: 40/80/120 yards
Preparation Time: 0
Area of Effect: individual
Prerequisites: contact, mindlink

Ego whip is one of the five telepathic attacks used to establish contact with another psionist's mind. (See Chapter 2.) The power assaults the victim's ego, leaving him with feelings of inferiority and worthlessness. If used against a contacted mind, the target is dazed for 1-4 rounds, during which all of his die rolls (psionic attacks, melee attacks, saving throws, etc.) are penalized five points (or 25%) and he cannot cast any spells above third level.

This power has three ranges: short, medium, and long. At medium range, the psionist's power score is reduced by two. At long range, it is reduced by five.

Power Score - No additional effect.

20 - No additional effect.

Empathy

Power Score: Wis
Initial Cost: contact (or 1*)
Maintenance Cost: 1/round
Range: unlimited
Preparation Time: 0
Area of Effect: 20 ft. x 20 ft.
Prerequisites: contact

By using empathy, a psionist can sense the basic needs, drives, and/or emotions generated by any mind. Thirst, hunger, fear, fatigue, pain, rage, hatred, uncertainty, curiosity, hostility, friendliness, love - all these and more can be sensed.

*When used against nonpsionic targets, contact is not required.

Power Score - The subject of the emotion is revealed.

20 - The target senses the attempt.

ESP

Power Score: Wis -4
Initial Cost: contact
Maintenance Cost: 6/round
Range: unlimited
Preparation Time: 0
Area of Effect: individual
Prerequisites: contact

Extrasensory perception, or ESP, allows a psionist to read someone else's mind (as the power is treated here). The telepath can only perceive surface or active thoughts. He cannot use ESP to explore someone's memories or delve into their subconscious.

Most intelligent creatures tend to think in words, so language is a barrier to understanding. Unintelligent creatures think in pictures. Magical thought, such as a wizard uses in casting spells, is also unintelligible. However, a telepath can easily recognize such thoughts as part of the spell-casting process.

Power Score - The first round of maintenance is free.

20 - The psionist develops a splitting headache and suffers a -1 penalty on all telepathic power scores for one hour.

False Sensory Input

Power Score: Int -3
Initial Cost: contact
Maintenance Cost: 4/round
Range: unlimited
Preparation Time: 0
Area of Effect: individual
Prerequisite: mindlink, contact

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

For example, a human could be made to look like a dwarf, but not like a parrot. A slamming door could be made to sound like a thunderclap or a cough, but not like rustling paper. Oil could be made to taste like garlic, but not like water.

Power Score - Almost any false perception can be achieved.

20 - The psionist cannot see, hear, or otherwise sense the intended victim for 1d4 rounds, except psionically.

Id Insinuation

Power Score: Wis -4
Initial Cost: 5
Maintenance Cost: na
Range: 60/120/180 yards
Preparation Time: 0
Area of Effect: individual
Prerequisites: mindlink, contact

Id insinuation is one of the five telepathic attack modes. It seeks to unleash the uncontrolled subconscious of the defender, pitting it against his superego. The attack leaves the victim in a state of moral uproar.

Technically speaking, this power drives him nuts, at least temporarily. His id - the seat of primitive needs, animal drives, cruelty, and ferocity - seeks to launch him into a rage of violence and desire. His superego - the seat of moral conscience and the "civilized" part of his brain - struggles to maintain the upper hand. If this power is used against a contacted mind, the target can do nothing for 1d4 rounds.

Id insinuation has three ranges: short, medium, and long. At medium range, the telepath's power score is reduced by two. At long range, it is reduced by five.

Power Score - The victim's id overpowers his superego and he turns against his allies for 1d4 rounds.

20 - The psionist's id is unleashed; the resulting rage imposes a -1 penalty on all his attack rolls and power checks for one turn.

Identity Penetration

Power Score: Wis -3
Initial Cost: contact
Maintenance Cost: 6/round
Range: unlimited
Preparation Time: 0
Area of Effect: individual
Prerequisite: contact

Identity penetration allows the user to determine the target's true identity in spite of polymorphs, illusions, disguises, etc.

Power Score - No additional effect.

20 - Until he gains another level, the telepath cannot penetrate the identity of the current target.

Incarnation Awareness

Power Score: Wis -4
Initial Cost: contact
Maintenance Cost: 13/round
Range: unlimited
Preparation Time: 0
Area of Effect: individual
Prerequisite: contact

By applying this power to another character, the psionist can gain knowledge about past lives. One past life can be explored per round, starting with the most powerful personalities (usually these are also the most famous, but not always).

The psionist also knows immediately how many times this particular personality has been killed and raised from the dead. It is up to the players to put this information to use.

Power Score - All past life information is gained in one quick mental blast.

20 - Overwhelmed, the psionist lapses into a trance until jolted or slapped - or for 1d4 hours, whichever comes first.

Inflict Pain

Power Score: Con -4
Initial Cost: contact
Maintenance Cost: 2/round
Range: touch
Preparation Time: 1
Area of Effect: individual
Prerequisite: mindlink, contact

This is a particularly nasty form of torture. It causes no actual harm to the subject and leaves no marks or scars, but causes excruciating pain of any sort the telepath desires. Only evil characters can learn this power freely; others find their alignments twisting toward evil if they wish to inflict pain. If the victim is an NPC who is being questioned, he must make a saving throw vs. paralyzation to withstand this agony.

If the psionist finds a way to use this power in combat, the victim must also make a saving throw vs., paralyzation. Success means he grits his teeth and keeps on fighting. Failure means the pain imposes a four-point penalty on the character's attack rolls that round, or disrupts and ruins a spell.

Power Score - The pain is so excruciating that the victim passes out for 1d10 rounds.

20 - This particular contact is broken.

Intellect Fortress

Power Score: Wis -3
Initial Cost: 4
Maintenance Cost: na
Range: 0
Preparation Time: 0
Area of Effect: 3-yd. radius
Prerequisites: none

Intellect fortress is one of five telepathic defenses against unwanted contact. It calls forth the powers of the ego and superego to stop attacks.

Unlike most other defenses, intellect fortress has an area of effect beyond the psionist's mind, offering protection to other minds within that radius. Every mind within that area defends against telepathic attack with the psionist's intellect fortress power score.

A psionist can initiate one other psionic power in the same round that he uses intellect fortress.

Power Score - No additional effect.

20 - This defense falters and is not usable again for 1d4 rounds.

Invincible Foes

Power Score: Wis -3
Initial Cost: contact
Maintenance Cost: 5/round
Range: unlimited
Preparation Time: 0
Area of Effect: individual
Prerequisite: mindlink, contact

The victim of this devotion believes that any blow struck against him will cripple or kill him. Even if the blow actually causes just one point of damage, the victim thinks he's dying, and that he can no longer fight. He falls to the ground in horrible pain.

A character who is struck while under the effect of this power won't recover until a turn later, even if the psionist stops concentrating on him and turns his attention elsewhere. As long as the character was under this effect when the blow was struck, he's out for 10 rounds.

Even if the victim of this power is never actually struck, his behavior is likely to change. Fully expecting the next blow to kill him, he may stop attacking and simply parry, or try to flee, or even surrender and beg for quarter. If the character has not been struck, however, the psionist must keep renewing the power every round; otherwise future blows will affect him normally.

"Invincible foes" can also work in reverse. In other words, an attacker can be made to believe that every blow he strikes is fatal. The belief is strong enough to create an illusion: even if the attacker barely scratches his foe, he sees the "victim" lying down, mortally wounded. He will continue to imagine that opponent lying on the ground until the opponent attacks again (it doesn't matter whom he attacks; any attack breaks the illusion).

This reversal has several consequences. Characters who have been "killed" - i.e., struck - can simply walk away from the fight, leaving their corpses behind. Or they can move into position and attack again, gaining a +2 bonus to hit. After this happens three times, the affected character must make a saving throw vs. spells. If it fails, he becomes convinced that his foes are unkillable and reacts accordingly (PCs, of course, are free to react as they see fit).

Power Score - No other effect
20 - No other effect.

Invisibility

Power Score: Int -5
Initial Cost: contact
Maintenance Cost: 2/rnd/creature
Range: 100 yards
Preparation Time: 0
Area of Effect: individual
Prerequisite: mindlink, contact

Psionic invisibility differs significantly from magical invisibility. To make himself invisible, the psionist must individually contact each mind that he wants deceive. Once they are all contacted, he makes himself invisible to them only. He can still see himself, as can anyone who was not contacted. Only characters within 100 yards of the psionist can be affected by this power.

Invisibility is a delusion affecting one or more select characters, not an illusion affecting everyone. The only real change occurs in the mind of the psionist's targets. For this reason, the psionist can make anyone invisible - not just himself. The "invisible" being must be approximately man-sized (or smaller), however.

The psionist must make a separate power check for each delusion, and pay a separate maintenance cost for each. In this case, a delusion is one "invisible" creature or character, as perceived by one other character. For example, if the psionist wants to make two things invisible to two people, he must make four separate power checks.

This power affects vision only. Observers may still be able to hear or smell "invisible" creatures.

Power Score - The power works like superior invisibility (a telepathic

science).

20 - All contacts are broken.

Life Detection

Power Score: Int -2
Initial Cost: 3
Maintenance Cost: 3/round
Range: 100 yards
Preparation Time: 0
Area of Effect: varies
Prerequisite: none

A telepath can detect the presence of living, thinking creatures within a limited area. He must scan like radar. If he is scanning at short range, he can cover a large angle. At long range, the angle is significantly reduced. He can scan through 180 degrees to a range of 40 yards, 90 degrees to a range of 60 yards, or 30 degrees to a range of 100 yards.

One round of scanning will detect humans, demihumans, humanoids, mammals, and monsters with eight or more hit dice. A second round of scanning will detect birds, reptiles, amphibians, fish, and monsters with less than eight hit dice. In either case the character gets an accurate count of the creatures.

The DM should make this power check and keep the result secret from the player. If the psionist doesn't detect anything, the player won't know whether that means there's nothing there, or the power didn't work. If the roll is 1, the psionist gets faulty information. He detects what is there, but gets the numbers wrong by +/- 50%.

Power Score - The psionist can instantly detect everything within 100 yards, in every direction.

20 - The telepath detects 1d6 creatures which aren't there.

Mental Barrier

Power Score: Wis -2
Initial Cost: 3
Maintenance Cost: na
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisites: none

Mental barrier is one of five telepathic defenses against unwanted contact. It is a carefully built wall of thought repetition which exposes only one small area of the mind at a time.

A psionist can initiate one other psionic power in the same round that he uses mental barrier.

Power Score - Contact during this round and the next is impossible.

20 - The barrier fails, and the mental attempt disrupts any currently active powers.

Mind Bar

Power Score: Int -2
Initial Cost: 6
Maintenance Cost: 4/round
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisite: none

Mind bar is a magician's bane and the telepath's boon. It gives the psionist 75 % magic resistance against charm, confusion, ESP, fear, feeblemind, magic jar, sleep, and suggestion spells. It also offers complete protection against possession of any sort.

In addition, mind bar protects a psionist against all telepathic powers, except the five contact-establishing attacks. No telepathic power can affect a

barred mind unless the telepathic attack prevails in a psychic contest. (The defender uses mind bar.)

Power Score - The telepath gains a +5 bonus to his power score when defending in a psychic contest.

20 - The telepath's saving throws vs. the spells listed above have a -4 penalty for one hour.

Mind Blank

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

Mind blank is one of five telepathic defenses against unwanted contact. It attempts to hide the mind from attack, making its parts unidentifiable. This defense is particularly effective against a psionic blast and id insinuation. (See Chapter 2, "Psionic Combat" for details.)

Mind blank is unique. Unlike the other four defense modes, it costs nothing to maintain. In fact, a character can still recover PSPs while using this power. That's because mind blank is almost instinctual; if a character knows it, it's nearly always active, even when he's sleeping or meditating. The power is inactive only if 1) the player announces it, or 2) the character uses another defense mode.

Even though mind blank has no PSP cost, it still constitutes psionic activity. If the power is active, a character is vulnerable to detection. He still may attract psionic feeders, or suffer some other unpleasant effect.

A psionist can use one other psionic power (but not another defense mode) in the same round that he uses mind blank.

Power Score - No other effect.

20 - The character cannot use mind blank for 1d4 hours.

Mind Thrust

Power Score: Wis -2
Initial Cost: 2
Maintenance Cost: na
Range: 30/60/90 yards
Preparation Time: 0
Area of Effect: individual
Prerequisites: contact, mindlink

Mind thrust is one of the five telepathic attacks used to establish contact with another psionist's mind. It is a stabbing attack which seeks to short the synapses of the defender.

If the subject's mind has already been contacted, and he has psionic powers, then this power can do some damage. The subject loses the use of one power, chosen randomly, for 2d6 days. Beyond establishing contact, mind thrust has no effect on creatures or characters without psionic powers.

This power has three ranges: short, medium, and long. At medium range, the psionist's power score is reduced by two. At long range, it's reduced by five.

Power Score - No other effect.

20 - The telepath loses all tangents, but not contacts.

Phobia Amplification

Power Score: Wis -2
Initial Cost: contact
Maintenance Cost: 4/round
Range: unlimited
Preparation Time: 0
Area of Effect: individual

Prerequisite: mindlink, contact

This power allows the psionist to reach into someone's mind and discover his greatest fear, then amplify it to the point of irrationality. A victim who fails a saving throw vs., spells believes he is imminently threatened by the object of this fear, even if it is completely absurd. A character with a fear of falling, for example, is convinced he could pitch over a cliff at any moment - even while on an endless prairie - unless he stands absolutely still.

The reaction of the frightened character depends on the fear. He will defend himself if attacked (unless defending himself is somehow tied in to his phobia). A wizard may teleport away or use other spells to guarantee his safety. Other characters might freeze in place or flee for their lives. But all of their actions will be geared toward protecting against the fearsome object or situation.

This fear lasts as long as the psionist maintains the effect. Once he stops, the fear fades back to its normal proportions, probably leaving the character slightly shaken and more than slightly chagrined.

