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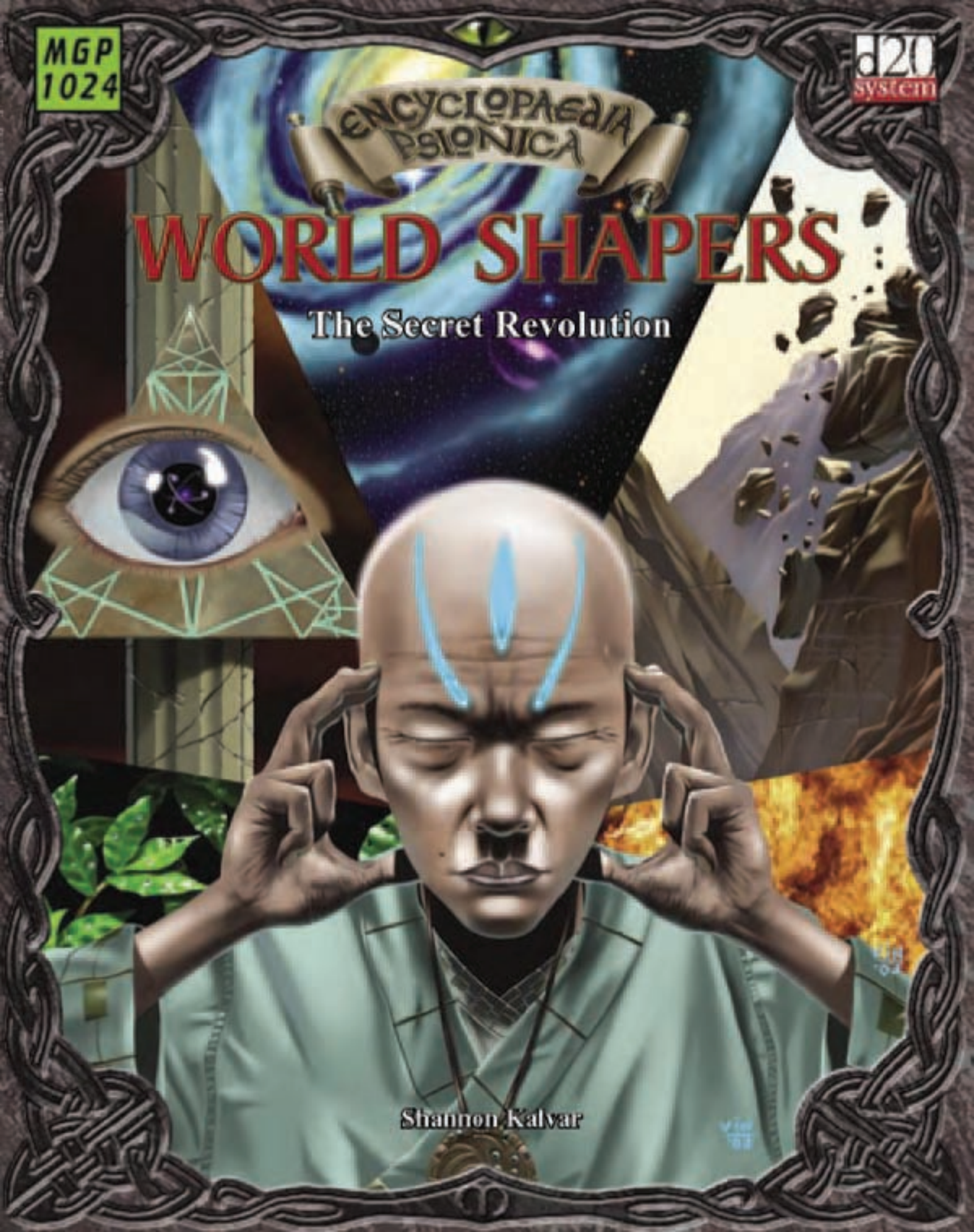
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ENCYCLOPEDIA
PSIONICA

WORLD SHAPERS

The Secret Revolution

Shannon Kalvar



Encyclopaedia Psionica World Shapers

Shannon Kalvar

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INTRODUCTION

In the minds of all sentient creatures lies the potential to change the world. Every thought, every action resonates throughout reality. Actions and thoughts intersect, collide, contradict, and merge together to form the fabric of cause and effect that make up 'reality' as people understand it.

Most people express their power to change the world through their bodies. They take up swords to fight or tools to make. They craft words to convince others about the rectitude of their cause. Others possess the gift of expressing primal emotions in paint or sound or stone or clay, creating what others call art. A handful find they wield incredible arcane or divine powers, changing all of creation by moving forces they barely understand.

A rare cursed few do not suffer the limits that constrain mortal men. They alter the shape of the universe by will alone. They move mountains, light forest fires, transport themselves through time and space without drawing on anything but themselves. They have what many would consider the ultimate gift: To transform thought into definite action unbound by the constraints of the physical world.

That ultimate gift brings with it a terrible curse. Each world shaper must maintain constant focus, constant control over the power within. A stray thought could become a bird. A flare of anger may ignite an inferno that destroys a town. Unbridled by the buffer of physical action these gifted individuals must struggle constantly to establish boundaries on their own desires. Even a moment's failure can bring ruin to everyone they hold dear.

They are the world shapers, world breakers, dreamers and destroyers. Where they walk, reality itself bows down.

ENCYCLOPAEDIA PSIONICA

Welcome to *World Shapers*, the first in the *Encyclopaedia Psionica* series. The *Encyclopaedia Psionica* line presents new rules, new approaches and new powers for d20 players and Games Masters interested in adding psionic powers to a campaign.

The design of each book allows for easy integration of the rules and powers into fantasy, horror or science fiction d20 systems. Like the other *Encyclopaedia* lines the *Encyclopaedia Psionica* presents a complete, integrated package that a player or Games Master can insert whole cloth or piecemeal into a game.

WORLD SHAPERS — THE CURSE OF POWER

This volume of the *Encyclopaedia Psionica* addresses the three 'world shaping' psionic disciplines: metacreativity, psychokinesis and psychoportation. It expands upon the existing base of psionic powers, adds feats for non-psionic and psionic characters, and explores the relationship between psionic powers and various character classes.

In addition to new prestige classes and world shaping items, this volume also includes rules for the creation of psionic ghosts. These ghosts represent the stray thoughts of a character with world shaping powers, manifesting outside of that character's control. Each ghost represents a unique thought or moment in time, preserved by the animating force of the character's power.

This volume also attempts to address some of the complexities of adding psionic powers to existing campaigns. The emergence of world shaping could devastate entire countries if the Games Master so desired. Alternately these powers could slowly emerge in a single person, a manifestation of some great change occurring within him.

The rules in this volume alter the dynamic of the world shaping powers as revealed in the *Psionics Handbook*. World shaping is not a variant magical system; it is a unique way of approaching power in the world of d20 games with its own drawbacks and benefits. In return for its power the character must accept limitations not placed on arcane or divine magicians. At the same time, he also has flexibility that they can only dream of.

Blessed and cursed, chosen and damned by the power that dwells within them. Such is the fate of the world shaper.

'Bring in the prisoner.'

As the massive oaken door swung open, its hinges groaned, the thin space between pin and cuff clogged with mildew. Through the open doorway drifted cries torn from human throats. Some begged for release. Others shouted over and over again, protesting their innocence. A few just howled, their voices rough with the wordless noise erupting from them.

Three men were borne forward by the wave of sound. The first and third wore weapons of good steel and chain-linked armour over heavy leather padding. The nails in their boots struck blue sparks against the scarred stone floor.

Between these two walked a wasted figure, a man whose loose skin looked pasty in the firelight. His unkempt white beard snaked across his chest and shoulders. Golden threads shimmered along the edges of his velvet robes. Black chains with links as thick around as a grown man's thumb obscured whatever designs the threads might once have made.

'Sit him there,' Alred gestured towards the rough stool in the centre of the room. 'Make sure to tie him down securely.'

The slight figure struggled as straps were pulled tight around his legs, chest, and arms. His knuckles whitened as he gripped the rim of the stool. 'Please sir, I...'

'Silence!'

'But I...'

Alred nodded. One of the armed men raised a gauntleted fist and struck the bound man across the mouth. A second strike elicited a groan.

'You will speak when spoken too. Do you understand?'

The man on the stool nodded, then winced as a leather strap pulled his head back firmly, straining his back into an inverted curve. The armed men walked away from him, one going to the fire and the other to a large rack set close at hand. Sparks leapt up as something moved among the coals.

'You should be aware I will record everything you say. Speak truly, for lies will not help you here. What is your name?'