Power Score - The target's save vs. spells automatically fails.

20 - The subject has no detectable phobias.

Post-Hypnotic Suggestion

Power Score: Int -3
Initial Cost: contact
Maintenance Cost: 1/level or HD
Range: unlimited
Preparation Time: 0
Area of Effect: 1 creature
Prerequisites: mindlink, contact

Any creature with an intelligence between 7 and 17 can receive a post-hypnotic suggestion. (very dim or very brilliant creatures are not susceptible.) The psionist plants a suggestion of some reasonable course of action in the creature's subconscious, along with the situation that will trigger this action. When that situation arises, the DM makes a power check against the psionist's post-hypnotic suggestion score, with a -1 penalty for each day that has passed since the suggestion was planted.

A "reasonable course of action" is one that does not violate the creature's alignment or class restrictions. It can be something that he would not normally do, but if it is too strange, he just won't do it.

The maintenance cost for this power is a one-time-only payment, made when the suggestion is implanted.

Power Score - The psionist's power score is not reduced for the passage of time.

20 - The intended victim is aware of the attempt.

Psychic Crush

Power Score: Wis -4
Initial Cost: 7
Maintenance Cost: na
Range: 50 yards
Preparation Time: 0
Area of Effect: individual
Prerequisites: mindlink

Psychic crush is one of the five telepathic attacks used to establish contact with another psionist's mind. It is a massive assault upon all neurons in the brain, attempting to destroy all by a massive overload of signals.

If this attack is used against any mind that the psionist has contacted, the victim must make a saving throw vs. paralyzation. Failure costs the target 1d8 hit points.

Power Score - The save automatically fails.

20 - The victim is immune to further crushes by this psionist for 24 hours.

Psychic Impersonation

Power Score: Wis
Initial Cost: 10
Maintenance Cost: 3/hour
Range: 0
Preparation Time: 1 turn
Area of Effect: personal
Prerequisite: probe

This power enables a psionist to mask his own aura and thought patterns, and make them match someone else's perfectly. To accomplish this, the psionist must first probe the subject he wishes to impersonate.

Psychic impersonation does not alter any of the psionist's other features. It only changes his identity to other creatures with psionic powers. Even then, a psychic contest with identity penetration or probe can penetrate the disguise.

While psychic impersonation is in effect, all of the user's psionic power scores are reduced by one.

Power Score - The disguise cannot be detected psionically and power scores are not decreased.

20 - Until the psionist reaches a new experience level, he cannot impersonate that subject.

Psychic Messenger

Power Score: Con -4
Initial Cost: 4
Maintenance Cost: 3/round
Range: 200 miles
Preparation Time: 2
Area of Effect: 1 sq. yd.
Prerequisite: none

This power allows a character to create an insubstantial, 3-D image of himself, which can appear anywhere within 200 miles and deliver a message. Everyone present can see and hear the messenger. Communication is one-way. The telepath has no idea what is happening around his messenger unless he's using some other power.

Power Score - The psionist can make the messenger's appearance differ from his own.

20 - No effect.

Repugnance

Power Score: Wis -5
Initial Cost: contact
Maintenance Cost: 8/round
Range: 200 yards
Preparation Time: 0
Area of Effect: individual
Prerequisite: mindlink, contact

With this power, a psionist makes something - a particular person, place, or object - completely repugnant to another character. That character is overwhelmed with loathing for the thing, and he will seek to destroy it as completely and quickly as possible.

If this destruction is strongly against the character's alignment (such as making a temple repugnant to its cleric), the character gets to make a saving throw vs. spells to shake off the effect.

Power Score - No save is allowed.

20 - The victim is aware of the attempt.

Send Thoughts

Power Score: Int -1
Initial Cost: contact

Maintenance Cost: 2/round
Range: unlimited
Preparation Time: 0
Area of Effect: individual
Prerequisite: contact

This is one-way communication, allowing the telepath to send his own thoughts to someone else's mind. The telepath can send information or simply distract the target.

If the target is a wizard casting a spell, he must make a saving throw vs. spells. The wizard applies a modifier to the save: the difference between his Intelligence and the telepath's power score. (If the wizard's Intelligence is higher, it's a bonus; if it's lower, it's a penalty.) If this save fails, the wizard's concentration is broken and the spell is spoiled.

If the target being distracted is someone involved in melee, he has a two-point penalty on all attack rolls (but not damage rolls).

Power Score - Wizards cannot make the saving throw.

20 - If the receiver is a friend, he is distracted.

Sight Link

Power Score: Con -3
Initial Cost: contact
Maintenance Cost: 5/turn
Range: unlimited
Preparation Time: 1
Area of Effect: individual
Prerequisite: mindlink, contact

Sight link allows the telepath to tap into another character's optical system. The telepath sees whatever his link sees. (His own vision is unaffected.) If the linked creature is subjected to a gaze attack, the telepath must make the appropriate saving throw or also be affected by the gaze.

Power Score - Sound link is also gained.

20 - The psionist is blinded for 1d4 hours.

Sound Link

Power Score: Con -2
Initial Cost: contact
Maintenance Cost: 4/turn
Range: unlimited
Preparation Time: 1
Area of Effect: individual
Prerequisite: mindlink, contact

By means of a sound link, the telepath taps into the auditory system of another person or creature. He hears whatever his link hears. If the linked creature is subjected to an auditory attack (by sirens, shriekers, etc.), the telepath must make the appropriate saving throw or also be affected.

Power Score - Sight link is also gained.

20 - The psionist is deaf for 1d4 hours.

Synaptic Static

Power Score: Int -4
Initial Cost: 15
Maintenance Cost: 10/round
Range: 0
Preparation Time: 0
Area of Effect: 20/50/90 yds.
Prerequisite: mindlink

Synaptic static interferes with all psionic activity within a given area. Even the psionist is affected; when he creates static, he cannot use any other power simultaneously. However, he may also prevent others from using their powers. Anyone who tries to use a psionic power within the area of effect must

fight the static's creator in a psychic contest. If an opponent succeeds, his power functions normally. If not, his power fails.

Exposure to synaptic static for more than five rounds will give anyone a splitting headache. This has no game effect, but it will make NPCs and animals irritable.

This power has three ranges: short, medium, and long. At medium range, the character's power score is reduced by two. At long range, it is reduced by five.

Power Score - The psionicist receives a +1 bonus in all psychic contests prompted by the current use of static.

20 - The character has injured himself trying to create static. He immediately loses 1d20 PSPs and 1d6 hps.

Taste Link

Power Score: Con -2
Initial Cost: contact
Maintenance Cost: 4/turn
Range: unlimited
Preparation Time: 1
Area of Effect: individual
Prerequisite: mindlink, contact

Could this be a dieter's dream? Taste link allows the telepath to tap into the flavor senses of another person or creature. The psionicist tastes whatever his link tastes.

If the linked creature takes poison orally, the telepath must make a saving throw vs. poison to avoid passing out and severing the link. The psionicist can't actually be poisoned this way, however.

Power Score - Scent link is also gained (not a defined power).

20 - The psionicist has a bitter taste in his mouth, but no other effect occurs.

Telepathic Projection

Power Score: Wis -2
Initial Cost: contact
Maintenance Cost: 4/round
Range: unlimited
Preparation Time: 1
Area of Effect: 10 yard diam.
Prerequisite: mindlink, contact

Telepathic projection allows the user to send emotions to everyone who has been contacted within a common 10-yard diameter. This power cannot radically change a character's emotional state, however. A character who is very angry could be made only slightly angry, for example, but not happy. Empathic changes are a matter of degrees, no more.

Power Score - Emotions can be drastically altered (love to hatred, etc.) while this power is maintained.

20 - All affected characters experience strong negative emotions toward the psionicist for 1d6 rounds.

Thought Shield

Power Score: Wis -3
Initial Cost: 1
Maintenance Cost: na
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisites: none

Thought shield is one of five telepathic defenses against unwanted contact. It clouds the mind so as to hide first one part, then another.

A psionicist can initiate one other psionic power during the same round in which he uses thought shield.

Power Score - No other effect.
20 - No other effect.

Truthhear

Power Score: Wis
Initial Cost: 4
Maintenance Cost: 2/round
Range: 0
Preparation Time: 0
Area of Effect: hearing
Prerequisite: mindlink

When a psionist uses truthhear, he can tell whether other people intentionally lie. He does not hear their words translated into truth; he merely knows whether or not speakers believe they are lying.

Power Score - The psionist recognizes a falsehood even when the speaker does not.

20 - The psionist can't use this power effectively against this subject for 1d6 days.

Chapter 8: Metapsionics

Metapsionic Sciences

Appraise

Power Score: Int -4
Initial Cost: 14
Maintenance Cost: na
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisites: none

With this power, a psionist can determine the likelihood that a specific course of action will succeed. He focuses on a course of action and examines the possibilities. He assigns probabilities. Then he mentally processes enormous calculations to arrive at an overall probability of success.

In game play, the character must first pass a power check. If he does, the DM must reveal the percentage chance for the plan or action's success. Exact odds may be difficult or impossible to determine, but the DM should provide his most accurate, honest appraisal.

No one, not even a psionist, can foresee the future with assured accuracy. Like precognition, the success of this power depends on how closely the characters adhere to their plans. Do they act as they intended? React as they intended? What factors did they fail to foresee? Every deviation steers events away

from the predicted path. If this power is used, the DM should give the best answer he can, based on information the characters have. Factors they don't know about, and therefore can't take into account while forming a plan, can change things dramatically.

Power Score - The player is allowed to reroll any three die rolls to help make his character's forecast more accurate.

20 - The psionist can't use this power successfully again for 1d4 days.

Aura Alteration

Power Score: Wis -4
Initial Cost: 10
Maintenance Cost: na

Range: touch
Preparation Time: 5
Area of Effect: individual
Prerequisites: psychic surgery, 5th level

With aura alteration, a psionist can temporarily disguise a person's alignment, disguise his level, or remove aura afflictions like curses, geases, and quests.

Disguising a character's alignment or level is the easiest to do. The disguise is temporary, lasting only 1-6 hours. It has no effect on the character's real alignment or class, but a psionist with aura sight will be fooled by the fake aura.

Because curses, geases, and quests are imprinted on the character's aura, they can be removed with this power. A psionist who tries this suffers a -6 penalty to his power score and must expend 20 PSPs instead of 10. If the die roll is 1, the psionist's patient must make a saving throw vs. spells to avoid losing one experience level (a slip of the psychic scalpel can close off vital parts of the brain).

Power Score - No other effect.

20 - The full PSP cost of the power must be paid despite the lack of success, and this psionist cannot alter this aura until he achieves a higher experience level.

Empower

Power Score: Wis -12
Initial Cost: varies
Maintenance Cost: na
Range: touch
Preparation Time: 0
Area of Effect: 1 item
Prerequisites: 10th level

This is not a tool for weak or inexperienced characters. Empower allows a psionist to imbue an item with rudimentary intelligence and psionic ability. The process, which requires extraordinary time and effort, is described below.

Item Requirements. An item must meet two requirements before it can be empowered. First, it must be of exceptional quality - worth 250% to 500% of the normal cost for an item of its type. Second, it must be new. The process of empowering must begin within 48 hours after the item is manufactured. If it is delayed longer, the item cannot be empowered (if the psionist still tries, he automatically fails Step One below, expending 50 PSPs). If the item meets these two requirements, the psionist can begin the empowerment.

Step One. At the start of each day, the psionist must first prepare the item to receive psionic power. This costs 50 PSPs and requires a power check. If this check fails, the day is wasted; no further progress can be made until the next day.

Step Two. If the item has been prepared, the psionist can give it access to a discipline. It can have access to only one discipline, never more, and the psionist himself must have access to it. This step costs 100 PSPs and requires a power check.

Step Three. The psionist can attempt to empower the item with any single power he knows within the chosen discipline (the item must have been properly prepared on the same day). The psionist must make two successful power checks: first, a check for the chosen power (using the appropriate power score), and second, another empower check. If both checks succeed, the item has that psionic power, with a score two points below the psionist's. If Step Three is successful, the psionist expends another 100 PSPs (failure means he expends half that amount, as usual).

Step Four. The psionist can imbue the item with other powers by repeating Step Three. The item can acquire one power per day, provided it has been properly prepared (see Step One).

Step Five. When the item has acquired all the powers which the psionist intends to give it, the psionist can seal those powers within the item. To do

this, he must prepare the item one more time (expending 50 PSPs), and make an endowment power check one last time. If the item is sealed successfully, it can never gain any additional powers - but it can't lose them, either. An item that has not been sealed will lose one power per month until it is just a normal object again.

An empowered object has 8 PSPs per devotion and 12 per science. It has intelligence equal to its maker's intelligence minus 1d6 points, with a minimum of 12. Its ego is 2 points per devotion and 3 points per science. Unless it was empowered with another telepathic power, it communicates as indicated on Table 113, "Weapon Intelligence and Capabilities" in the *Dungeon Master's Guide* (p. 186, A&D® 2nd Edition). Its alignment matches its creator's. The weapon has its own personality, however, and like all intelligent weapons, it will try to assert its independence at every opportunity.

The empowering process must be unbroken. *If a day passes in which the psionist does not at least try to prepare the object, it is finished as is.* He cannot even try to seal the powers; they will wear off over the course of time.

Power Score - No other effect.

20 - If three 20's are rolled during the empowering process, the item is a complete and utter failure.

Psychic Clone

Power Score: Wis -8
Initial Cost: 50
Maintenance Cost: 5/round
Range: 60 feet
Preparation Time: 10 rounds
Area of Effect: special
Prerequisites: clairaudience, clairvoyance, psychic messenger, 5th level

When this power is initiated, a clone of the psionist steps out of his body. It is in every way identical to the original form, except that it has no substance. The psionist can see and hear what the clone sees and hears. The clone will do anything the psionist wants it to (as if it were actually him). Furthermore, the psionist's psyche goes with the clone, thus enabling it to perform all of his psionic powers.

This power has a serious drawback. As long as the clone exists, the psionist himself is practically a turnip. He retains only three senses: smell, taste, and touch. He cannot move, see, or hear. All his psionic powers are transferred to the clone. In effect, the immobile character is no longer a psionist; not even psionic sense will reveal his true nature. He can be slain without any combat rolls if an opponent wishes to do so.

The clone can travel up to 60 feet from the psionist. It can go anywhere the psionist himself could go. For example, it can walk down a corridor, walk across acid (the clone has no substance and cannot be hurt), and swim (provided the psionist can). Because the psionist could walk through an unlocked door, so can the clone - although the clone passes through like a ghost. However, a clone cannot travel through walls or walk on water, because the psionist could not either.

The clone is impervious to all forms of attack and damage except psionic or mental attack (which will affect the psionist).

Power Score - The clone can travel through walls and other solid objects.

20 - No other effect.

Psychic Surgery

Power Score: Wis -5
Initial Cost: contact
Maintenance Cost: 10/turn
Range: touch
Preparation Time: 10
Area of Effect: individual
Prerequisite: mindlink, contact

Psychic surgery allows a telepath to repair psychic damage. He can even

operate on himself if need be, though his power score is reduced by 5 in this case. Phobias, aversions, idiocy, comas, seizures - all these psychic ailments can be treated and cured, as well as several others. Curses or magical conditions - such as geases and charms - cannot be cured.

This power cannot cure possession, either. However, psychic surgery *can* confirm that the problem really is possession, and *can force the possessing entity into psionic combat* if the surgeon desires. This may be risky, since creatures capable of possession are often quite powerful and the psionist cannot ascertain their power beforehand. On the other hand, psychic surgery could cure the possession indirectly by forcing a psionically weak entity to flee rather than face combat.

Most psychic ailments can be cured in one turn or less. However, if the psionist's power check result equals 1 or 2, the problem is particularly tricky and requires another turn to repair. If the power check fails, the problem is too great for the psionist to fix. He can try again after gaining another experience level.

Special Operations: Psychic surgery has two special uses. First, the surgeon can use this power to help nonpsionists unleash their wild powers. If the psionist performs this kind of operation successfully, the patient gains a -2 bonus to his wild talent roll (see Chapter 1).

The second operation can make the effect of any power in the telepathy discipline permanent with no maintenance cost. The patient is rarely grateful, because the power is not bestowed on the subject, only its effect. In this way, a person can be permanently dominated or fate-linked, for example. The following restrictions apply:

- 1) The power must be maintainable (i.e., it must have a maintenance cost).
- 2) The power must have a range of other than zero.
- 3) The surgeon must know the power and use it successfully on the patient.
- 4) A psionist cannot use this type of surgery on himself or on another psionist. If he tries, nothing happens.
- 5) At most, only one power can be made permanent per turn. If the result of the power check is 1 or 2, the procedure takes two turns instead of one.

This procedure can also be reversed; i.e., psychic surgery can be used to remove a permanently implanted telepathic effect.

Power Score - The surgery takes only 5 rounds per "implanted" power.

20 - The surgeon cannot use this power successfully again for 1d4 days.

Split Personality

Power Score: Wis -5
Initial Cost: 40
Maintenance Cost: 6/round
Range: 0
Preparation Time: 1
Area of Effect: personal
Prerequisites: psychic surgery, 10th level

This is not a psychosis; it's the power to divide one's mind into two independent parts. Each part functions in complete autonomy, like two characters in one body. Both parts communicate fully. Both can use psionic powers, even at the same time. That means a split personality can use twice as many psionic powers per round (the character's total number of PSPs remains the same, however, with both personalities drawing from it). Alternately, one personality can use psionic powers while the other does something else - e.g., converse, ponder a puzzle, or control the body in melee. Thus, split personality allows a character to fight physically and psionically at the same time.

Mental attacks directed against the psionist affect only half of the mind. Contact must be established separately with each half. If one half is destroyed, controlled, or subdued somehow, the other half can continue fighting independently and retains control of the body.

Before he attempts to make his personality whole again, the psionist must make a saving throw vs. paralyzation if any of the following is true: 1) he does

not control both portions of his mind, 2) he has unrepaired psychic damage, or 3) is suffering unwanted contact. A successful save means that his mind returns to complete health and throws off all undesired influences. Failure means that the afflicted portion of his mind becomes dominant and he passes out for 1d6 turns, but regains consciousness free of undesired influences.

Power Score - The mind splits into three parts instead of two.

20 - The character passes out for 1d6 turns.

Ultrablast

Power Score: Wis -10
Initial Cost: 75
Maintenance Cost: 0
Range: 0
Preparation Time: 3
Area of Effect: 50' radius
Prerequisites: 10th level

A character using psionic ultrablast can overwhelm and damage nearby psyches. To do this, he casts thought waves in all directions. In laymen's terms, the psionist "grumbles" psychically for three rounds. Then his consciousness bursts forth and a horrid, psychic scream penetrates all minds within 50 feet. Victims may never be the same again.

All characters within 50 feet of the psionic ultrablast must save vs. paralyzation. Failure means they pass out for 2d6 turns. Those who pass out must immediately save vs. paralyzation again. If they fail a second time, they lose all psionic power. Only psychic surgery can help them recover this loss.

Although the blast does not affect the initiator, the risks are great. If the power check fails, he becomes comatose for 1d10 days. Some characters may think he's dead.

Power Score - Creatures of 3 hit dice or less die if they fail their save.

20 - The initiator must save vs. paralyzation or die. If he lives, he loses the use of all his psionic powers for 2d6 days.

Metapsionic Devotions

Cannibalize

Power Score: Con
Initial Cost: 0
Maintenance Cost: na
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisites: 5th level

This power allows the character to cannibalize his own body for extra PSPs. When it is used, the character can take any number of Constitution points and convert them directly to PSPs at a ratio of 1:8 (one Constitution point becomes eight psionic strength points). The psionist can use these points anytime, as if they were part of his total.

The Constitution reduction is not permanent, but it is debilitating and long-lasting. The character immediately loses bonus hit points. His system shock and resurrection survival chances are reduced. Most importantly, all of his psionic power scores which are based on Constitution are reduced by the appropriate amount.

A psionist can recover one cannibalized point of Constitution per week of rest. Rest means staying quietly at home (safely indoors). Adventuring is not allowed.

Power Score - The psionist gains 8 PSPs without reducing his Constitution.

20 - The character loses 1d4 Constitution points, but can regain them by resting.

Convergence

Power Score: Wis
Initial Cost: 8
Maintenance Cost: 0
Range: 10 yards
Preparation Time: 1
Area of Effect: 10 yards
Prerequisites: contact, 4th level

When psionicians put their heads together, the results can be impressive. Convergence allows psionicians to link their minds into one synergetic being - an entity more powerful than the sum of the individual parts.

There is no limit to the number of psionicians who join minds. Each participating psionician must know the convergence power, however, and each must make a successful power check in the same round. Then they are linked. All their PSPs flow into a single pool, from which each draws his strength. If one participant knows a power, now anyone in the group can use it.

Each participant can use psionic powers at the normal rate per turn: one defense and one other power per round. If the group is attacked psionically, the attack must overcome every working defense. If it does, the attack affects every character in the convergence, or as many as possible.

When the convergence is discontinued, PSPs that remain in the pool are evenly divided among all the participants. Fractions are rounded down, and no individual can exceed his usual maximum (extra points are lost).

Power Score - No other effect.

20 - The participant loses 1d20 PSPs.

Enhancement

Power Score: Wis -3
Initial Cost: 30
Maintenance Cost: 8/round
Range: 0
Preparation Time: 5
Area of Effect: personal
Prerequisites: 6th level

This power yields the same results as the Meditative Focus proficiency, in less time. When a psionician learns this power, he selects one discipline to enhance. As long as he maintains the enhancement power, all of his power scores within the chosen discipline are increased by two. At the same time, all other power scores are reduced by one.

Power Score - Other scores are not reduced.

20 - All power scores in the chosen discipline are reduced by one for 24 hours.

Gird

Power Score: Int -3
Initial Cost: 0
Maintenance Cost: 2 x maintenance
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisites: 3rd level

Each time a psionician girds another power, he can maintain that power automatically - i.e., without mental concentration. Thus, a psionician who is maintaining only girded powers can sleep without disrupting those powers.

To use gird, the psionician must first initiate and maintain the power he intends to affect. Then he must make a girding power check. If he succeeds, he automatically pays twice the normal maintenance cost for the girded power - or a minimum of 1 PSP per hour. To remove the girding, he must consciously decide to do so (no power check is required). Otherwise, the girding remains in place until the psionician runs out of PSPs. That means a psionician who's unconscious or sleeping could awaken to find all his psionic strength girded

away. If the psionist wishes to reestablish a gird that he discontinued, he must make a new power check.

Power Score - No other effect.

20 - The gird attempt disrupts the power.

Intensify

Power Score: Affected -3
Initial Cost: 5/increase
Maintenance Cost: 1/round
Range: 0
Preparation Time: 1/increase
Area of Effect: personal
Prerequisites: 3rd level

Intensify allows the psionist to improve either his Constitution, his intelligence, or his Wisdom for psionic applications. To improve one - for psionic purposes only - he must weaken the other two - for all purposes. Each point of increase in the targeted ability decreases the other two abilities by the same amount. In addition, each point of increase costs 5 PSPs.

For example, Zenita is a psionist with Con 15, Int 16, and Wis 17. She wants to intensify her intelligence by 4 points. To do so, she must spend 20 PSPs initially (5 PSPs for each bonus point of intelligence). Her intelligence is raised 4 points to 20. Meanwhile, her Constitution and Wisdom scores drop 4 points (to 11 and 13, respectively). The increase in intelligence affects psionic powers only. The drop in Constitution and Wisdom affects everything applicable except psionic strength points: psionic power scores, hps, system shock rolls, saving throws, spell bonuses, spell failure, etc.

A psionist can raise an ability score to a maximum of 25, provided he has enough PSPs and no other score is reduced below zero.

Power Score - The character's ability is raised to the level he intended, but the cost of this power is reduced to 3 PSPs per increased point.

20 - The psionist must make a system shock roll or the ability he intended to boost decreases by 1 point for 24 hours.

Magnify

Power Score: Wis -5
Initial Cost: 25 x magnification
Maintenance Cost: magnification/round
Range: 0
Preparation Time: 5
Area of Effect: personal
Prerequisites: 6th level

Magnify allows the psionist to magnify the effects of another power in all conceivable ways - e.g., double damage, double range, double modifiers, and so on. However, the affected power's initial cost is proportionately magnified, as is its maintenance cost.

The psionist initiates the magnify power first. At the same time, he must designate which power he intends to improve. Unless he maintains the magnification, he must immediately use the power he wishes to improve (in the same round). Otherwise he can maintain the magnification until he uses the affected power (a costly endeavor). Once the power has been performed, magnify must be reinitiated to perform again.

The amount of magnification depends upon the psionist's level, as follows:

Levels 6-10	x2
Levels 11-15	x3
Levels 16-20	x4

Power Score - The magnification factor is one greater, with no additional cost.

20 - The affected power becomes inoperative for a day.

Martial Trance

Power Score: Wis -3
Initial Cost: 7
Maintenance Cost: 0 (free)
Range: 0
Preparation Time: 1
Area of Effect: personal
Prerequisite: 3rd level

In some situations, the psionist may find it useful to enter a trance before engaging in psionic combat. This trance focuses the character's complete attention on his psionic activity and tunes out all other distractions. While in the trance, he gains a +1 bonus on all of his Telepathy scores (all powers in the discipline).

The martial trance ends whenever the character chooses to end it. It is not deep; the character is brought out of it by any blow, shake, or slap. His attention is completely occupied, so any melee attack against him hits automatically and causes maximum damage.

Power Score - He manages to maintain enough awareness to dodge melee attacks.

20 - No other effect.

Prolong

Power Score: Con -4
Initial Cost: 5
Maintenance Cost: 2/round
Range: 0
Preparation Time: 0
Area of Effect: personal
Prerequisite: 4th level

When this power is in effect, the range of all powers is increased by 50%, as is the radius of their areas of effect. This has no effect on powers with a range of zero or individual, nor does it alter personal, or single-item areas of effect. It does alter powers that affect a quantity of stuff; prolonged disintegration, for example, destroys up to 12 cubic feet of material instead of 8.

Power Score - The increase is 100%.

20 - All ranges/areas of effect are halved for 1d4 hours.

Psionic Inflation

Power Score: Wis -5
Initial Cost: 20
Maintenance Cost: 3/round
Range: 0
Preparation Time: 1
Area of Effect: 100-foot radius
Prerequisites: 3rd level

When a psionist invokes this power, he sends out a powerful ring of psionic noise (extending to 100 feet). All psionic activity within this area requires twice the normal initial cost and maintenance. The initiating psionist is not affected; the noise actually begins about an inch beyond his aura, creating a bubble of relative quiet around him.

Other psionists in the area of effect will not realize anything is wrong until they have actually used a power. If they are maintaining a power, they discover the inflated rate after paying twice the normal maintenance cost.

If two psionists initiate psionic inflation in the same area, the psionists must conduct a psychic contest. The loser's psionic inflation ceases. If both characters fail, then both cease their power maintenance. Reroll ties.

Power Score - ALL psionic activity within the area requires three times the normal initial cost and maintenance.

20 - The psionist cannot recover PSPs for two hours.

Psionic Sense

Power Score: Wis -3
Initial Cost: 4
Maintenance Cost: 1/round
Range: 0
Preparation Time: 0
Area of Effect: 200-yard radius
Prerequisites: mindlink

With psionic sense, a character can detect psionic activity anywhere within 200 yards. Any expenditure of PSPs constitutes psionic activity, even if it is only to maintain a power. Use of the mind blank power is psionic activity, too, even though it expends no PSPs.

When the character makes his first successful power check, he learns whether or not someone - or something - is psionically active within range. If the psionist makes another successful power check in the following round, he also learns 1) how many PSPs are being spent, and 2) where the psionic activity is occurring (direction and distance). If psionic activity is occurring in more than one place, the psionist gets a fix on all of it within 200 yards.

Power Score - Second-round information is gained in the first round.