'Gerald. Gerald duNice, cousin of Lady Chastity, the King's personal secretary.'

'A great man to fall so low.'

'Your lordship, please. I do not know what I am accused of.'

Alred's hands drifted across the hilts and handles of the devices on the table before him, finally settling on one. The subtle leather and intricately set barbs whispered together as he swung it in the air.

'His Majesty believes that you hold secrets, Gerald.' The leather strips hissed through the air. 'Secrets capable of compromising the safety of our city. Shadows whisper to him that you know about a new power coming into our world.' The leather cracked against flesh. 'A power that could topple the Sunset Towers and put even our gods to shame.'

'My lord, I don't know anything.'

'That may be true old man. But you will tell it to me anyway.'

AN OVERVIEW OF WORLD SHAPERS

Some mortals possess the power to act directly upon the world through the power of thought alone. From the outside this gift seems like the ultimate blessing. They alter the world without visible effort. They draw their power from within, so they do not need to sell their souls into service to a demonic or divine master. Each one stands alone supported by the immeasurable strength of their will.

Others see these spectacular powers as a curse. A moment of unguarded thought can reach out and alter the world. Every emotion, every stray bit of jealousy or rage could accidentally maim or kill. Even the most saintly man with these abilities might be embarrassed, as his primal feelings become reality.

No one knows the origins of these particular abilities. They seem to exist in all sentient creatures to one degree or another. Indeed, some philosophers speculate that world shaping represents an enhanced form of the soul's natural ability to manipulate the body it inhabits. Alternately, the power could be an expression of the fundamental nature of the world; every being might directly impact physical reality with their thoughts but only a few possess sufficient will to make those changes obvious.

Whatever the source, the powers of world shapers range from spectacular to awe-inspiring. They move objects without touching them, change the flow of time, create objects from thin air. At the highest levels, their powers can create demi-planes or bring nations to ruin. Where the world shapers walk nothing will ever be the same.

WHAT IS WORLD SHAPING?

World shaping is a generic term covering three psionic disciplines; metacreativity, psychokinesis and psychoportation. Each of these disciplines enable the possessor to manifest powers with the potential to directly alter the fabric of reality. The three disciplines

each grant the psionic slightly different aspects of the same overriding ability.

In terms of spectacular effects, the discipline of metacreativity stands triumphant. It allows the world shaper to draw the substance of the Astral Plane (called ectoplasm) into the material world. Unlike ordinary matter, ectoplasm transforms itself into whatever the psionic can imagine, changing state and even substance instantly. The world shaper can force ectoplasm to take on the properties of any physical substance, or convert it into energy. This allows the psionic to create objects or effects out of thin air. However, ectoplasm becomes highly unstable when drawn into the material plane. Objects and energy created by shaping ectoplasm tend to vanish quickly, leaving behind only a faint, shimmering substance. This 'dust' some of the properties of both powder and ooze.

Psychokinesis manifests as a faint shimmer around the objects it touches, but what it lacks in spectacular effects, it makes up for in raw power. The psychokinesis discipline allows the psionic to alter the properties of any object or manipulate energy. Although the most obvious application of this ability is to simply move objects about, psychokinesis allows for far more subtle actions. Psychokinetic transformations include shifting the base properties of materials, transforming materials and directly altering the shape of objects.

Psychoportation may be the most powerful of the three disciplines. It gives the world shaper direct control over the fabric of space-time itself. At low levels of power, this comes across as simple movement abilities or the power to slightly alter the perceived flow of time. At the highest levels, it allows the psionic to change the fabric of reality itself, stepping so far beyond the bounds of time that he might almost be considered a god.

LATENT POWERS

The vast majority of people with world shaping powers never receive any training. Their abilities lie latent in their being, a slumbering dragon that may never awaken. Yet like a slumbering dragon, their powers occasionally stir, bending the world slightly to create almost magical effects.

These stirrings of power manifest as minor abilities that seem preternatural in origin. Such minor expressions of world shaping potential include:

starting a fire in the rain, having an innate sense of speed and distance, or having an unusually sure grip. Although such gifts seem modest to an experienced and trained psionic, they provide an edge to those without such a background.

No one knows just how many people in the world possess latent world shaping talents. Those who hold that the power is a rare and sacred gift claim that only a handful could possibly wield such abilities. Others taking a more holistic view of the power, saying every living being could possess latent potential. The truth probably lies somewhere in between; perhaps only those with the strongest latent gifts actually express them.

Latent gifts carry with them both blessings and banes. They are a blessing in that they give the wielder access to minor powers in times of great need. Their bane comes in the form of increased vulnerability to psionic aggression. The stirrings of power strip away the native protections associated with a lack of psionic power without providing the ability to fight back.

Occasionally someone with strong latent powers finds that though training or experience, his world shaping powers become fully awake. This transition could come early or late in life. No matter how powerful they become, their latent powers remain with them, a relic of their former selves.

ACTIVE POWERS

The transition from latent to active power typically involves a great deal of sound and fury. Houses shake, fires start spontaneously and objects fly around the room at random intervals. This period of intense psionic activity can last for a few weeks before gradually subsiding. At the end of the period, the new psionic has either managed to attain some modest control over his powers or gone mad.

Although the transition can happen naturally, it more typically begins with some kind of major stress in the soon-to-be world shaper's life. These trigger events vary from person to person but usually involve a major life change. Typical events include: moving to a new region, puberty, first sexual contact, abuse, a death in the family or the sudden onset of some kind of mental illness.

Unless a more experienced psionic steps in, this time of trauma can result in serious damage to the

Evil Families

It is possible that a psionic family turns bad as a whole. Such a family would rigorously test any children born for psionic power. Those without the power would at best become family servants. Children with significant gifts would undergo rigorous training to develop those powers. These families might also go so far as to force trauma on a potential psionic in order to awaken his gifts.

Such families typically keep an even lower profile than a typical psionic family. Anything that brings attention to them could easily expose whatever plans they happen to have formulated for the world around them.

world shaper and his immediate surroundings. The destructive impulses all mortals struggle with lash out though their newfound outlet. Petty jealousies and anger flares into open danger. The young world shaper might not even know that his thoughts are responsible for the destruction around him.

Most children going through this awakening turn to the rituals of religion and magic in the hopes of bringing the events under some kind of control. Turning to various religious or magical methods actually works. The disciplines of prayer, rituals or spells provide a framework to channel the world shaper's powers. Undoing the effects of this kind of initial training can take years of conscious study.

Those few transitional world shapers who have an elder, more experienced psionic assisting them through the transition have a much higher chance of coming through without impairment. The elder psionic uses his own powers to mitigate the damage done to the younger's body and mind. Under most circumstances, the elder also teaches the new world shaper how to use his powers.

FAMILIES OF POWER

A handful of world shapers have the good fortune to come from families with a long history of psionic manifesters. They receive constant early training and careful guidance as their powers develop. Most families with the power incorporate intense psionic training into the children's games, education and even prayers.

These families watch for the time of crisis. As soon as the young world shapers power's begin to stir, they



take up the burden. The transitional period in such families can actually be quite comfortable, a time of wonder and joy during which the young world shaper discovers the truth about himself and his family.

Most families of power avoid publicly revealing their abilities. They might pretend to be ‘magical families’ or even adepts or witches. Even societies where magic is commonplace and people who expect the gods to intervene can have trouble with the idea of people altering the world with a whim.

PSIONIC GHOSTS

When a psionic’s thoughts assume form and volition, the resulting phenomena goes by the name of ‘psionic ghost’. These ghosts seem to act independently of the psionic, but in truth simply manifest the psionic’s innermost thoughts, feelings and desires. This makes them devilishly hard to track down and nullify.

The demeanour of a psionic ghost largely depends on the core emotion giving it form. A ghost sourced in hate takes on a wrathful aspect. One manifested in fear seems timid and weak. In any case, the ghost appears to be an independent entity with intelligence and powers of its own.

Ghosts form when a psionic of any ability (latent or active, skilled or unskilled) comes under extreme stress. The stress can be mental, physical or emotional. A skilled psionic has a greater chance of preventing a ghost forming from his thoughts. An unskilled psionic could accidentally form a ghost at any time.

Since ghosts represent manifestations of the psionic’s deepest emotions and access their ultimate latent strengths, they do not suffer from the limits the psionic is bound to. It is possible, even likely, that a psionic ghost will be far stronger than the individual spawning it. Stories abound of young girls creating ghosts so powerful that even skilled adventurers have trouble suppressing them.

Although dissipating or destroying a ghost causes it to vanish briefly, it will reappear so long as the trauma continues in the mind of the source. In fact ‘destroying’ the ghost can create even greater trauma for the creator, especially if the ghost represents a passive defence against some kind of ongoing threat.

Despite many claims to the contrary, no psionic holds the key to actively unlocking a ghost from his mind.

The inquisitor sat on a wadded linen cloth, opposite his charge. In his hands an elaborate box was carefully held, with two dark holes recessed into its beautifully etched surface. The old man was still maintaining a modicum of dignity and reserve, but that was something Alred could allow – for now. Always strip the lies from traitors one layer at a time, his mentor used to say, and Alred had no wish to rush this one’s interrogation. Too much was at stake.

‘The Queen’s family claims to have journeyed here from a foreign land and to still carry on their old traditions of worship...’ Uttered the dishevelled noble, attempting to start conversation.

Alred maintained his hard stare and placed the box on the floor between them.

‘What? No. I do not for a moment accuse the Queen of anything at all. Why would I? I just thought... well, I thought you might be interested.’

Alred delicately placed the prisoner’s two wasted, unresisting hands in the holes of the device. Within moments, a red light began to seep out the joints and gaps in the chest’s construction.

‘No! Please! My hands!’

The closest anyone comes is the ability to fashion independently mobile astral constructs. It seems that the mind refuses to let go of all of its secrets.

PSIONIC FOCI

Some world shapers hold knowledge of how to create objects called psionic foci. These objects ease the manifestation of world shaping powers for those who know how to use them. Using the focus, the world shaper can greatly expand his powers’ range, duration, or area of effect without using power points. If improperly used, a focus can suck the vital energy out of the user, leaving him exhausted.

Each psionic attunes the focus object to his mental patterns. Attempting to use another psionic’s focus can result in horrible feedback and potential death. Similarly, overloading a focus can cause the psionic irreparable harm.

WORLD SHAPERS AND THE MUNDANE WORLD

The elaborate dance of fear and misunderstanding that makes up the day-to-day lives of the world shapers plays out against the backdrop of normal mankind, elven society and the entire mundane world of the sentient races. The ungifted masses cannot begin to understand the harrowing powers inherent to the awakened minds of the world shapers. They live in darkness, never to be touched by the searing light of true knowledge.

Or do they? Some psionics, more learned perhaps than their counterparts, believe the power lies dormant in the hearts of normal men. With appropriate training and perhaps a bit of cohesion, these powers could be brought to life. These psionics posit a world where all men possess world shaping powers, a world where no one fears the unknown abilities of the awakened mind.

INTERACTIONS WITH PSIONIC POWER

For most sentient creatures, no practical difference exists between psionic powers and the powers wielded by arcane or divine spellcasters. Even the most powerful psionic demonstrates abilities with no apparent functional difference from the spells wielded by legendary magicians. Many people cannot tell by observation alone whether the effect they witnessed came from an arcane, divine or psionic source.

For arcane spellcasters, psionics present several disturbing questions. Most fundamentally, the existence of psionic powers calls into question the validity of arcane pursuits. If the mortal mind possesses the power to alter the universe directly, why go to all of the trouble of harnessing arcane powers? The tremendous effort, cost and danger of taming such power might be an exercise in futility. Worse still, they might even be a false path to power, leading to nothing but damnation and failure.

For divine spellcasters, the existence of beings with the independent power to shape the world raises difficult theological issues. How can such a powerful being, capable of bending the laws that the gods enforce, exist in the world without divine retribution? Just as importantly, if mortals wield such intense powers, what need do they have of gods? If all mortals innately possess world shaping psionic abilities, could all mortals become, in effect, gods in their own right?

LATENT PSIONIC ABILITIES

The prevalence of minor world shaping powers in the general population, and even more so among the heroes of the world, gives credence to the theory that all mortals have psionic power. Especially in human populations, any amount of investigation reveals a veritable cornucopia of psionic talents.

Sorting these minor abilities from the background noise of talent presents a tedious task to the researcher. How does one tell, exactly, that a swordsman's knack for finding the holes in his opponents armour is not just good luck, or that a granny's talent for catching her grandchild's ball does not stem from good reflexes? In a world where heroes commonly rise and fall, even watching for people who exhibit extraordinary good fortune misleads all but the most careful observers.

In some cases, these minor abilities truly do stand out. The archer whose arrows always strike the mark. The man who can, in a single instant, cover more distance than the fastest sprinter could hope to. The warrior whose blade cuts through iron like it was tissue. These individuals demonstrate the extreme edge of latent ability with powers bubbling just under the surface of their minds.

CUTTING THE BONDS

For a few, time and circumstance wear away the bonds their childhood placed on their world shaping powers. They find that their powers spontaneously awaken, granting them access to abilities formerly beyond their wildest imaginings.

Most heroes from the fighter and rogue professions find that spontaneously awakened powers serve them well. Individuals from other professions, including paladins and rangers, have less need of them. Those with monastic training typically find the powers of a true psion within reach, but usually combine that



WORLD SHAPERS AND THE MUNDANE WORLD

Gerald duNice rocked in a corner of the cell. The box tat had ruined his once-unscarred hands was gone, but the great secret he had hidden for so long had been revealed. The guilt of his admission curled in his gut, but he could not stop himself talking, talking to the dreadful, stern figure standing before him.

'Do I believe that all men possess these powers? No my lord. I do not. Why would you think that I did?'

Alred extended a hand, the barbed ends of his black scourge dangling in front of Gerald's terrified face.

'What? I mention it only in passing. It is something that others I know believe.'

One of the guards struck the old man without warning, sending him slamming into the wall before falling helplessly back to the filthy, stone floor:

'Who? Sir, please. We are both gentlemen. You know I cannot speak...'

The guard glanced quickly at his superior. At his slight nod, the burly sergeant hauled the prisoner to his feet, and then punched him hard in the face with one gauntleted hand. His master made no motion for him to stop; drawing in a deep breath the guard hit the traitor again. Then again. And again.



discipline with a more martial focus to become psychic warriors.

The gifts of the world shaper come easily to those in the fighting professions. More importantly, psionic powers do not suffer from any impairment from armour, granting the fighter access to defensive, healing, offensive and special use abilities. These abilities do not require the fighter to swear allegiance to any god or constantly read boring tomes, and as a result are more readily accessible in times of trouble.

The rogue finds that his exceptional grace and speed grant him considerable access to the complex world of psychoportation. The ability to control space and time directly gives a larcenous rogue a tremendous advantage over his mundane peers. Just as importantly, psionic powers require no gestures, material components, or chanting to invoke; this gives the psionic rogue an edge when dealing with more traditional arcane or divinely assisted foes.

The monk represents a special case in the development of the world shaping psionics. He might or might not possess such abilities depending on his own path to enlightenment. However, the philosophy and training of a monk make him unlikely to develop such talents. The monk's focus remains internally fixed, unwaveringly pursuing his personal perfection. As such, monks with world shaping powers often end up completely ignoring that part of their abilities in favour of the psychometabolic and clairsentient disciplines.

Although a wizard may possess considerable metacreative potential, he rarely develops it to any degree. He must focus on the pursuit of arcane powers if he intends to gain any ground at all. Similarly, the roar of magic in a sorcerer's blood typically make it difficult for him to pause long enough to develop his world shaping talents. Why should he, when the raw power of his will conjoined with the power of the world can accomplish such remarkable things?

In some ways, divinely gifted spell casters (clerics, druids, rangers and paladins) represent the antithesis of the psion. They look outside of themselves for power. Worse, they find it in the form of extra-planar beings that demand service in return for scraps of magical power. This outward focus suppresses divine spell caster's innate gifts, eventually causing them to die completely away. Only a rare few ever demonstrate even the modest power of a latent psionic.

THE FOUR WORLD SHAPERS

Those who dedicate themselves to the world shaping disciplines of metacreativity, psychokinesis and psychoportation learn to bend the universe to their will. Which discipline they choose depends on their point of view and the native talents they hold within.

THE FOUR WORLD SHAPERS

The three disciplines of the world shaper lead to four different approaches to the powers of the mind. Each of these approaches reflects a specific mindset on the part of world shaper. To say that someone possesses the art of psychoportation is more than a statement about their native talents; it also says something about how their mind is ordered and how they perceive the universe.

Nomad

The world shapers called nomads master the discipline of psychoportation. Their abilities allow them to shape space and time directly, causing unusual displacements, warps in the flow of time and alterations in the movements of others.

Like all world shapers, nomads seek to alter the world though force of will alone. Their chosen area focuses on motion, vectors and the interplay of cause and effect. Most nomads develop a keen sense of their place in the physical world and demonstrate an uncanny ability to make connections between events.