20 - This power cannot be used effectively for one turn.

Psychic Drain

Power Score: Wis -6
Initial Cost: 10/person + contact
Maintenance Cost: none
Range: 30 yards
Preparation Time: 0
Area of Effect: up to 6 minds
Prerequisites: mindlink, contact, 6th level

Psychic drain enables the psionist to tap into the personal, psychic energy of other people to augment his own psionic strength. Up to six people can be tapped at one time.

Each subject, who is often called a host, must first be asleep. Next, the psionist must make contact with the person's mind. Then he expends another 10 PSPs and makes a psychic drain power check. If he succeeds, the host falls into a trance, which lasts 4-9 (1d6+3) hours. The character can be awakened with some difficulty before then, but he'll be groggy and disoriented for another hour.

While the host is in the trance, the psionist can siphon psychic energy, just as a vampire draws blood to grow strong, the psionist drains Wisdom, Intelligence, and Constitution points. He can drain as much as he desires. For every ability point the psionist drains, he gains 10 PSPs.

Any PSPs gained cannot be banked (added to the psionist's total). They cannot be siphoned any faster than they are used. In other words, when the psionist expends PSPs, he automatically draws these points from his host(s) - unless he specifies otherwise. The psionist must remain within range of the entranced characters in order to draw strength points from them.

If he exercises moderation, the psionist does not harm his hosts. A host only begins to suffer ill effects when he loses more than 50% of his psionic potential (potential equals Wisdom, Intelligence, and Constitution combined, minus 30 points. See "Psionic Strength Points" in Chapter 1). The table below shows

the effects of excessive depletion. Psychic surgery can correct these problems.

Potential

Lost	Effect on host
51-60%	Temporary amnesia (2-12 weeks)
61-70%	Permanent amnesia
71-80%	Intelligence reduced to 4
81-90%	Intelligence reduced to 4; put in coma for 1-12 days, must make

system shock roll every day or die.

91-100% Save vs. death or die; if subject lives, Intelligence, Wisdom, and Constitution each reduced to 3, permanently.

Power Score - The psionicist does not harm the subject(s) this time, regardless of how much he drains.

20 - Contact broken

Receptacle

Power Score: Wis -5
Initial Cost: 0
Maintenance Cost: 0
Range: touch
Preparation Time: 1 round/point
Area of Effect: one item
Prerequisites: empower or valuable gem

This power allows a psionicist to store psionic energy in a special receptacle. The psionicist can draw upon the energy later to fuel his other psionic powers. He cannot use these points when his total pool of psionic strength is at its maximum. However, he can keep the stored PSPs on hand until he's running low on psionic energy, and then use them immediately (it's like storing a pint of your own blood at a hospital. With a little time, your body replaces the pint. Later, if you should lose blood in an accident or operation, you can use the stored blood to recover the loss quickly).

Before powers can be stored, a receptacle must be prepared. Two types of containers are appropriate: a vessel prepared with empower (a metapsionic science), or a valuable gem that has been specially prepared using the receptacle power.

Empowered Vessel. Any vessel can serve as a receptacle for psionic energy if it is empowered first. The psionicist must perform the initial preparation and final sealing described earlier under "empower." He does not do anything further; the vessel needs no additional powers. It can hold PSPs equal to his psionic potential, multiplied by his experience level.

Valuable Gem. A gem can hold 1 PSP for every 100 gold pieces of its worth, rounded down. For example, a gem worth 650 gold pieces can hold 6 PSPs, and a gem worth 1,000 gold pieces can hold 10 PSPs. The gem still requires preparation, however. To do this, the psionicist must slowly fill the gem with PSPs - 1 per turn - until the gem reaches maximum capacity (1/100 of its value). The psionicist can do nothing else while filling the gem. When the task is complete, the psionicist must make a power check. If he fails, only one-half of the gem's capacity is useable.

Storing Points. Using his receptacle power, he can automatically place 1 PSP into a properly prepared container per round. When he is finished, the psionicist must make a receptacle power check. If it succeeds, all is well; if it fails, only half the points he expended are stored in the receptacle, while the rest are merely spent.

Using Stored Points. The psionicist can retrieve stored points automatically. The receptacle must be in contact with his flesh. He can never retrieve more points than the receptacle currently holds, *nor can he retrieve so many that it raises his current psionic point total above his maximum.* No matter how many receptacles he has, a psionicist can never store more PSPs than his maximum total. (For example, if his usual maximum is 100 PSPs, he can store no more than 100.) Only the psionicist who placed the points in the item can use them.

The danger of this power is receptacle loss. If the receptacle is damaged or destroyed, its contents (PSPs) are instantly subtracted from the psionicist's total possible points. This loss is temporary, but until the psionicist is once again back up to his full PSP score he recovers PSPs only half as fast as normal.

Power Score - No other effect.

Retrospection

Power Score: Wis -4
Initial Cost: 120
Maintenance Cost: na
Range: 0
Preparation Time: 10
Area of Effect: personal
Prerequisites: convergence, 7th level

Retrospection is a kind of psionic seance. It allows psionicists to delve into the past and locate memories that have been loosed from other minds. A psionicist must join at least two other psionicists in a convergence before he can use this power. He - or one of the other participants in the convergence - then poses a question regarding a specific event in the past. To find the answer, the psionicist must make a successful power check.

When retrospection succeeds, the characters tap into a universal, pervasive memory. They have access to any information that ever existed in anyone's memory regarding the incident they are investigating. The amount of detail that comes to mind depends on power check results:

- 1 extremely vague and fragmentary
- 2 vague or incomplete
- 3-5 complete but not very specific
- 6+ reasonably complete and specific

Memories bear the mark of the personalities who created them. The DM should role-play the memories accordingly, not just recite information. If the psionicists' alignments differ significantly from the memories' alignments, reaction rolls are in order. Memories can be polite and helpful, or they can be cantankerous and downright rude. Memories which have lain undisturbed for centuries may be angered by the intrusion, or they may be delighted for the chance to air themselves out and bring the truth to light.

Power Score - No other effect
20 - No other effect.

Splice

Power Score: Int - (2 x # spliced)
Initial Cost: 5 x # spliced
Maintenance Cost: # spliced/round
Range: 0
Preparation Time: # spliced
Area of Effect: personal
Prerequisites: 2 + level (see below)

Splicing psionic powers is tremendously useful. In effect, the psionicist is splicing together two or more separate powers into one psionic release. This is very difficult, however, and it requires great precision. The more powers the psionicist attempts to splice, the more likely he is to fail.

First, the character must make a successful splice check. His power score is decreased 2 points for each power being spliced. For example, if he is splicing two powers, his score equals intelligence -4. The initial cost of this endeavor is 5 PSPs for every power being spliced.

If the character passes this first power check, he must then initiate each spliced power in succession-without interruption. He does not have to make a separate splicing check for each of these powers, but he still pays their initial costs. Furthermore, each spliced power has absolutely no effect at this time.

Once all the powers have been initiated, the psionicist must make a second splice check (his power score is still reduced two points for each power being spliced). If he fails this check, all his efforts are lost; the PSPs he spent are gone, and none of the powers works. If the power check succeeds, the psionicist can

maintain the splice by expending 1 PSP per spliced power per round.

At any later time (during which the splice has been maintained), the psionicist can unleash the spliced series of powers. In effect, he performs all of the spliced powers simultaneously - or with split second separations if desired. Success is not automatic. The psionicist must perform the individual power checks for these spliced powers when he releases them. He does not have to pay their initial costs again, however.

The maximum number of powers that a psionicist can splice equals his experience level. For example, a 2nd level psionicist can splice up to two powers, and a 3rd level psionicist can splice up to three. A complex splice is a long shot at best, however. As noted above, a psionicist's power score decreases two points for every power he attempts to splice. That means a character who attempts a five-power splice has a score of Int -10.

Many psionicists use splice to combine just two powers: contact, and another power that requires contact. This is the most common combination.

Power Score - The character receives a +2 bonus on power checks when unleashing the spliced powers.

20 - No other effect.

Stasis Field

Power Score: Con -3
Initial Cost: 20
Maintenance Cost: 20/round or 1/round
Range: 0
Preparation Time: 3
Area of Effect: max. 1 yard/level
Prerequisites: 8th level

A stasis field is a region in which time slows to a crawl and energy is reduced to a meaningless fizzle. When created, the stasis field surrounds the psionicist like a bubble. It can have any radius he desires, up to a maximum of 1 yard per each level of his experience. For example, a 10th level psionicist can create a field with up to a 10-yard radius.

From the outside, the stasis field looks like a slightly shimmering, completely smooth silver globe. When something presses against the edge, it gives slight resistance, but the object passes through.

Inside the field, all is murky and dim. Light filters through from the outside, but it turns gray. A light source inside is only about one-fourth as bright as usual.

Time is 60 times slower in a stasis field. That is, for every round (or minute) that passes inside, an hour elapses outside (this dilation is not apparent to those inside the field, however). Each round the psionicist spends inside, he must pay 20 points to maintain the stasis field.

Energy and motion also change inside a stasis field. Energy magicks - e.g., *fireball*, *magic missile*, *cone of cold*, and *flamestrike* - have no effect; the spells appear and then fizzle in midair. Movement is slowed down visibly, and swift objects are affected more than slow objects. Character and creature movement rates are halved. A dagger can easily be pushed through someone, but a lightninglike slash with a sword is slowed to a graceful arc, almost like slow motion. A missile weapon is useless; the missile drifts lazily through the air, only to bounce off an unwary target or be dodged by a target who's looking.

If the psionicist keeps the stasis field centered on himself, it moves with him. He can transfer the focal point of the field to anything he touches, however. Then he can move freely within the field, or even leave it. If he does leave the field, the cost to maintain it is reduced to 1 point per round (from one perspective, this is actually an increase in cost, since it equals 60 points for every round which passes inside. Remember, one hour outside equals one round inside). While outside the field, the psionicist can roam up to 100 yards from it and still maintain the field. However, he cannot move the field from the outside. To move it again, he must re-enter it.

Power Score - No other effect.

20 - The psionicist pays the full initial PSP cost.

Wrench

Power Score: Wis -4
Initial Cost: 15
Maintenance Cost: 8/round
Range: 30 yards
Preparation Time: 0
Area of Effect: 1 undead
Prerequisites: none

This power affects only creatures which exist simultaneously on the Prime Material and another plane of existence. This includes most undead, and others as noted in the *Monstrous Compendium*. It specifically excludes gods, demigods, and avatars. When such a creature is wrenched, it is forced entirely into one plane

or the other, at the psionist's option.

If the creature is forced out of the Prime Material plane, it is trapped in the other plane for 2d6 turns. It can return to the Prime Material when that time has elapsed.

If the creature is wrenched entirely into the Prime Material plane, it is trapped only as long as the psionist continues paying the maintenance cost. As soon as he stops, the creature's dual existence is immediately reestablished.

Except where contradicted by the *Monstrous Compendium*, a creature wrenched onto the Prime Material plane suffers any or all of the following effects, at the DM's option:

- Its armor class is penalized 1d6 points.
- Undead lose the ability to drain life energy.
- Magical pluses required to hit the creature are reduced by 1.
- The creature is killed permanently if it loses all of its hit points.

The DM should impose any other penalties which seem appropriate, considering the creature and the other plane involved.

Power Score - The creature is momentarily dazed. It has a -2 initiative penalty in the first subsequent round.

20 - No other effect.

Chapter 9: A Psionics Campaign

This chapter explains how to bring psionics into your AD&D® games. It examines the role of psionics in a campaign, the attitudes of NPCs toward psionists, and the relationship between psionics and magic. It offers the DM advice for handling psionic villains and monsters. Finally, you'll find out what it's like to experience psionic power.

Look What I Got!

When something new and exciting comes along, the natural impulse is to rush back to the gaming group, toss it on the table, and let everyone rip into it with full vigor. But that's the wrong way to bring something as powerful as psionics into an existing AD&D campaign. Players are likely to react in one of two ways. First, everyone will want to play a psionist. The whole atmosphere of the game will suddenly change - so much that players may eventually say, "This isn't like it used to be." The second reaction is that everyone will be skeptical about making a big change, so no one will want to play a psionist. Either way, enthusiasm fizzles.

Like any new source of power, psionics should be approached with common sense and a bit of caution - especially by the DM. No matter how much experience

the DM has, this material is completely new, and there's a lot of it. The DM who dives in with both feet may find himself drowning in details. If play bogs down every time a psionist tries to do something because the DM must flip through this book, players will quickly lose interest in the class. It's best to start in the shallow end of psionics and advance slowly, rather than swamping players with the whole package at once.

An NPC psionist is the perfect way to introduce psionics gradually. If the NPC is a hireling, a follower, or an ally, he might not even reveal his psionic powers right away - especially if he's a dual-class character. The DM can introduce as much or as little psionics as he wants, developing a feel for the powers and how they mesh with other elements of the game. A particularly sly DM might not even mention that psionics is involved, but instead let the players try to puzzle out the unexplained events around them (for example, some people currently believe that poltergeists are not troublesome spirits, but manifestations of untrained and often unconscious psychokinetic ability. An NPC with such powers could "haunt" players for along time). Once the DM is satisfied and comfortable with his psionic NPC, the class can be opened to player characters.

Of course, in some games, secrecy may not be appropriate. Many DMs allow players to help develop the campaign background, and routinely discuss the game's direction with them. If you're that kind of DM, then your players should take part in the introduction of psionics. Slow and steady is still the best approach. Let one player have a psionic character. Debrief the player after each game session; get his reactions to both the rules and the way psionics is being used in the campaign. Ask other players for their opinions, too. When you and the players feel you have the bugs worked out, the class can be opened up in general.

Burn Him!

How do NPCs and society in general react to psionists? The answer covers the gamut of emotions. A DM should choose whatever attitudes best suit his campaign. Some possibilities are as follows:

- Psionics is viewed no differently than magic. It is a tool, as good or as bad as the psionist who wields it.
- Psionics is misunderstood by those who don't practice it, who generally believe it is magic and the psionist is just another sort of wizard.
- Psionists are feared and reviled, as witches were in medieval times.
- The practice of psionics is outlawed or restricted to officially sanctioned court practitioners.
- Psionists are treated as a separate race entirely. They maintain their own small communities within the larger community.
- Psionists have been driven underground. They maintain secret societies for their own preservation.