Nomads tend to be logical, physically-oriented people. They see the world as a constant interplay of discrete events and forces. Most nomads believe that by controlling the ways in which

these events interact (in both space and time) they gain control over destiny itself.

The powers nomads develop reflect this interest. They learn to bend the rules of space a little to allow things to come together more quickly. They can alter the flow of time, speeding it up or slowing it down around particular objects. Eventually they develop the ability to actually displace objects or people. This displacement could be physical, causing the target to appear in a place far from his initial location, or it could be temporally editing actions already taken completely out of time.

At the highest levels of power, nomads wield the almost godlike power to snap the chain of cause and effect. When applied properly, this power alters both the past and the future. Such heady heights of power come with a heavy price though. These nomads are always aware of the consequences of their actions. In some, this leads to madness as the nomad forever revisits the same mistakes over and over again attempting to set things right.

Psychic Warriors

Psychic warriors take a very practical approach to world shaping. They hope only to integrate whatever power they might have into their fighting style. Their goal in developing these powers is not to overwhelm their opponents or master the universe, but rather to be the most powerful warrior they can be.

This focus on the development of their powers as an extension of their fighting spirit limits the powers that



THE FOUR WORLD SHAPERS



a psychic warrior develops in any one discipline. It also ensures that they stay more heavily grounded in the physical world. Psychic warriors are less subject to the bouts of megalomania or psychotic episodes that appear in more focused psychics.

Savant

The world shapers called savants master the discipline of psychokinesis. Their abilities allow them to alter the properties of matter and energy, to move objects by thought alone and to twist the laws that govern physical reality.

The grossest and most obvious use of savants' powers is telekinesis. This ability allows the savant to impart kinetic energy into objects without touching them. But beyond this power lies far greater abilities, including the transformation of matter from one material to another and the ability to directly shape various forms of energy.

Savants see the world as a complex lattice of interwoven force. Every object, person and place exist only as an expression of forces that savants can manipulate if they so choose. This perception tends to make savants extremely high handed in their dealings with others. The savant's view of the world breaks down the barriers between living and unliving things until everything is just another object.

At the highest levels of power savants lose the ability to distinguish between matter and energy. Everything exists simply as an expression of the latticework of forces around them. This allows them to manipulate reality in ways that other beings find impossible, but also causes them to completely lose touch with other living beings.

Shaper

The world shapers called shapers master the discipline of metacreativity. Their abilities allow them to channel ectoplasm from the Astral Plane, shape it to their will and stabilize it temporarily in the material world. In effect they can create anything they imagine. The only limit lies in the amount of ectoplasm they channel into the world.

Shapers are, by nature, intelligent and creative individuals. Their unbound imagination leaps light-footed from idea to idea, troubling with logic only when plodding minds require it. Most exhibit a very strong inward focus, constantly exploring new ideas within their internal world.

For shapers, the world exists as a vessel for them to fill with their creative powers. To their eyes, the world holds little colour or flavour until they create it. Even the greatest joys that most men experience pale beside the addictive thrill of total creation.

A shaper's tremendous power can lead them into two terrible errors. The first is to focus too intensely on their internal world, preferring it to the real one to the detriment of any other connections. The other is to think of himself as a god tapping directly into the power of pure creation. Falling into the first error leads to a kind of self-referential madness in which the shaper loses all reference with common reality. The other leads to megalomania of the highest order, with all of the attendant drawbacks.

RITUALS AND MANIFESTATIONS

Most psionics can manifest their powers without the need for outside rituals. They exert their will and the world transforms according to their wish.

This ability represents a departure from the common practices of the cultures that the psionics grew up in. Most fantasy societies already have accepted ways of focusing and channelling power. For many psionics, transcending these preconceived notions forms part of their initial training. Others cling to them in order to better focus their concentration.

For every spell component (verbal, somatic or material) that a character chooses to add to his manifestation, he gains a +1 circumstance bonus to any Concentration check he makes for that power. The psionic does not have to use these components to manifest his abilities. Preventing the psionic from using a voluntary component does not prevent him from manifesting the affected power. The psionic must have one hand completely free (in order to grasp the component) when manifesting the power. Each component is individual for each power, and will most likely be peculiarly relevant to the character's mental history and psionic processes rather than particularly expensive or hard to obtain, though they will always be carefully crafted items.

For example, a savant may have a small carved statuette of a maiden's face in hand when manifesting his *control shadow* talent; when manifesting *true concussion* he holds a wicker bird-cage. Perhaps he lost his first love to shadows and darkness, whilst his first telekinetic murder was of a pet bird.



*'Alred, did you ever notice that Bishop Excelsius...'
Started Gerald, staring piteously up at his tormentor through one bleary eye. The other was puffed up, clotted with blackened blood.*

At the mention of the Bishop's name, Alred jerked his attention sharply away from his interrogation implements, lashing out viciously with a steel sickle towards the elderly prisoner.

'Please! You do not have to do that. I would never impinge on the good Bishop's name. I was only going to mention that Ki'in, may he light the day forever, answers his prayers differently than other priests I've known.'

Gerald could see the knowledge of his observation sink into the inquisitor's comprehension, understanding washing over his livid face. Closing his eyes, he gestured to one of the guards – the younger who had blanched at the excesses of the interrogation. With a hesitant nod, he left the cell, locking the thick oak door behind him. Opening his eyes, Alred glared balefully at his charge. He then gestured towards the other guard, who immediately hauled the old man to his feet once more and pulled back his hand...

'Please!'



NEW FEATS

This chapter lists latent, psionic and metapsionic feats for use in any game allowing psionic characters. Latent feats allow non-psionic characters to gain abilities that border on the psionic without taking a psionic character class. Psionic feats allow characters with a psionic power pool to demonstrate amazing abilities without manifesting powers. Metapsionic feats allow characters to enhance existing psionic powers by expending additional power points.

LATENT FEATS

Latent feats allow non-psionic characters to brush on the edge of psionic powers. Each feat represents a single ability the character uses subconsciously to make specific tasks easier.

All non-psionic characters may select latent feats in place of general feats. Characters may only select one latent feat at 1st level, even if they may select two feats during creation.

Psionic characters may take latent feats as general feats. They may choose to 'awaken' any latent feat they possess, spending 1 power point. This counts

The shattered, miserable creature that was once one of the most dignified elders at court lay huddled in a corner of his cell. Time had wandered for him – he thought it might be night. Still the words tumbled from his mouth.

'Yes I know what you did at Luc Dana, Alred. Everyone does. Everyone! We know. Nothing human can shoot through a wizard's shield like that. Nothing.'

A rat skittered across the straw. Gerald did not notice. Moonlight shone on his ravaged features, showing every dirty weal, every torn flap of skin.

'You cannot change what you are Alred. Nothing can. Nothing.'

Fortunately, no-one was there to listen. Even his ardent torturer had retired. Gerald duNice jabbered and wailed to himself throughout the small hours of the night. Until the heavy iron lock snapped open, and the torment resumed.

as a free action that does not provoke an attack of opportunity. The effect of awakening a latent feat is detailed in the feat itself, but typical doubles the bonus given by the feat for one round.

Choosing a latent feat weakens the non-psionic buffer that protects non-psionics from psionic attacks. The negative DC modifiers for resisting psionic attacks reduce to half their original effectiveness: –4 vs Ego Whip, –5 vs Id Insinuation, +4 vs Mind Blast, –4 vs Mind Thrust, –4 vs Psychic Crush. Furthermore, characters with latent psionic feats take ability damage from psionic attacks rather than being stunned.

The bonuses from latent feats vanish under any effect that hinders or negates psionic powers. The character does not get a saving throw to keep his latent feats active. Any suppressive effect disrupts the delicate balance of power allowing the character's latent powers to function. When the character escapes the suppressive effect, his latent feats reactivate after 1d4 rounds.

FEAT DESCRIPTIONS

Blooded Blade (Latent)

Your chosen melee weapon seeks out the blood of those it damaged in the past.

Prerequisites: Dex 15+, Weapon Specialisation.

Benefit: Upon striking someone, you unconsciously create an affinity between your chosen weapon (a particular weapon you have Weapon Specialisation with) and your target. Forever after, you gain +1 to attack and damage rolls against that target when using that weapon. You cannot reset the affinity for use with other weapons, even if you switch weapons during the fight or use a different weapon in a later fight. The blooded blade ability only 'holds' one affinity for one individual at a time; only the death of that opponent or the elapsing of one year will cause it to fade. Once the affinity has ended, a new creature may be struck and selected.

Special: A psionic character may spend 1 power point and make a Concentration check (DC 20) to nullify an existing affinity immediately, allowing him to 'reset' the affinity.

Blood Transfer (Psionic)

You can burn ability score points to expand another psion or psychic warrior's power pool.

Prerequisites: Body Fuel, Inner Strength, Talented,

Benefit: You can ‘burn’ ability score points as power points on the basis of 1 power point per 2 ability score points burned and then transfer them to another person with active psionic powers. This counts as a free action that does not provoke an attack of opportunity. The target must be adjacent to you (within 5 feet) but you do not have to make physical contact. You may burn any number of ability points in 2 point increments. You may kill yourself with this feat by reducing an ability score to zero or lower. Converting ability score points to power points causes temporary ability damage which heals normally.

Craft Focus (Item Creation)

You can create psionic focus objects.

Prerequisite: Manifester level 3rd+

Benefit: You can create a psionic focus object that grants the attuned psionic any metapsionic feat you possess. Crafting a psionic focus takes one day for each 1,000 gp in its price. To empower a psionic focus, the psionic character must spend 1/25th for the focus’s price in XP and use up raw materials costing half of this price.

You also gain a +2 circumstance bonus to rolls to attune, detune, or otherwise manipulate a psionic focus.

Creative Talent (Latent)

You possess an innate gift for making masterpiece objects.

Prerequisite: Int 15+.

Benefit: You gain a +4 bonus to any Craft check made to make masterwork components of items.

Special: A psionic character may spend 1 power point to reduce the real gold piece cost of an item’s masterwork component to 75% of its base value.

Empty Strength (Latent)

You can psychokinetically boost your strength as a full-round action.

Prerequisites: Con 15+, Improved Unarmed Strike.

Benefit: By taking a full-round action to prepare, you add +2 to any Strength check you must make. This bonus does not affect attack or damage rolls.

Special: A psionic character may spend 1 power point to give himself a +4 bonus rather than a +2 bonus.

Enhanced Psionic Weapon (Psionic)

Your charge your melee weapon with exceptional damage potential.

Prerequisites: Str 13+, Power Attack, Psionic Weapon, base attack bonus +5 or higher.

Benefit: Your melee weapon deals +1d4 points of damage (slashing, piercing or bludgeoning as appropriate) per attack that round, when you pay the cost of 3 power points. You must decide whether or not to charge the attacks before making the attack roll. The damage potential vanishes at the beginning of your next round, regardless of the success or failure of your attacks. As such attacks of opportunity made after your turn but before your next turn will gain the bonus damage (as long as your attack is a melee attack).

Normal: The Psionic Weapon feat only effects one attack but can last for a number of rounds equal to your Strength modifier + 1 or until you strike your target.

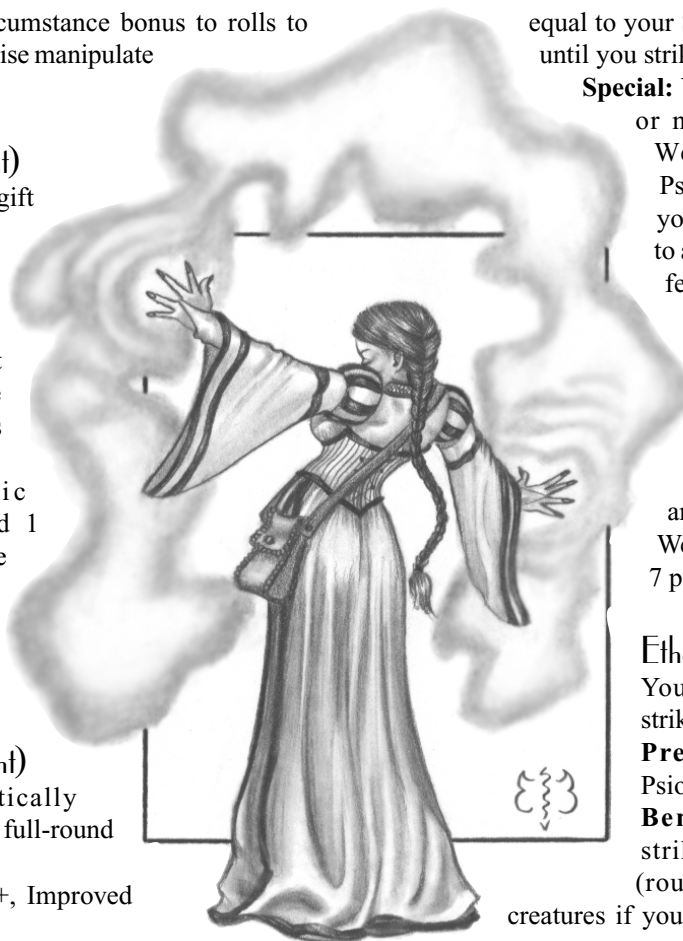
Special: You may choose whether or not to use the Psionic Weapon or Enhanced Psionic Weapon feat when you spend the power points to activate this ability. This feat stacks with the Fire Blade feat, allowing you to inflict +1d4 fire damage per attack for a full round. Activating both the Fire Blade feat and the Enhanced Psionic Weapon feat at once costs 7 power points.

Ethereal Fist (Psionic)

Your unarmed attack can strike a ghost.

Prerequisites: Str 13+, Psionic Fist.

Benefit: Your unarmed strikes deal half damage (round up) to incorporeal creatures if you miss them due to their



NEW FEATS

incorporeal state. Activating this ability costs 1 power point. You must choose whether or not to activate this ability before making the attack. Etheric fist expends after the attack whether it successfully connected or not.

Normal: You do no damage if you strike an incorporeal creature but miss it due to its incorporeal state.

Special: You may use this ability execute a grapple attack against an incorporeal creature, but cannot hold onto it.

Falcon Flight Strike (Latent)

Your ranged attacks become difficult to deflect.

Prerequisite: Wis 15+.

Benefit: When you make a ranged attack against a creature that has some kind of magical protection (i.e. *protection from arrows* or *shield*) you may make a Will save with an appropriate DC to 'breach' the effect. Breaching the effect causes your attack to strike as though the effect was not in place, but does not negate the effect nor provide you with a bonus to your attack next round.

Normal: Protective spells do not generally allow a saving throw to penetrate them.

Special: A psionic character may spend 1 power point to give himself a +2 bonus to his Will save.

Fire Blade (Psionic)

You can inflict fire damage in addition to normal damage with a strike.

Prerequisites: Str 13+, Power Attack, Psionic Weapon, base attack bonus +3 or higher.

Benefit: If you pay 3 power points per strike, you inflict 1d4 fire damage rather than bludgeoning, piercing, or slashing damage with your weapon. This fire easily ignites flammable materials like paper, tinder and very light cloth.

Normal: You inflict 1d4 bludgeoning, piercing or slashing damage as appropriate for your weapon type.

Special: This feat stacks with the Enhanced Psionic Weapon feat, allowing you to inflict +1d4 fire damage per attack for a full round. Activating both feats at once costs 7 power points.

Ghost Suppression (General)

You have a reduced chance of spawning a psionic ghost when under extreme stress. You also partially affect the chances of others' creating psionic ghosts and are particularly resistant to their powers.

Prerequisite: Iron Will.



Benefit: You reduce your chance to spawn a psionic ghost in half (round down). Others within 10 feet of yourself have their chances of spawning a psionic ghost reduced by 1%. You also have a natural resistance to the powers of these creatures and gain a +4 bonus to any saves to resist powers manifested by psionic ghosts.

Guided Shot (Latent)

You make ranged attacks with a bit more accuracy than normal.

Prerequisite: Con 15+.

Benefit: You may use the bonuses for Point Blank Shot or the sneak attack ability out to a range of 40 feet.

Normal: Point Blank Shot and the sneak attack ability only work out to 30 feet.

Special: A psionic may spend 1 power point to extend the range of the Guided Shot feat out to 50 feet for a single round.

Hand of the Maker (Latent)

You have a natural sense for how to select and stretch materials when creating an object.

Prerequisite: Int 15+.

Benefit: You pay one-sixth the gold piece cost of an object for raw materials when creating an object using the Craft skill.

Normal: You pay one-third the gold piece cost of an object for raw materials when creating an object using the Craft skill.

Special: A psionic may pay 1 power point when creating an object to finish it in one-half the normal time.

Inertial Compass (Latent)

You can identify your location relative to known points.

Prerequisite: Dex 15+.

Benefit: You can make a Survival check (DC 15) to determine the direction of any location you have ever visited. This determination does not allow you to intuitively know how far away that location is, although an intelligent character could do triangulation to determine that.

Normal: A successful Survival check reveals true north.

Special: If you fail an Survival check using the Inertial Compass feat you cannot use the feat again until you visit the location you tried to pinpoint, where you may then 'reset' your internal sense of direction.