It is quite reasonable to mix these attitudes in a single campaign; viewpoints can vary from country to country or even town to town. When choosing a social attitude, however, keep several points in mind. Many fantasy novels involving psionics have a common thread: psionists are segregated from the rest of society, often by choice, sometimes by force. There are several good reasons for this.

To most people, the heart of psionics is telepathy, and telepathy equals mind reading. Tapping directly into someone else's thoughts is the ultimate invasion of privacy, the ultimate violation of intimacy. Worst of all, the subject has no way to know when it is happening or how to prevent it from happening. He is not only invaded, but helpless.

Psionics lends itself to secrecy. Its use has no outward sign. Wizards must utter incantations, wave their hands through the air, and fling bits of dust and bone into sulfurous smoke to cast their spells. Clerics must pray and invoke their deities. All of these things clearly tip off the potential victim that something is about to happen, that a supernatural force is about to be released.

The psionist reveals nothing. His powers require no verbal, material, or somatic components. When psionic powers are used, anyone nearby could be the source, and sometimes even distance is not a restriction.

Nor does the psionist's appearance reveal his nature. His pockets and purse do not bulge with strange concoctions. His fingers and sleeves are not stained with ink and chemicals. He does not wear the robes or symbols of a holy order. Psionic characters who are careful can conceal their nature for a long time.

What this means to the common man is that anyone, even a friend or relative, could be reading your mind at any time - could, in fact, be influencing your actions, delving into your most intimate secrets, entering your home without leaving a trace. Who can be trusted with this sort of power, if power truly corrupts?

The answer, as far as the suspicious farmer or merchant is concerned, is no one. And if no one can be trusted with it, then anyone who has it should be controlled, or at least prevented from living among decent, normal folks.

This, of course, is the attitude among people with no real knowledge or experience of psionics. An enlightened populace or one that has benefited from benevolent use of psionics would view psionists in a positive light.

TSR's Campaign Worlds

The overall attitude toward and prevalence of psionics in each of TSR's published campaign worlds is described below. Bear in mind that these are general trends, and can vary significantly from region to region.

FORGOTTEN REALMS® game setting. Prior to the Time of Troubles, psionics were extremely rare in the Realms. The incidence of psionic abilities is now on the rise and the powers themselves seem to have become more stable. Most people have never heard of psionics or psionists; those who have tend to confuse it with magic.

WORLD OF GREYHAWK® game setting. Psionics is an old and established facet of life on Oerth. Presumably it was brought there when an illithid spacecraft crashed on the planet ages ago. Psionists are by no means common, but most people are at least aware of the existence of psionics and often consider it to be just another mystical pursuit, little different from magic. Psionic guilds and secret associations can be found in major cities.

Krynn, a DRAGONLANCE® game setting. No natives of Krynn exhibit any psionic potential whatsoever. What few psionists live on that world undoubtedly came from somewhere else (via spelljamming vessels or other magical travel) or are the descendants of psionically-able ancestors who came from another world. Only the most widely-read sages and wizards will have any knowledge of psionics.

RAVENLOFT™ game setting. Psionics is known in Ravenloft. However, the nature of the Demiplane of Dread restricts the effectiveness of some psionic powers:

- No psionic power can breach the Mist. A character can teleport, travel through dimensions, travel through dreams, or travel any other way he chooses, but he will almost always emerge in the same domain. In those few cases where he emerges somewhere else, it will be in a bank of Mist which will lead him who knows where. The DM determines the exact location.
- No psionic power can bring another character into Ravenloft from outside. Some magical spells can do this; psionics cannot.
- All of the demiplane is so suffused with evil that it encroaches on everyone's aura. Examining a person's aura can reveal the character's alignment only so far as law and chaos are concerned, but not good or evil. Aura alteration cannot change a character's alignment with regard to good or evil.
- Any psionic power that gives the character access to remote or extrasensory information (primarily via clairsentient or telepathic powers) also creates a shadow presence of that character. This shadow presence can be detected by rolling the subject's level or hit dice or less on 1d20. Roll only once and use the level or hit dice of the most

powerful creature or character begin affected.

SPELLJAMMER™ campaign setting. Psionic powers function normally in wildspace and the phlogiston. Psionics is not magic, however, and cannot power a spelljamming helm.

Psionics and Magic

Psionics and magic are completely separate forces. Some of their effects overlap, as might be expected, since some effects are so useful that everyone who can get them probably will try. For example, both psionicists and magic-users have a means of becoming invisible, traveling instantaneously, and controlling other people or creatures. But in their basic makeup, magic and psionics are like oil and water; they do not mix. The text below offers some general guidelines and specific rules for the interaction magic and psionics.

General Guidelines

- The essences of magic and psionics are wholly different. A wizard or cleric who can *detect magic* will never detect psionics. Nor will a psionicist who scans for psionic activity ever detect spell-casting. This holds true even if the effect of a particular magical and psionic skill is identical, or nearly identical. For example, a wizard can use *hold portal* to hold a door shut. In his own way, using psychokinesis, so can a psionicist. If a psionicist is holding a door shut, and a wizard casts *detect magic* on the door, the wizard will find nothing unusual about it. If the wizard casts *dispel magic*, the door will not open. No magical forces are at work on the door.

Exceptions do exist, but they're fairly easy to determine. For example, a wizard who casts a *detect invisibility* spell will see a character using psionic invisibility because the spell description states specifically that the spell does not discriminate between types of invisibility.

- Magic is capable of duplicating psionic effects like ESP, clairvoyance, clairaudience, teleportation, and levitation, among others. Again, however, the energy involved is magical, not psionic. So normal psionic powers do not detect these magicks.
- Magical images and illusions manipulate light, sound, and scent. That means they can affect psionic powers which rely on or expand the normal senses: clairvoyance, clairaudience, all-round vision, feel light, etc. Using any psychometabolic, psychokinetic, telepathic, or psychoportive power against a magical illusion automatically gives the psionicist cause to make a saving throw vs. spells. Depending on the situation, the DM may rule that the use of such a power penetrates an illusion automatically.
- Magical phantasms, on the other hand, operate entirely in the mind of the viewer. A psionicist using any power against a phantasm automatically gets to make a saving throw vs. spells to penetrate the phantasm (the psionicist is too tuned into his own mind to be easily fooled this way).

Spells and Psionics

Anti-Magic Shell. This spell has no effect against psionics.

Detect Charm. This will detect telepathic control such as domination.

Detect Invisibility. This spell is effective against psionic invisibility, astral travelers, shadow form, and ethereal characters. It is not effective against characters in other dimensions.

Detect Magic. This never detects psionic activity.

Detect Scrying. When this spell is used against a clairvoyant psionicist, he must make a saving throw vs. spells. If successful, the clairvoyant avoids detection.

ESP. A psionicist always gets a saving throw against this spell with a +2

bonus. Success negates the spell.

False Vision. The psionist is allowed a saving throw vs. spells to negate the effect of this spell.

Forbiddance. None of the teleportation or metabolic powers can breach this spell.

Free Action. This spell overcomes all psychokinetic effects against the subject's body, plus domination.

Globe of Invulnerability. Psionics are unaffected by globes.

Magic Jar. The psionist uses his combined Wisdom and Constitution scores when determining the differential modifier.

Magic Missile. This spell has no effect inside a stasis field.

Mind Blank. The psionist is allowed a saving throw vs. spells to overcome this spell.

Minor Globe of invulnerability. Psionics are unaffected by globes.

Misdirection. This spell affects magical detection only.

Mislead. Any psionist who tries to contact the wizard's mind will realize the deception immediately. That first contact attempt will fail automatically, however.

Nondetection. This spell is fully effective against psionic sensing.

Otiluke's Resilient Sphere. Psionic powers cannot penetrate this spell's protection.

Protection from Evil. All telepathic powers used against someone protected from evil have their power scores reduced by 2. Additionally, the spell prevents mental control such as domination.

Protection from Evil, 10' Radius. Same as *protection from evil*.

Reincarnation. Unless the new incarnation is allowable in the psionist class, all psionic powers are lost.

Spell Immunity. This has no effect against psionic powers.

Telekinesis. If this spell is opposed by psychokinesis, conduct a psychic contest between the psionist's power score and the wizard's experience level.

Trap the Soul. A psionist trapped via this spell cannot use any of his psionic powers (although the character's body is trapped along with his soul, it is stored in a radically altered, magical form. Thus the psionist is denied access to the physical energy which is the basis for all his powers).

Note: As stated in Chapter 1, all psionists gain a +2 bonus when making a saving throw vs. any enchantment/charm spell.

Magical Items

The same guidelines which apply to spells also apply to magical items, their effects, and the interplay between them and psionics. One item in particular, however, deserves special mention - the *philosopher's stone*.

For reasons that are unknown, a *philosopher's stone* aids a psionist in shaping energy. As long as the stone is in contact with the psionist's flesh, all psionic power scores in his primary discipline are increased by one. If the stone is of the rare, crystalline salt variety, it increases his power scores in his primary discipline and one other discipline of the character's choice. If it is the extremely rare white powder stone, it boosts his power scores in his primary discipline and allows him to recover psionic strength points at twice the normal rate.

Monsters, Villains, and Other NPCs

Most of the common-sense rules that apply to regular monsters, villains, and NPCs apply equally to psionic figures. It never hurts to review, however, so some pointers follow.

Psionic NPCs make excellent major villains. But like any powerful, single entity - a vampire, a dragon, a lich, a beholder - they are much less effective in isolation than they are at the center of a web of minions. For this reason, most psionic villains will have numerous slaves, followers, mercenaries, and other vassals at their beck and call. Some of these may be minor psionists in

their own right. As well as acting as the master's eyes, ears, and gofers, they serve to wear down attackers before the final confrontation (or they buy time for the psionist to escape if the opposition is overwhelming).

Psionic monsters, on the other hand, tend to be solitary creatures. Many of them hunt by keying in on mental activity, or even on purely psionic activity (they detect and track psionic activity the way a hound picks up the scent of a fox and mercilessly hunts it down). A crowd of thinking beings tends to create interference (i.e., "jam the airwaves"), making it more difficult to notice an actual psionist (or choice victim) who wanders into range.

Because they operate alone or in small groups, psionic creatures tend to strike quickly, inflict as much damage as possible, and then melt away before the victims can organize a counterattack. An excellent tactic, for example, is to teleport into a group, grab someone at random, and teleport away immediately. Suddenly, that one person can be dealt with alone, rather than in the midst of his comrades. Tactics like this can cause far more fear and destruction than a glance at the creature's statistics might inspire.

Even when they're friendly, NPCs with psionic powers tend to keep their those powers to themselves. Secrecy is always the best policy. Unless there is a good social or employment reason for it, never reveal that an NPC is a psionist; let the players figure it out for themselves.

Living Psionics

Psionics - the harnessing and shaping of personal, internal energies - is a unique experience. Much like Zen, its essence cannot be described; it must be felt. At the heart of psionics is a tautology: only understanding brings understanding. Still, for the curious, what follows is an attempt to describe the psionic experience.

The first thing a psionist learns is how to recognize internal energy. Everyone is filled with it, but most people are completely unaware of it. It suffuses our being 24 hours a day, building up during times of rest and draining away during times of exertion or stress. The psionist learns to turn his awareness inward and search for this energy. Gradually, he gathers it together, drawing it toward some spot. The notion of *drawing* is key, because this energy cannot be pushed or forced; it must be enticed to accumulate. An experienced psionist can gather his energies continuously and unconsciously. For a beginner, however, this is the first and most important breakthrough.

Once an amount of energy has been gathered, the psionist can begin shaping it. The closest description for this bundle of energy is a "warm spot" at the gathering point. Initially, warm spots are easiest to form at the front of the brain. As the budding psionist practices, he learns to move it around. Eventually, he can gather energy anywhere: his head, his hand, his shoulder, his back. The precise location is important when using some powers, but not all.

The energy is not shaped in the normal sense of that word. Instead, *primed* may be a better label. The psionist visualizes the effect he wants. The stronger the visualization, the more likely it is to succeed. When the gathering reaches its peak, the energy is usually realized in a single, explosive release.

Many psionists describe this release as an instantaneous increase in the apparent temperature of the warm spot, accompanied by a "beat" sensation - as if the warm spot had fired spikes of energy in a radial pattern through the psionist's body. This sensation is strongest when the psionist is directing energy outward in an aggressive fashion - when moving an object, for example. If the power being used is directional, the spikes are strongest in that direction, and very minor in others. If power's effects continue for more than a few moments, the beat also continues, but at much lower intensity.

Contact, a common and vital power, has another physical manifestation. Rather than a warm spot, subjects describe the sensation of contact as a "thick spot" or a "heavy spot" somewhere in the mind. They usually have trouble locating it precisely (front, back, left, right), but feel nonetheless that it is a definite place. Forcible contact (as in telepathic combat) is similar, but much more extreme. Each tangent arrives "like a gallstone in the mind" according to Bezelar Mujarif, a prominent psionist now residing in Calimshan. When contact finally comes, he adds, it feels "like a tiger has unsheathed its claws

in your head."

Clairvoyant powers tend to operate one of two ways. Either the power simply layers over the psionist's normal senses (clairaudience, clairvoyance) or brings information in snatches and bursts of insight (object reading, precognition).

Nonpsionists often imagine that a telepath can "eavesdrop" on their thoughts. That's not quite true. If a psionist uses telepathy, the target's thoughts do not flood into his mind, masquerading as his own thoughts, or interfering with them. Instead, the thoughts come forth as simple knowledge. The psionist knows what the target is thinking, as if someone had told him hours before and he just now remembered.