Master of Concurrence (Psionic)

You can take a concentration action as a move action.

Prerequisite: Reserve power points 15+.

Benefit: So long as you have a sufficiently large power pool, you may take a concentration action to maintain an already activated psionic power as a move action that provokes an attack of opportunity. If you invoke an additional psionic power while using this feat you must pay 1 extra power point to manifest this power.

Normal: Concentration is a standard action.

Mind of Fire (Metapsionic)

You were born with an innate understanding of the essence of fire.

Prerequisite: Con 13+.

Benefit: Any psionic power or feat you use with the fire descriptor or with the words flame or fire in the title does +1 damage per dice. Powers that do not do damage (i.e. *control fire*) last for one round after their duration would elapse or you stop concentrating on them.

Special: You can instantly assess how much damage someone or something took from a fire based attack.

Mind of Gears (Metapsionic)

You have an intuitive grasp of how to create objects using psionic powers.

Prerequisite: Int 15+.

Benefit: You gain a +2 competence bonus to all Craft skill checks required for the use of any metacreativity psionic power.

Normal: You use your unmodified Craft skill to create complex items.

Pillar of the World (Psionic)

Your telekinetic powers are greater than the normal psionics.

Prerequisite: Con 13+.

Benefit: You have an unusually strong telekinetic gift. Any time when you manifest a power with the word telekinesis in its name, you may double the maximum weight the power can manipulate as a free action. When the power ends, you become fatigued and must rest.

Psionic Deflection (Psionic)

Your psychokinetic powers deflect attacks that you could not ordinarily prevent.

Prerequisites: Dex 13+, Dodge, Psionic Dodge, Inertial Armour, reserve power points 7+.

Benefit: When someone targets you with a coup-de-grace attack, the attack does normal damage (including sneak attack damage) and you do not have to make a Fortitude saving throw to resist death.

Normal: A coup-de-grace attack automatically inflicts critical damage and requires a Fortitude save with a DC equal to the damage inflicted to avoid death.

Ritual Bound (Metapsionic)

You require the rituals of magical action to focus your psionic powers.

Benefit: You must select at least one component (verbal, material, or somatic) for each power your manifest. When you use that power, you must be able to use that component or the manifestation



NEW FEATS

automatically fails. When manifesting that power you gain a bonus to your Concentration checks equal to 1 + the number of components you selected for that power.

Normal: Psionic powers do not require any of the three traditional spell components (verbal, somatic, or material) to manifest.

Special: May only be selected by a 1st level character.

Seed of Calm (General)

Even in a rage you maintain a small, still part of your mind that can use psionic powers.

Prerequisites: Wisdom 13+, ability to rage.

Benefit: While using the rage ability, you may use 1st and 2nd level psionic powers, though each power costs an additional power point to manifest. You may also spend power points to activate psionic feats, though each again cost an additional power point to activate. You may not use any psionic power that has 'concentration' listed as its duration.

Normal: You may not use any abilities or powers requiring concentration while using the rage ability.

Spatial Sense (Psionic)

You have perfect awareness of distance and timing.

Prerequisite: Dex 15+, reserve power points 1+.

Benefit: So long as you have 1 point in your power pool, you have perfect awareness of the movement of objects though space and time. This allows you to accurately measure any objects within clear sight to one hundredth of an inch without using any tools, or to determine the exact speed and trajectory of any object you can see.

Normal: You have only rough awareness of distance and timing without skill or Int checks.

Special: If you have the Psionic Dodge feat in addition to Spatial Sense, you gain an additional +1 dodge

bonus to Armour Class against ranged attacks directed at you by your Psionic Dodge target.

Sticky Hands (Latent)

You are very difficult to disarm and have an uncanny knack of holding onto surfaces.

Prerequisite: Dex 15+.

Benefit: Your hands naturally seem to stick to the objects that you wish to hold on to. You gain a +2 bonus to resist disarm attempts and a +2 competence bonus to all Climb checks.

Special: A psionic may spend 1 power point as a free action to double the bonuses granted by this feat for one round. This gives the psionic a +4 bonus to resist disarm attempts and a +4 competence bonus to all Climb checks.

Surge of Speed (Latent)

You can cover ground very quickly.

Prerequisite: Dex 15+.

Benefit: For one round you may double your movement rate. At the end of the round you become fatigued for 3 rounds.

Special: A psionic may spend 1 power point when doubling his movement rate to avoid becoming fatigued.

Time Sense (Latent)

You always know when you are.

Prerequisite: Dex 13+.

Benefit: You can accurately tell the time within a few seconds without external reference. If knocked unconscious, you can instantly determine the duration of your unconsciousness.

Special: A psionic may spend 1 psionic power point to ignore the disorientation caused by using some time-related or altering powers.

True Power (Metapsionic)

Your powers fundamentally alter reality, making them more difficult to negate.

Prerequisite: Dex 13+, Con 13+ and Int 13+.

Benefit: Your intense world shaping gifts allow you to fundamentally alter the shape of the universe. Your metacreativity, psychokinetic and psychoportation powers gain a +2 bonus to the DC of any general attempt to negate or dispel them. Furthermore you gain a +2 bonus against any roll to divert or hinder your teleportation effects.



Twisting Fingers (Latent)

Your thief's tools can reach where they shouldn't.

Prerequisite: Con 15+.

Benefit: You gain a +2 inherent bonus when using Disable Device to disarm traps. This bonus stacks with the bonus from Skill Focus or other feats that add to Disable Device checks.

Special: A psionic may spend 1 psionic power point to gain a +4 inherent bonus to Disable Device checks for one particular trap.

Unseen Fist (Psionic)

You may make an unarmed ranged attack.

Prerequisites: Str 13+, Psionic Fist.

Benefit: When you spend 3 power points, you may make a normal unarmed attack on any target within 30 feet. You expend the power points whether the attack succeeds or not. The attack deals normal damage for your unarmed attacks; no psionic, supernatural or spell-like abilities may enhance these attacks in any way.

World Shaper Feats

Feat	Type	Prerequisite
Blooded Blade	Latent	Dex 15+, Weapon Specialisation
Blood Transfer	Psionic	Body Fuel, Inner Strength, Talented
Craft Focus	Item Creation	Manifester level 3 rd +
Creative Talent	Latent	Int 15+
Empty Strength	Latent	Con 15+, Improved Unarmed Strike
Enhanced Psionic Weapon	Psionic	Str 13+, Power Attack, Psionic Weapon, base attack bonus +5 or higher
Etheric Fist	Psionic	Str 13+, Psionic Fist
Falcon Flight Strike	Latent	Wis 15+
Fire Blade	Psionic	Str 13+, Power Attack, Psionic Weapon, base attack bonus +3 or higher
Ghost Suppression	General	Iron Will
Guided Shot	Latent	Con 15+
Hand of the Maker	Latent	Int 15+
Inertial Compass	Latent	Dex 15+
Master of Concurrence	Psionic	Reserve power points 15+
Mind of Fire	Metapsionic	Con 13+
Mind of Gears	Psionic	Int 13+
Mind of Thunder	Metapsionic	Con 13+
Perfect Reactions	Latent	Con 15+
Pillar of the World	Psionic	Con 13+
Psychic Deflection	Psionic	Dex 13+, Dodge, Psionic Dodge, Inertial Armour, reserve power points 7+
Ritual Bound	Metapsionic	-
Seed of Calm	General	Wis 13+, rage ability
Spatial Sense	Psionic	Dex 15+, reserve power points 1+
Sticky Hands	Latent	Dex 15+
Surge of Speed	Latent	Con 15+
Time Sense	Latent	Dex 15+
True Power	Metapsionic	-
Twisting Fingers	Latent	Dex 15+
Unseen Fist	Psionic	Str 13+, Psionic Fist



NEW PSIONIC POWERS

This chapter contains a focused list of psionic disciplines for both psions and psychic warriors. These disciplines directly relate to the metacreativity, psychokinesis and psychoportation psionic disciplines. The entries follow the format established in the *Psionics Handbook*.

ABBREVIATIONS

Discipline descriptions commonly use the following abbreviations:

Au – for auditory manifestations (a deep hum audible within 100 feet).

Ma – for material manifestations (ectoplasm covers the subject).

Me – for mental manifestations (all living creatures within 30 feet hear a ringing sound in their minds).

Metcre – for metacreativity (the discipline of creating objects from the material of the astral plane).

Ol – for olfactory manifestations (a unique scent familiar to each individual fills a 20 foot area).

Psykin – for psychokinesis (the discipline of manipulating and transforming physical properties).

Psyport – for psychoportation (the discipline of manipulating space and time).

V̄i – for visual manifestations (the manifester's eyes glow with silver fire and rainbow light emanates from him in a 5 foot radius).

PSION POWERS

1st-Level Psion Powers

- Metcre** **Brace.** Increase the hit points and hardness of a touched object.
Ectoplasmic Lash. Creates a weapon that does 1d4 damage with a touch attack.
Mind Sphere. Creates a floating globe of silvery light.
- Psykin** **Metaphysical Weapon Transformation.** Cause a weapon to do damage as if made of silver.
- Psyport** **Between Blinks.** You may take one move action as a free action.
Object Recall. Creates a standing boomerang effect.

2nd-Level Psion Powers

- Metcre** **Prismatic Mantle.** Ranged attacks have a chance to miss you equal to 5% per level.
Sudden Shield. Absorbs 2 hp/level of damage from one attack directed at a specific target.
Silver Skin. Create silver armour that halves bludgeoning and slashing damage.
- Psykin** **Cut the Light.** Deal 3d8 damage to all celestials in a 10 ft. radius.
Bear Hand. Touch attack sends target flying away.
Metapsychic Lens. Thin the barrier between the Material and Astral planes.
- Psyport** **Compress Range.** Your ranged attacks are always in point blank range.

3rd-Level Psion Powers

- Metcre** **Embody Thought.** Create a long-lived astral construct to serve you.
Sphere Storm. Create 1 glowing sphere per level.
- Psykin** **Weakening.** Your touch damages the hardness of objects of Medium or smaller size.
Indwelling Sphere of Power. You concentrate your savant powers into a glowing golden ball.
Metaphysical Weapon Infusion. Change the damage type of a weapon.
- Psyport** **Displace Attacks.** Attacks aimed at you have a tendency to miss completely.

4th-Level Psion Powers

- Metcre** **Major Sudden Shield.** Creates a shield that absorbs 4 hp/level from an attack.
Mask of Air. You create a bubble of ectoplasm that acts as breathable air.
- Psykin** **Deny Light.** Create a sphere of darkness that absorbs light.
Telekinetic Pulse. You generate a pulse that pushes things back from you.
- Psyport** **Replay Action.** Force another person to replay their last action.

5th-Level Psion Powers

- Metcre** **Create Seed.** Store a power in a living creature that releases on death.
Enflesh Thought. As *embody thought* but with a stronger construct.
- Psykin** **Greater Weakening.** You can weaken an object of up to Huge size.

Psyport **Ignite Blade.** You transform a weapon into a shining pilum of fire.
Distort Space. You create a distortion around your targets freezing them in place.
Time Rift. You bring an area of effect attack spell back from the past.

6th-Level Psion Powers
 Metcre **Astral Structure.** Create a fairly large construction that requires concentration.
Ectoplasmic Solvent. Creates a powerful acid that you shape with your mind.

Psykin **Arrow of the Gods.** You generate a bolt of stultifying force that deals 8d6 damage.
Burning Gaze. You may make a gaze attack (2d6 fire damage) each round.
 Psyport **Combat Teleportation.** You teleport about the battlefield.

7th-Level Psion Powers
 Metcre **Ennoble Thought.** As *enflesh thought* but with a yet stronger construct.
 Psykin **Supreme Weakening.** You can weaken an object of up to Colossal size.

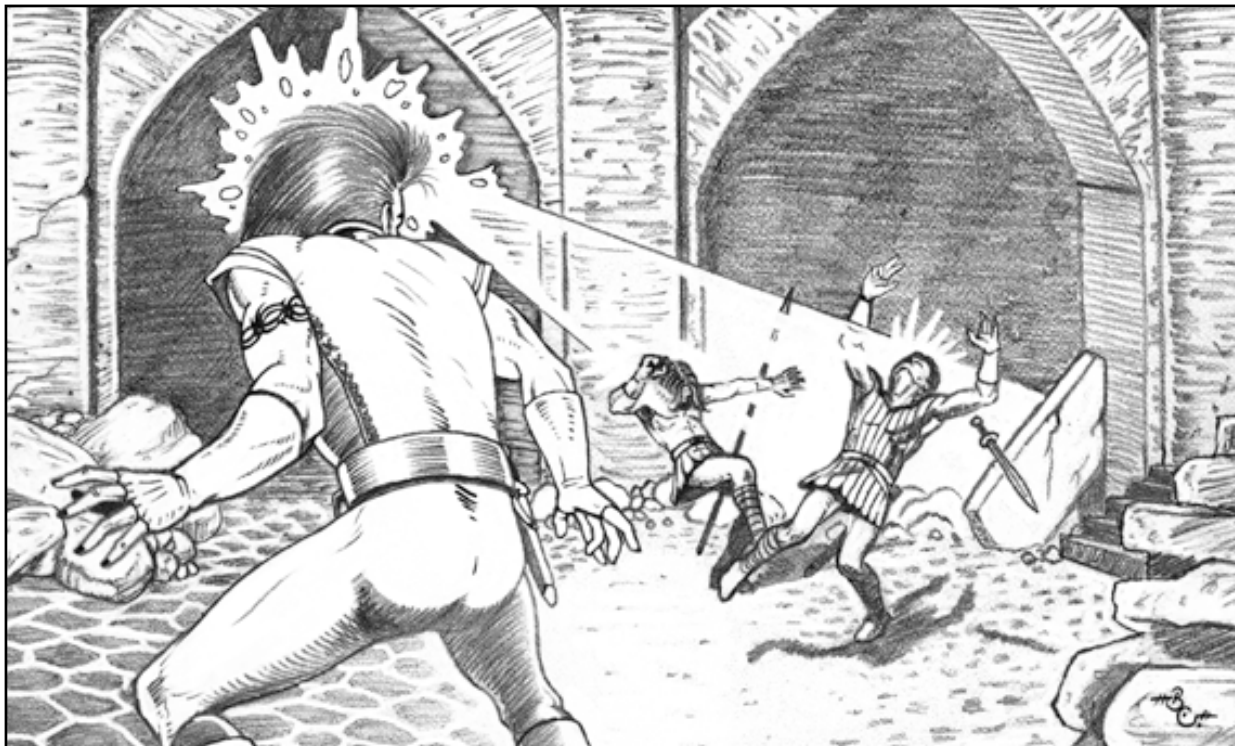
Psyport **Deny Action.** You delete a single target's round from the time stream.

8th-Level Psion Powers
 Metcre **Tower of the Mind's Eye.** Creates a substantial dwelling where you command.

Psykin **Crush Heart.** You reach into the target's body and squeeze.
 Psyport **Shear.** You cut something in half by distorting space within it.

9th-Level Psion Powers
 Metcre **Incarnate Thought.** As *ennoble thought* but with a massively powerful construct.

Psykin **Shatter Planar Barrier.** You temporarily remove the distinctions between two planes.
 Psyport **Negate Actions.** You remove 1d4 rounds of the target's actions from the time stream.
Wrinkle Space. You create a teleport zone between two familiar places.



PSYCHIC WARRIOR POWERS

1st-Level Psychic Warrior Powers

Between Blinks. You may take one move action as a free action. (Dex)

Ectoplasm Lash. Creates a weapon that does 1d4 damage with a touch attack. (Int)

Metaphysical Weapon Transformation. Cause a weapon to do damage as if made of alchemical silver. (Con)

Mind Sphere. Creates a floating globe of silvery light. (Int)

Object Recall. Creates a standing boomerang effect. (Dex)

2nd-Level Psychic Warrior Powers

Compress Range. Your ranged attacks are always in point blank range. (Dex)

Grasp Weapon. Psychokinetically wrestle for a weapon. (Con)

Prismatic Mantle. Ranged attacks have a chance to miss you equal to 5% per level. (Int)

Silver Skin. Create silver armour that halves bludgeoning and slashing damage. (Int)

3rd-Level Psychic Warrior Powers

Displace Attacks. Attacks aimed at you have a tendency to miss completely. (Dex)

Metaphysical Weapon Infusion. Change the damage type of a weapon. (Con)

Sphere Storm. Create 1 glowing sphere per level. (Int)

4th-Level Psychic Warrior Powers

Replay Action. Force another person to replay their last action. (Dex)

Deny Light. Create a sphere of darkness that absorbs light. (Con)

Mask of Air. You create a bubble of ectoplasm that acts as breathable air. (Int)

Telekinetic Pulse. You generate a pulse that pushes things back from you. (Con)

5th-Level Psychic Warrior Powers

Ignite Blade. You transform a weapon into a shining star of fire that does 4d6 fire damage per hit. (Con)

Third Hand. You cause a weapon to wield itself for a time. (Con)

6th-Level Psychic Warrior Powers

Arrow of the Gods. You generate a bolt of movement-nullifying force that deals 8d6 damage. (Con)

Burning Gaze. You may make a free 2d6 fire damage gaze attack each round. (Con)

Combat Teleportation. You teleport about the battlefield. (Dex)

POWER DESCRIPTIONS

Arrow of the Gods

Psychokinesis (Con) [Force]

Level: Psion 6/Psychic Warrior 6

Display: Me, OI

Manifestation Time: 1 action

Range: Long (400 ft.+40 ft./level)

Area: One target

Duration: Instant

Saving Throw: Reflex half (see text)

Power Resistance: Yes

Power Points: 11

You concentrate your psychokinetic powers into a glowing, foot-long bolt of force. The bolt deals 8d6 force damage to its target. The target may make a Reflex save to take half damage. If the target fails the Reflex save, it must make a Fortitude save or be stunned for 2d4 rounds.