Knights of the Floating Table

Most AD&D® game campaigns follow medieval themes and cultures, both historical and legendary. Players can easily find models for most character classes, from wizards to knights. But psionics is more often thought of as the property of science fiction and the future rather than the past. Historical examples are hard to find. Svengali is one possibility, in an evil vein. Modern figures like Kreskin and Uri Geller provide examples of extrasensory powers (allegedly), but these characters are thoroughly unmedieval.

To find models for the psionist, one can delve into Indian and Asian folk tales. These contain many characters with abilities that mirror psionics, largely because Eastern mysticism emphasizes meditation and the harnessing of internal energy. Fantasy fiction also offers some good examples. The bibliography below includes several good sources which deal with psionics. Players with an interest in the subject are strongly urged to read some of these books for inspiration.

Related Reading

Fiction

Bester, Alfred; *The Demolished Man, The Stars My Destination.*

*Blish, James; *Jack of Eagles.*

Bradley, Marion Zimmer; *Darkover series: The Bloody Sun, Children of Hastur, Darkover Landfall, The Forbidden Tower, Hawkmistress!, The Heritage of Hastur, The Keeper's Price, The Planet Savers, Sharra's Exile, The Shattered Chain, The Spell Sword, Star of Danger, Stormqueen!, The Sword of Aldones, Thendara House, Two to Conquer, The Winds of Darkover, The World Wreckers.*

Brunner, John; *The Whole Man*

*Brust, Steven; *Vlad Taltos series: Jhereg, Yendi, Teckla, Taltos, Pheonix, Athyra.*

Del Rey, Lester; *Pstalemate.*

*Garrett, Randall; *Brain Twister.*

*Gould, Steven; *Jumper.*

*Heinlein, Robert A.; *Assignment in Eternity (stories).*

Henderson, Zenna; *The People, The People: No Different Flesh, Holding Wonder.*

*Herbert, Frank; *The Godmakers.*

Foster, Alan Dean; *Flinx series.*

King, Stephen; *The Dead Zone.*

Kurtz, Katherine; *Deryni Rising, Deryni Checkmate, High Deryni.*

*Lanier, Sterling E.; *Hiero's Journey, The Unforsaken Hiero.*

*Laumer, Keith; *End As a Hero.*

May, Julian; *Saga of the Pliocene Exile series: The Many-Colored Land, The Golden Torc, The Non-Born King, The Adversary.*

Nourse, Alan E.; *Psi High and Others.*

Pohl, Frederik; *Drunkard's Walk.*

Russell, Eric Frank; *The Mindwarppers.*

Robinson, Frank M.; *The Power.*

Schmitz, James H.; *The Universe Against Her, The Lion Game, stories.*

Simmons, Dan; *Carrion Comfort.*

Sturgeon, Theodore; *The Synthetic Man*, *More Than Human

Tucker, Wilson; *Wild Talent*.

Van Vogt, A.E.; *Slan*.

Zelazny, Roger; *Creatures of Light and Darkness*, *The Dream Master*, *Lord of Light*, *Isle of the Dead*, *This Immortal*, *To Die in Italbar*.

* Denotes a new entry to the Bibliography (not in the original text).

Nonfiction

Brookesmith, Peter (ed.); *Strange Talents*, from the series "The Unexplained: Mysteries of Mind, Space, and Time;" Orbis Publishing, London, 1983.

Index of Possibilities: Energy and Power; Pantheon Books/Random House, New York, New York, 1974.

Mind Over Matter, *Powers of Healing*, *Psychic Powers*, *Psychic Voyages*, from the series "Mysteries of the Unknown;" Time-Life Books, Alexandria, Virginia, 1987.

Puharich, Andrija; *Beyond Telepathy*; Anchor Press/Doubleday, Garden City, New York, 1973.

Rhine, J.B.; *The Reach of the Mind*; William Sloane Associates, New York, New York, 1947.

Monsters

Baku

CLIMATE/TERRAIN:	Semitropical/Forests
FREQUENCY:	Very rare
ORGANIZATION:	Solitary (or group)
ACTIVITY CYCLE:	Daytime
DIET:	Herbivore
INTELLIGENCE:	Exceptional to Genius (15-18)
TREASURE:	See below
ALIGNMENT:	Neutral (Any, See below)
No. APPEARING:	1 (1d4+1)
ARMOR CLASS:	-2
MOVEMENT:	21
HIT DICE:	12+12
THACO:	7
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	3d6/2d6/2d6
SPECIAL ATTACKS:	Psionics, magical items, trumpet
SPECIAL DEFENSES:	Psionics, invisibility
MAGIC RESISTANCE:	20%
SIZE:	L (as 9' elephant)
MORALE:	Elite (13-14)
XP VALUE:	15,000

A baku looks like a strange elephant with a lizard's tail. It has an elephantine head, complete with trunk, but its trunk is rarely longer than 4 feet. Two upward thrusting tusks jut out from the creature's lower jaws, curving slightly. Its stout forelegs have a rhino-tough hide. The front feet are like an elephant's, but the rear feet have leonine pads equipped with claws. Dragonlike scales cover a baku's back and thick tail. On male baku, the scales continue over the back of the head.

Combat: Despite its size and bulk, a baku can move rapidly, attacking with a goring butt and two foreleg stomps. The stomp is used only against man-sized

opponents, or those less than 6 feet tall. A baku can hold simple devices such as weapons or wands in its trunk, so a baku will often have some magical weapon or device when attacking.

Baku can use psionics to become invisible at will (see below). They expend no PSPs for this, and the power check always succeeds. Baku also boast a trumpeting roar, which affects creatures of certain alignments. Any vulnerable creature within 40 feet of a roaring baku suffers 1d8 points of damage: it must also make a successful save vs. paralyzation or flee in panic as if affected by fear (as cast by a 12th level wizard). Baku can trumpet once every four rounds. Neutral good baku affect only evil creatures, dark (evil) baku affect good creatures, and holy baku can affect either good and/or evil creatures at their discretion.

Neutral good baku are usually timid, peace-loving creatures, but they eagerly do battle with evil and malicious monsters.

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
12	4/6/17	MT, PsC/All	= Int	200

Common Disciplines/Sciences/Devotions:

- Clairvoyance - *Sciences:* Aura Sight*, *Devotions:* comprehend writing, danger sense.
- Psychometabolism - *Sciences:* animal affinity*, metamorphosis*. *Devotions:* absorb disease, cell adjustment*, ectoplasmic form*, lend health*, reduction*.
- Telepathy - *Sciences:* psychic crush*, superior invisibility*. *Devotions:* awe, conceal thoughts, contact*, invisibility (no cost)*, mindlink, mind thrust, telempathic projection, truthhear.
- Psychoportation - *Sciences:* probability travel*. *Devotions:* dream travel, astral projection*.

* All baku have these psionic powers.

Habitat/Society: All baku come from the Concordant Opposition (an outer plane). They are seldom seen in desolate settings, and prefer to move invisibly among mankind.

Most baku (80%) are creatures of good will. They secretly dwell among humankind to serve its interests. Good baku favor societies in semitropical forests.

About 15% of all baku are of evil alignment. These baku, called "The Dark Ones" by their brethren, also move amongst humankind. However, they attempt to thwart the plans of their good brothers as well as cause general mayhem and suffering wherever they go.

The remaining 5% of baku are true neutral. Among other baku, they are known as "The Great Ones" or "The Holy Ones." Although they have no discernible abilities to set them apart from their brethren, they are reverently obeyed by other baku. These holy baku always have an intelligence of at least 18.

Ecology: Baku tusks are worth 200 gp each. However, this treasure is greatly overshadowed by the magical item which a baku usually carries in its trunk.

Brain Mole

CLIMATE/TERRAIN:	Any/Below ground
FREQUENCY:	Very rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Night
DIET:	Psionic energy
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
No. APPEARING:	1-3

ARMOR CLASS: 9
 MOVEMENT: 1, Br 3
 HIT DICE: 1 hp
 THACO: Nil
 NO. OF ATTACKS: Nil
 DAMAGE/ATTACK: Nil
 SPECIAL ATTACKS: Psionic
 SPECIAL DEFENSES: Psionic
 MAGIC RESISTANCE: Nil
 SIZE: T (3" long)
 MORALE: Unsteady (5-7)
 XP VALUE: 35

These small, furry animals are nearly blind, and they look like normal moles. Brain moles are seldom seen, however. They live in underground tunnels, burrowing through rock as well as dirt. Usually, the only discernible evidence of a brain mole's presence is the network of blistered stone or mounded dirt above ground, which marks the tunnel complex. These creatures damage more than a landscape, however. Brain moles feed on psionic activity. From the protection of their tunnels, they can psionically burrow into a victim's brain, and drain his psionic energy.

Combat: A brain mole commonly attacks its victim in forests or underground: in either case, the creature is usually out of sight in a tunnel. The mole either waits for a psionically endowed being to appear above it, or burrows in search of prey.

A brain mole has an innate form of psionic sense: it can automatically detect psionic activity of any sort within 200 yards. However, it can only feed upon psionic energy when its victim is nearby - within 30 yards if the victim is a psionist or psionic creature, or within 30 feet if the victim is a wild talent. The mole can't get a fix upon its prey until the victim actually uses a psionic power.

Once it locates a victim, the brain mole attempts to establish contact. If contact is made, it will attempt to feed upon psionic energy. If the victim is a wild talent, feeding is accomplished using mindwipe. If the victim is a psionist (or psionic creature), feeding is accomplished with psychic drain.

A brain mole does not attack maliciously. It must feed at least once a week or it will die.

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
6	2/1/4	MT/M-	12	100

Only has:

- Telepathy - *Sciences:* mindlink, mindwipe¹ *Devotions:* contact, mind thrust
- Metapsionics - *Devotions:* psychic drain² (no cost), psionic sense

¹A brain mole can perform mindwipe up to a range of 30 feet.

²Strangely enough, a brain mole must establish contact before using psychic drain. Furthermore, it can only perform psychic drain upon psionists or psionic creatures. However, it does not have to put them into a trance or sleep first. It just starts siphoning away psionic energy.

Habitat/Society: Brain moles live in family units that include one male, one female, and 1d6 young (one of which may be old enough to feed by itself). Large brain mole towns of up to 3d6 family units have been reported. Of course, these only occur in places frequently traveled by the psionically endowed.

Ecology: Though brain moles can be dangerous to some, others keep them as pets. The moles are rather friendly, and easily tamed. They are favored by royalty, who enjoy the special protection which only brain moles can provide. Some sages claim that even a dead brain mole can offer protection from psionic attacks, provided the carcass is worn about one's neck as a medallion. Sometimes, nobles who have been harassed by a particular psionist will send heroes out on quests

for these little furry rodents.

On the open market, adult brain moles sell for 50 gp. Youngsters sell for 5 gp each.

Cerebral Parasite

CLIMATE/TERRAIN: Any/Any
FREQUENCY: Rare
ORGANIZATION: Infestation
ACTIVITY CYCLE: Any
DIET: Psionic energy
INTELLIGENCE: Non- (0)
TREASURE: Nil
ALIGNMENT: Neutral
No. APPEARING: 3d4
ARMOR CLASS: Nil
MOVEMENT: Nil
HIT DICE: Nil
THACO: Nil
NO. OF ATTACKS: 0
DAMAGE/ATTACK: 0
SPECIAL ATTACKS: Psionic
SPECIAL DEFENSES: Only affected by *cure disease*
MAGIC RESISTANCE: Nil
SIZE: T (fleas-sized)
MORALE: Nil
XP VALUE: 35

These tiny psionic parasites float about in the air. Colorless and nearly transparent, they cannot be seen by the human eye. They drift in the wind until they come across a psionic being. Then they attach themselves to the host's aura, and slowly drain psionic strength.

Combat: A cerebral parasite's attack is so subtle that a victim may not notice it for some time. When a psionically endowed individual comes within 1 foot of a parasite, the creature is mysteriously drawn to the character's (or monster's) aura, and attaches itself. This initial "attack" usually will go completely unnoticed.

Only a few psionic powers can detect cerebral parasites: aura sight, life detection, and psionic sense. Magical spells which detect invisible or hidden objects are also effective. Of course, the infested host may realize that something is wrong when he uses his psionic powers.

Each time the victim uses a psionic power, the power costs 1 extra PSP for each parasite infesting an individual's aura. The power still works normally, but the parasite absorbs the extra PSP. After a particular parasite has absorbed 6 psionic points in this fashion, it can reproduce by splitting in two. Of course, both parasites will now feed, and the process continues. Eventually the victim may not have enough PSPs to feed the parasites when using a given power: in that case, the power fails.

Only two methods can rid a victim of cerebral parasites: 1) a *cure disease* spell or 2) refraining from spending PSPs until the threat of starvation forces the parasites to leave. Each day the victim refrains from spending PSPs, there is a 1% cumulative chance (95% maximum) that each parasite will detach itself. Since this check is made individually for each parasite, a heavily infested victim is not likely to shake all the pests unless he refrains from using his powers for three or four months.

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
1	2/1/2	Nil/Nil	18	Unlimited

Only has:

- Psychometabolism - *Devotions*: ectoplasmic form, immovability.
- Psychoportation - *Sciences*: probability travel.

Habitat/Society: Psionic parasites, as these infestations are often called, have existed ever since psionics have been around. Sages claim that an ancient sect of wizards created the parasites to rid the planes of "false mages" - i.e., psionics. Of course, this tale is very popular even today among most wizards, but its validity is uncertain. The parasites' ability to enter the astral and ethereal planes does lend credence to this theory, however (entering the ethereal plane is an innate ability. They use probability travel to enter the astral plane).

Every 15 years, a plague of cerebral parasites infests the prime material plane. Their frequency becomes common and 4d8 will be encountered at once. Psionics dread this time, and call it "the year of weakness."

Ecology: Cerebral parasites, if captured, make a wonderful weapon to use against psionics. The only problem is that they can eventually escape even the most tightly sealed jar. Each has a 1% cumulative chance of leaving the jar per day. Within several months, few if any will remain. Of course, this is because most of them will have left to search for food. Still, even a month of two of security is enough to prompt many to search the winds for these little clear specks.

Intellect Devourer, Adult

CLIMATE/TERRAIN:	Any/Subterranean or dark areas
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any (if dark)
DIET:	Minds
INTELLIGENCE:	Very (11-12)
TREASURE:	D
ALIGNMENT:	Chaotic evil
No. APPEARING:	1-2
ARMOR CLASS:	4
MOVEMENT:	15
HIT DICE:	6 + 6
THACO:	13
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	1d4/1d4/1d4/1d4
SPECIAL ATTACKS:	Psionics, stalks prey
SPECIAL DEFENSES:	Psionics, +3 weapon needed to hit
MAGIC RESISTANCE:	See below
SIZE:	S (brain sized)
MORALE:	Fanatic (17-18)
XP VALUE:	6,000

The term "intellect devourer" only applies to the adult form of this species (the larval stage, or *ustilagor*, is covered on a separate page). An intellect devourer looks like a large human brain standing on four legs. The "brain" has a crusty protective covering. The legs are bony and double-jointed. Each appendage ends in a foot with three great, stubby talons.

Combat: Intellect devourers are surprisingly capable in melee. Only magical weapons with a +3 bonus or greater can harm them. Even then, the weapons cause only a single point of damage per attack. Furthermore, these creatures can strike back with all four of their clawed legs simultaneously if they wish. To do this, they spring onto their opponent and rake. This attack is doubly potent if the creature uses split personality. With that power in action, the intellect devourer can rake a victim with its claws at the same time it attacks psionically.

However, the primary offensive of an intellect devourer is psionics. They hunt for psionic creatures and characters using a special version of psionic sense (60' range, no cost). If they locate a potential victim, they proceed to stalk him, waiting until they can attack with surprise.

The intellect devourer's most gruesome attack occurs just after it has killed a victim. Using reduction, an intellect devourer can enter a dead body. Then it will proceed to either devour the victim's brain, or control his body (using a special form of domination). In this fashion, the creature can seek opportunities to attack and devour other victim's brains.

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
6	4/4/13	EW, II/M-, TS, +1	= Int	200

Intellect devourers always have the following powers:

- Psychometabolism - *Sciences*: energy containment¹. *Devotions*: body equilibrium, chameleon power, ectoplasmic form, expansion, chemical simulation, reduction.
- Metapsionics - *Sciences*: split personality. *Devotions*: psionic sense (only 60' range, no cost), psychic drain.
- Telepathy - *Sciences*: domination (even on dead, intact minds). *Devotions*: contact, ego whip, ESP, id insinuation, telepathic projection.
- Psychoportation - *Devotions*: astral projection.

¹An intellect devourer's energy containment is superior to the one listed in this book. It is always "on" - without penalty or maintenance cost. Furthermore, even if the check fails against an attack, only one point of damage will be taken per die instead of half damage as is listed. The only exceptions are *death spell*, which has a 25% chance of success; *powerword kill*, which will slay the creature; and *protection from evil*, which keeps it at bay.

Habitat/Society: Intellect devourers dwell deep beneath the ground or in dark and dismal lairs in the wilderness. They rarely protect their young, and may even devour them. This race is so solitary that even the young ustilagor rarely stay together. However, occasionally up to two intellect devourers or three ustilagor will be found together.

Ecology: Adult intellect devourers are favored pets of mind flayers (illithids). They serve as watch dogs.

Intellect Devourer, Larva (Ustilagor)

CLIMATE/TERRAIN:	Dark, moist areas
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	During darkness
DIET:	Emotions
INTELLIGENCE:	Not ratable
TREASURE:	Q (x1d20)
ALIGNMENT:	Neutral (evil)
No. APPEARING:	1-3
ARMOR CLASS:	5
MOVEMENT:	9
HIT DICE:	3 + 3
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 +1 (save vs. poison or double)
SPECIAL ATTACKS:	Psionics
SPECIAL DEFENSES:	Psionics
MAGIC RESISTANCE:	Nil (See below)
SIZE:	T (brain sized)
MORALE:	Unsteady (5-7)

Ustilagor are the larval form of intellect devourers. Like their parents, they look like brains with four legs. However, they are much smaller, and their bodies are soft and moist. They lack the hard covering which they will eventually gain as adults. Ustilagor also have a 3-foot tendrill which is very flexible and agile. Unlike their parents, they have coral-like legs with no feet, so they travel slowly (MV 9). Even so, they can jump and dart with amazing agility (that's why their armor class is 5).

Combat: Ustilagor can attack by striking an opponent with their tendrill while performing their own version of chemical simulation. They never fail when using this power and expend only 1 PSP per attack. Moreover, the acid is so caustic that the victim must save vs. poison or suffer additional damage the next round (1d4 +1).

Of course, this is not a highly effective form of attack, and the ustilagor prefers to use either id insinuation or its advanced telempathic projection power. Using the latter, it can force its victims into one of five states of mind during a round: hate for associates, distrust of associates, fear of fungi, loathing of area, or uncertainty. These projected emotions cause attack, bickering, desertion, or dithering, accordingly. Note that adult intellect devourers lose this enhanced power, and are only able to perform telempathic projection.

Though they are psionically endowed, ustilagor seem to have no intelligence as defined by humans. Thus, attacks that affect minds (psionically or magically) do not function upon them, with the exception of psionic blast. Due to an unusual fungal growth (see "Habitat/Society"), they are immune to fungal attacks and any attack that affects an aura.

Finally, ustilagor use their energy containment power to protect themselves from spells and other applicable forms of attack. A ustilagor does not have the advanced form of energy containment associated with their adult form.

All ustilagor are attracted to gems. No one knows why for sure, but it is suspected that ustilagor use the gems for energy containment. These creatures will attack a being who's carrying gems before they attack any others.

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
3	2/1/4	II/M-	10	150

Only have:

- Psychometabolism - *Sciences*: energy containment. *Devotions*: chemical simulation (see above).
- Telepathy - *Devotions*: contact, id insinuation, telempathic projection (see above).

Habitat/Society: Ustilagor are so moist that fungi usually grow upon them. It's a symbiotic relationship. The fungi prevent the ustilagor from drying out, and they also mask the creature's psionic aura. Thus, no power that affects an aura will work against a ustilagor covered with fungi. Cerebral parasites cannot penetrate this layer of protection, either.

No one knows when or how the ustilagor become intellect devourers, but it no doubt has something to do with minds and psionics. Sages theorize that fungi also plays a role.

Ecology: Mind flayers (illithids) view ustilagors as culinary delights. If they survive the encounter, adventurers view them as treasure troves. As noted above, ustilagors like to collect gems.

Shedu

	Lesser	Greater
CLIMATE/TERRAIN:	- Any (prefer hot)/Any open region -	
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Herd	Herd Leader
ACTIVITY CYCLE:	- Hot part of the day -	
DIET:	Herbivore	Herbivore
INTELLIGENCE:	Exceptional (15-16)	Genius (17-18)
TREASURE:	G	Nil
ALIGNMENT:	Lawful good	Lawful good
No. APPEARING:	2d4	1-2
ARMOR CLASS:	4	2
MOVEMENT:	12, Fl 24 (C)	15, Fl 30 (B)
HIT DICE:	9 + 9	14 + 14
THACO:	11	5
NO. OF ATTACKS:	2	2
DAMAGE/ATTACK:	1d6/1d6	3d6/3d6
SPECIAL ATTACKS:	Psionics	Psionics
SPECIAL DEFENSES:	Psionics	Psionics, invisibility
MAGIC RESISTANCE:	25%	50%
SIZE:	L (as a mule)	L (as a draft horse)
MORALE:	Champion (15-16)	Fearless (19-20)
XP VALUE:	8,000	15,000

A shedu is a pegasus native to hot, arid climates. It has a powerful, stocky equine body with short but powerful feathered wings. Upon its short, thick neck is a large humanoid head. The face is rather dwarven in appearance, and it always has a beard and mustache. A shedu's hair is very bristly, and curls into tight waves or bands.

All shedu wear a simple headband made of braided cloth or rope, with a single button for adornment. The button is centered on the forehead, and its material represents the bearer's status. From the lowest rank to the highest, a button may be made of silver, gold, platinum, sapphire, ruby, or diamond. A lesser shedu almost never has a button above the platinum level. A greater shedu almost never wears one below sapphire status.

Shedu wander the prime material, astral, and ethereal planes. They further the cause of law and goodness, help allied creatures in need, and combat evil. Greater shedu typically lead herds of six or more lesser shedu.

Combat: All shedu attack with powerful front hooves. However, both forms of shedu prefer to use their psionic powers where applicable.

LESSER SHEDU

Languages: Lesser shedu speak shedu, lamia, lammasu, and most human tongues (although not common). Of course, they can always use their empathy power (a limited form of telepathy, see below).

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
9	4/4/13	All/All	= Int	100

Lesser shedu always have the five powers listed below (within three disciplines), and they can use them without expending PSPs. In addition to these powers, a lesser shedu knows any three sciences and five devotions desired (from these disciplines, or others). Each creature tends to specialize in a particular discipline to complement the herd (each takes a different discipline).

- Psychometabolism - *Devotions:* ectoplasmic form.
- Telepathy - *Devotions:* contact, empathy, mindlink.
- Psychoportation - *Devotions:* astral projection.

GREATER SHEDU

Greater shedu radiate *protection from evil* - 10' radius.

Languages: Greater shedu speak shedu, lamia, lammasu, common, and root languages (i.e., most human tongues). However, they can always rely upon their telepathy power, which they have mastered so well that rudimentary contact can be made even with plants.

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
14	5/12/15	All/All	= Int	200

Common powers (* denotes powers they always have, ¹denotes powers which require no point expenditure):

- Defense - mind bar*¹
- Clairvoyance - *Sciences:* aura sight, clairaudience, clairvoyance, object reading, precognition. *Devotions:* danger sense, sensitivity to psychic impressions.
- Psychometabolism - *Sciences:* energy containment, metamorphosis. *Devotions:* body control, ectoplasmic form*¹
- Psychokinesis - *Sciences:* telekinesis. *Devotions:* molecular agitation, molecular manipulation
- Telepathy - *Sciences:* domination, mass domination, mindlink*¹ *Devotions:* contact*, invisibility*¹, post-hypnotic suggestion.
- Psychoportation - *Sciences:* probability travel*¹, teleport*¹ *Devotions:* dimensional door, dimension walk*¹

Su-Monster

CLIMATE/TERRAIN:	Dark areas/Wilderness and subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Family/Clan
ACTIVITY CYCLE:	Dawn and Sunset
DIET:	Omnivorous
INTELLIGENCE:	Average (8-10)
TREASURE:	C, Y
ALIGNMENT:	Chaotic (evil)
No. APPEARING:	1D12
ARMOR CLASS:	6
MOVEMENT:	9
HIT DICE:	5 + 5
THACO:	15
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1D4/1D4/1D4/1D4/2D4
SPECIAL ATTACKS:	Psionic, ambush
SPECIAL DEFENSES:	Psionic
MAGIC RESISTANCE:	Nil
SIZE:	M (large ape)
MORALE:	Average (8-10)
XP VALUE:	650

Su-monsters look like big gray monkeys, 4 to 5 feet tall. They have large bones and muscular limbs, but they always look a bit underfed, because their ribs and vertebrae show prominently. Their long, prehensile tails can easily support their weight. Their hands and feet are virtually alike, each having three long, thick fingers and an opposable thumb, all equipped with claws. Like the tail, their hands and feet are very strong, allowing them to hang by one limb for several hours.

Short, dirty gray fur covers most of their body. Their face and tail are

black, while their paws are always bloody red (making them look like they just finished killing something, which is the case more often than not). They frequently grin, but this is usually a sharp-toothed threat rather than a gesture of friendliness.

Combat: Su-monsters attack with all four legs when possible, raking their extremely sharp nails across their victim. They can also deliver a powerful bite with their canine-like mouth.

These creatures like to hunt in small packs (1d12 members). Their favorite hunting ground is a well-traveled trail through the jungle/forest. They search for sturdy branches that overhang the trail, and then perch in the trees, waiting patiently. When a potential victim passes into the midst of them, they all swing down, using their tails as anchors. This way they can attack with all four claws plus the bite. Victims of this kind of ambush suffer a -4 penalty to their surprise rolls.

What really makes these beings ferocious is their tribal protectiveness. Half the time (50% chance), the entire family takes part in the hunt: male, female, and two young. If the young are attacked or threatened, the females fight as if under a haste spell (i.e., double movement and number of attacks). Likewise, if the females are attacked, the males appear to fight with haste. A surge of adrenaline accounts for this ferocity. Females can maintain the effect for up to 6 turns (an hour), and males can maintain it for up to 4 turns.

Psionically, these creatures can be deadly. They know three attack modes. They are also impervious to telepathic attacks (that's why they have no defense modes). When su-monsters are using their enhancement power, they can attack both psionically and physically if they choose (instead of enjoying a double attack rate).

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
2	3/1/3(2/5)	MT, PsC, PB/Nil	= Int	120

Su-monsters always know the following powers, and there is a 10% chance that they will have one more science and two more devotions in the psychometabolic discipline.

- Psychometabolism - *Devotions*: enhancement (no cost, see above).
- Metapsionics - *Devotions*: psionic sense (always on, no cost).
- Telepathy - *Sciences*: psychic crush. *Devotions*: mind thrust, psionic blast.

Habitat/Society: A su-monster family is composed of two parents (adult male and female) and two young. When two or more families live together, they form a clan. Su-monsters are very territorial and have a particular hatred for the psionically endowed.

According to legend, su-monsters were created by a powerful evil cleric or mage, who wished to guard his forest from intruders (especially psionic ones). The creatures do make a formidable attack force, which tends to support this theory. According to some sages (who point to the creatures' high intelligence as proof), the creatures are magical hybrid made from humanoids and apes. In any event, many evil wizards and priests employ su-monsters as forest guards today.

Ecology: Su-monsters keep their valuables well hidden high in the trees of their territory. They have no food value, since their meat is mildly poisonous. Characters who eat su-monster meat must save vs. poison or become ill, and no natural healing is possible for 1 week.

Thought Eater

CLIMATE/TERRAIN:	Ethereal Plane
FREQUENCY:	Rare
ORGANIZATION:	Solitary

ACTIVITY CYCLE:	Any
DIET:	Mental Energy
INTELLIGENCE:	Not ratable
TREASURE:	Nil
ALIGNMENT:	Neutral
No. APPEARING:	1-3
ARMOR CLASS:	9
MOVEMENT:	6 (ethereal plane only)
HIT DICE:	3
THACO:	Nil
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Psionics, absorb: psionics, spells, and Intelligence
SPECIAL DEFENSES:	Ethereal existence
MAGIC RESISTANCE:	Absorb (see below)
SIZE:	S (3' long)
MORALE:	Unsteady (5-7)
XP VALUE:	1,400

Thought eaters are natives of the Border Ethereal, and they only survive in ethereal form. They appear as a sickly gray skeletal body with an oversized platypus head (to those who can observe it). They have webbed skeletal paws, suited to swimming through the ether.

A thought eater has only one desire in its existence, and that is to avoid death. For some reason, they die almost instantly on the prime material plane. Fortunately for them, they have several psionic powers which help prevent this from occurring.

Combat: Thought eaters have no combat abilities except their psionic powers, even on the Border Ethereal. Thus, they can be quickly and easily slain if encountered ethereally.

They are not harmless, however. Thought eaters are unique. Although they cannot survive outside the Border Ethereal, their psionic powers can extend into the prime material plane. This is the only known case of such a cross-over.

Thought eaters always have psionic sense operating. Because of their unique nature, they can sense psionic activity in the prime material plane, as well as the Border Ethereal. When they detect psionic activity of any kind, they proceed to the area (ethereally, of course).

Their only "attack" is to absorb psionic energy (this is an innate ability). They can perform this function when within 60 feet of a true psionist (or psionic creature), or within 10 feet of a wild talent. They drain 10 psionic points per round. They can also absorb any spell cast in the area as well as memorized spells (they get 5 points per spell level). Finally, they can feed upon intelligence, with each point converted to 10 PSPs which they absorb. They will thus feed until all victims die or escape, or until sated. They are sated at a number of points equal to their PSP maximum.

Although they feed on brain power, thought eaters are essentially stupid. Because they lack intelligence, they are immune to all telepathic attacks and controls (psionic or otherwise). They always feed in this order of preference, even if it's illogical: 1) psionic points being expended (causes power to fail), 2) magical energy being expended (causes spell to fail), 3) PSPs, 4) memorized spells, 5) intelligence. Note that if a thought eater eats all of someone's Intelligence, they will become a vegetable (effectively dead). Also, the Intelligence loss is permanent, unless it is relieved by restore or psychic surgery. Spells can be remembered, and drained PSPs can be recovered naturally.

All this feeding has the sole purpose of keeping thought eaters in the ether. Their bodies process PSPs the way people process food, at a rate of 3 PSPs/hour. If they ever run out of points, they drop out of the ether into the prime material plane and instantly die.

Note that ethereal beings are invisible to creatures on the prime material plane, so it is likely that the thought eater will attack uncontested until sated, or until its victims out-distance it. Although it only has a movement rate of 6, this is ethereal movement, allowing it to move through walls, trees,

etc. as if they didn't exist.

Any defense mode except those with a 0 maintenance cost will prevent the thought eaters from feeding. This includes spells such as mind blank, and magical devices which thwart psionic attacks.

Psionics Summary: Thought eaters have 1d100 + 100 (101-200) PSPs. Their score is 18. They boast a special form of psionic sense (in a metapsionic power), which operates continuously with no PSP cost. They also absorb PSPs, as described under "combat."

Habitat/Society: Little is known about thought eaters, except that they exist solely in the ethereal plane and are very solitary beings. Magical research has indicated that they aren't malevolent: they simply desire to keep existing. Some claim that this is the fate of all psionists once they die.

Ecology: Thought eaters carry no treasure. When one dies, it automatically drops out of the ether and materializes on the prime material plane. Of course, they are usually dismissed as a platypus which died from starvation.

Vagabond

CLIMATE/TERRAIN:	As host
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	As host
DIET:	As host
INTELLIGENCE:	Genius to Supra-genius (17-20)
TREASURE:	As host + special
ALIGNMENT:	Neutral (any)
No. APPEARING:	1
ARMOR CLASS:	As host
MOVEMENT:	As host
HIT DICE:	As host
THACO:	As host
NO. OF ATTACKS:	As host
DAMAGE/ATTACK:	As host
SPECIAL ATTACKS:	As host, psionics
SPECIAL DEFENSES:	As host, psionics
MAGIC RESISTANCE:	As host, immune to mental spells
SIZE:	As host
MORALE:	Steady (11-12)
XP VALUE:	As host + 4 HD

It is difficult to say what a vagabond really looks like, because they can mimic countless other creatures in form. They are an alien life force of unknown origin. They are always encountered in the form of an intelligent, corporeal creature indigenous to the area (a creature with at least animal intelligence).

Vagabonds can assume such forms in one of three ways. First, they can simply form the body with their unusual powers. When this occurs, the vagabond looks like a small blob of ink which appears on the ground, then quickly enlarges into three dimensions, filling out, then forming the finer details. Such a change can be tremendously terrifying if the chosen form is something like a werewolf. Secondly, vagabonds can take over a freshly dead body, curing it of all ailments. Lastly, they can inhabit a living body. In this last form, they are like back-seat drivers who make strong suggestions: they cannot do anything which the host life force does not want them to do. Thus, a possessed horse wouldn't jump off a cliff unless it felt safe or confident about the jump. As noted above, vagabonds take the form of any creature with at least animal intelligence. They rarely inhabit forms of higher intelligence, however, such as player character races.

Once they have assumed a form, vagabonds are locked into it and cannot

leave, except with the typical psionic powers such as switch personality (which is one of their favorites).

If they are communicated with, it will soon become apparent that something is amiss, for they have none of their form's knowledge as to speech, behavior, customs, or expectations. However, they are able to use all of its attack and defense forms as well as movement and essential functions. Of course, many of these will be performed in strange and unique ways.

Combat: Vagabonds fight with the same skills as their form has. They are also completely immune to all forms of mental attacks and control which are not strictly psionic. Besides these adjustments, all vagabonds are psionically endowed. If their host body is slain, they will depart, never to return.

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
12	4/6/19	See below/All	= Int	1d100 + 200

Vagabonds never have psychokinetic powers. They have a particular affinity for these:

- Clairsentience - Any power which lets them learn things.
- Psychometabolism - Any power which allows them to change form or travel in difficult terrain.
- Metapsionics - They are masters of this discipline, having access to all its powers without regard to their total number of disciplines, science, and devotions.
- Telepathy - The creature can use any telepathic power to communicate or gain information, plus enough attack forms to psionically defend themselves.
- Psychoportation - Any which allows them to travel.

Habitat/Society: Habitat matches the form they assume. Society either matches the form, or the creature is a solitary wanderer. Vagabonds are never encountered together, and no one has ever heard of this occurring. All vagabonds can detect each other's presence up to a mile. At this point, they will separate if feasible.

Ecology: Vagabonds seem to have come to the prime material plane to gain information. They are extremely curious and inquisitive, often about mundane or personal details. If given the chance to adventure with the party, they are 90% likely to join. In exchange, they will use their considerable power to the party's benefit.

It can be great fun to have a vagabond secretly possess a PC's war dog or war horse (most of these will be true neutral). Evil and good vagabonds tend to side with forces of similar alignment, both aiding them and learning of their ways.

A Monstrous Update

Many creatures in the AD&D® Monstrous Compendium series boast psionic powers. The text below brings those monsters up to date with the rules presented in this book. The creatures appear in alphabetical order (creatures from the Outer Planes are listed separately). Each entry is organized as follows:

Level - How tough the monster is, in terms of a psionist's experience level.

Dis/Sci/Dev - How many disciplines the creature can access, followed by the total number of sciences and devotions the creature knows (in all accessible disciplines).

Attack/Defense - Telepathic attack and defense modes the creature can use (defense modes are not included in the total number of powers the creature knows). Abbreviations are as follows:

Attack Modes

PB = Psionic Blast M-
 MT = Mind Thrust TS
 EW = Ego Whip MB = Mental Barrier
 II = Id Insinuation IF = Intellect Fortress
 PsC = Psychic Crush TW = Tower of Iron Will

Defense Modes

= Mind Blank
 = Thought Shield
 = Mental Barrier
 = Intellect Fortress
 = Tower of Iron Will

Power Score: The creature's typical score when using a power that is not automatically successful.

PSPs: The creature's total pool of psionic strength points (the maximum available to it).

Type: The general type of powers the creature can use. Powers listed after this entry (if any) are representative; the list is not necessarily complete.

* Creatures always knows a power that is distinguished by an asterisk.

Level	Dis/Sci/ Dev	Attack/ Defense	Power Score	PSP's
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Aboleth

8	3/5/16	EW,II, PsC, +1/ TS,IF,TW	= Int	250
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Type: Powers which control others or manipulate minds.

Telepathy: false sensory input*, mindlink*, mass domination*.

Couatl

9	4/5/18	Any/All	= Int	1d100 + 110
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Type: Powers that allow them to gain information, travel, or disguise themselves.

Clairsentience: aura sight*, all-round vision, see sound.

Psychometabolism: metamorphosis*, chemical simulation, ectoplasmic form*.

Psychoportation: teleport, time shift.

Telepathy: mindlink*, ESP*, invisibility*

Dwarf, Duergar

= HD	per level	MT,EW,II/ M-,TS,MB	= Int	12 x Mult
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Type: Powers of defense, escape, and underground movement.

Clairsentience: feel sound, poison sense*.

Psychokinesis: molecular agitation*, molecular manipulation.

Psychometabolism: energy containment, expansion*, reduction* .

Telepathy: identity penetration*, invisibility*.

Grey Ooze (only those creatures with over 20 hps)

1	2/1/1	PsC/M-	13	1d100 + 20
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Type: Creatures have only those powers listed below.

Telepathy: psychic crush*.

Metapsionics: psionic sense* (only to 60', no cost).

Ki-rin

9	4/5/18	All/All	= Int	200
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Type: Control of the nonliving, travel, mind reading.

Psychokinesis: create object*, control flames, control wind.

Psychometabolism: shadow-form*, body equilibrium, ectoplasmic form*.

Psychoportation: banishment, probability travel*.

Telepathy: mindlink*, ESP*, false sensory input*.

Mind Flayer (Illithid)

7	3/5/14	MT/M-, TS,MB, +1	= Int	1d100 + 250
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Type: Attack, mind control, travel.

Psychokinesis: detonate, control body*, levitation*
Psychometabolism: body equilibrium* (their only psychometabolic power).
Psychoportation: probability travel*, teleport*, astral projection*.
Telepathy: domination*, awe, ESP*, post-hypnotic suggestion*.

Tarrasque

These creatures are totally immune to all psionics.

Yellow Mold

II/Nil
 1 2/0/2 (special) 15 1d10 x 5
 Only sentient yellow molds (1 in 6 chance) have psionic powers. Such creatures are also immune to psionic attacks unless the attacker is being aided by one who can communicate with plants.
Type: Sentient yellow molds only have the powers listed below.
Telepathy: mindwipe, id insinuation.
Metapsionics: psionic sense (1d100 + 20' range, no cost).

Yuan ti

MT,II/
 HD-2 3/level M-,IF,TW = Int 15 x Mult
Type: Related to snakes (see below).
Clairsentience: danger sense, feel sound, poison sense*.
Psychometabolism: animal affinity* (snake), metamorphosis (snake), chameleon power*, chemical simulation*, flesh armor.
Telepathy: attraction (to snakes), aversion* (to snakes), false sensory input, inflict pain, invincible foes, life detection, phobia amplification*, post-hypnotic suggestion, repugnance (to snakes), taste link*.

Creatures from the Outer Planes

All outer-planar creatures will be 1st level or greater when encountered. Telepathic attack and defense modes are listed in the order in which the creatures usually gain them. DMs should tailor an individual creature's repertoire of powers to its actual level, as desired.

Level	Dis/Sci/ Dev	Attack/ Defense	Power Score	PSP's
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Aasimon (only the 3 listed)

= HD per level see below = Int see below
 Solar - All/All; 354 PSPs.
 Astral Deva - PB,MT,EW,PsC/M-,TS,MB; 210 PSPs.
 Planetar - All/All; 288 PSPs.
Type: Wide variety (nonhostile, except for control types).

Baatezu (all 4 greater)

HD-1 per level see below = Int see below
 Amnizu - MT,II/M-,TS,MB; 121 PSPs.
 Comugon - MT,EW/M-,TS,MB; 113 PSPs.
 Gelugon - EW,II/M-,TS,MB; 166 PSPs.
 Pit Fiend - PB,EW,PsC/TS,MB,II; 213 PSPs.
Type: Powers of control and cruelty.

Gith

= HD per level All/All = Int 1d100 + 150
Type: Insubstantial (travel, energy), not mind-controlling powers.

Morti

20	All/All/All	All/All	20,500
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Tanar'ri (Greater: babau; Lesser: succubus: True: all but vroek)
HD-3 per level see below = Int see below
Succubus - II/TS,IF; 100 PSPs.
Nalfeshnee - PB,EW,PsC/M-,TS,MB; 125 PSPs.
Marilith - PB,PsC/M-,TS,MB; 175 PSPs.
Balor - PB,MT,EW,PsC/M-,TS,MB; 250 PSPs.
Type: Powers of fire control, torture, shape change.

Titans

MT,EW,II,
HD+1 per level PsC/Nil = Int 1d100 + 100
Type: All types of powers.
Note: Titans are immune to psionic attacks

Yugoloth (only Arcanaloth)

13 5/7/24 All/All = Int 1d100 + 200
Type: Powers of travel, combat.
Note: Lycanthropes never have psionic powers (except, possibly, in the Ravenloft campaign setting). Anyone contracting lycanthropy loses all psionic powers.

(The **Summary of Powers** and the **Powers Index** follow in the published edition; they have been eliminated here as being redundant in this format. This is the end of the electronic text)