Astral Structure

Metacreativity (Int)

Level: Psion 6

Display: Ma, Me, Vi

Manifestation Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Effect: 10 ft. cube/level of astral material in the shape the caster desires

Duration: Concentration

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 11

You channel vast amounts of ectoplasm from the Astral Plane, shaping it into a solid structure fashioned from your thoughts. The structure possesses whatever decorative or functional features you desire. You can create anything you imagine that does not possess complex moving parts or require some kind of chemical reaction to fuel it.

The surface of an *astral structure* appears opaque from the outside. It glitters faintly with an ever-changing mixture of gold and silver light. If the structure has an interior space, the walls appear translucent allowing those inside to foggily make out approaching objects. Anyone within the structure has a -5 penalty to Spot checks to see anything outside of the structure.

Astral structures last for as long as you maintain concentration. If any part of the structure takes more than 10 points of damage from any single source, you must make a Concentration check (DC 20); failure results in the structure immediately dissolving. The ectoplasm making up the structure has a hardness of 10 along its surface and effectively infinite hit points.

Bear Hand

Psychokinesis (Con)
Level: Psion 2
Display: Ma
Manifestation Time: 1 action
Range: Touch
Target: One creature
Duration: 1 round/level until discharged
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 3

You generate a wave of psychokinetic power focused through your hand. The next Medium-size target you touch must make a Will save or be thrown back 5 feet per manifester level. If the target fails its Will save, it must make an additional Reflex save to avoid being knocked prone and stunned for one round. The touch counts as an unarmed attack that does not provoke an attack of opportunity.

If the target impacts a solid fixed object (like a wall) it takes 1d4 points of nonlethal damage per manifester level (maximum 10d4 damage). The object takes half of that damage.

Any living creature along the line of travel of the original target must make a Reflex save or be struck by the target. If the second creature fails then both it and the original target take 1 point of nonlethal damage per manifester level. Both creatures now

occupy the space originally occupied by the second creature. Both creatures are prone and must take a move action to stand up.

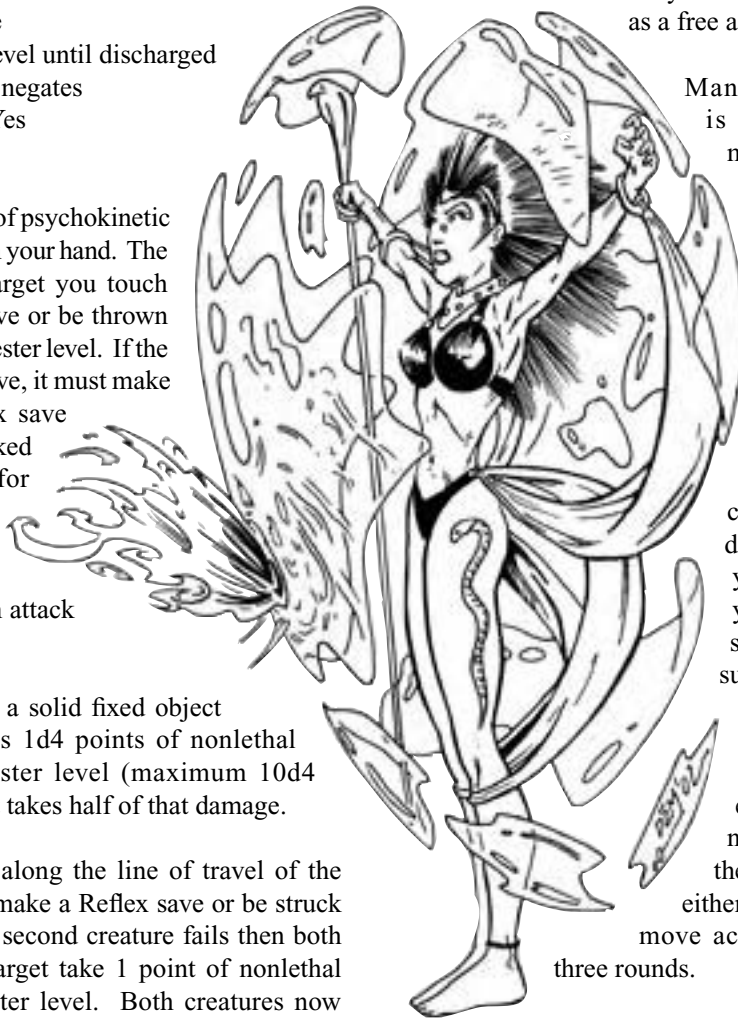
Between Blinks

Psychoportation (Dex)
Level: Psion 1/Psychic Warrior 1
Display: Me
Manifestation Time: 1 action
Effect: Take one move action as a free action
Range: Personal
Target: You
Duration: 1 round
Saving Throw: None
Power Resistance: No
Power Points: 3

You create a slight 'glitch' in the time stream, a small bubble of 'no-time' that you can enter at will. Any time during the duration of the power, you can spend one power point and slip into that bubble. Doing so allows you to take one move action as a free action.

Manifesting this power is a free action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

If something interrupts *between blinks* during manifestation, or cancels *between blinks* during the round that you use the effect, you must make a Will save (DC 20). If you succeed, you come out of the zone of no-time with no negative repercussions and the effect is cancelled a normal. If you fail then you may only take either a standard action or a move action each round, for three rounds.



NEW PSIONIC POWERS

Brace

Metacreativity (Int)

Level: Psion 1

Display: Ma, Vi

Manifestation Time: 1 action

Range: Touch

Target: One object

Duration: Concentration

Saving Throw: None

Power Resistance: No

Power Points: 1

You create a thin running stream of ectoplasm that covers any single inanimate object of up to Medium-size you touch. So long as you remain in contact with the object, the ectoplasm continues to stream forth. As soon as you lose physical contact, the ectoplasm vanishes.

An object covered in ectoplasm by the *brace* power gains +2 hardness and +10 temporary hit points for the duration of the effect. It also adds +5 to its break DC.

A *braced* object does not lose any flexibility. Although covered in ectoplasm, it does not become slick to the touch.

Burning Gaze

Psychokinesis (Con) [Fire]

Level: Psion 6/Psychic Warrior 6

Display: Me, Vi

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One target per round

Duration: 1 round/level

Saving Throw: Reflex half

Power Resistance: Yes

Power Points: 11

By force of will, you manifest a mobile psychokinetic field that ignites any object entrapped within. During the first round of manifestation, you choose one target that takes 2d6 fire damage. That target may make a Reflex save for half damage. Each round after the first you may, as a free action, switch from the initial target to any other target in range. If you select a new target it takes 2d6 fire damage. If you continue focusing on the same target, it takes 2d6 damage plus 2 points of damage for every round beyond the first that you maintain your focus on the creature. For example,

on the third round of focusing on a creature it takes 2d6+4 points of fire damage.

Burning gaze's standing psychokinetic field appears as a slight shimmering in the air. Detecting it requires a Spot check (DC 20).

Unattended objects targeted by *burning gaze* do not get a saving throw against the damage.

Combat Teleportation

Psychoportation (Dex) [Teleportation]

Level: Psion 6/Psychic Warrior 6

Display: Au

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: You

Duration: 1 round/level

Saving Throw: None

Power Resistance: No

Power Points: 11

You use your mastery of space and time to perform 'teleportation skips' around a small area. Once per round as a free action you may teleport to any location you can see within range. This teleportation occurs instantly. As with any free action, you may take this action and take a full-attack action. You do not provoke attacks of opportunity for entering or exiting a threatened area using *combat teleportation*.

Compress Range

Psychoportation (Dex)

Level: Psion 2/Psychic Warrior 2

Display: Me, Vi

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One target

Duration: 1 round/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

You create a minor distortion in space between you and a single target of your choosing. Any ranged weapon or ammunition from a ranged weapon passing through the distortion acts as if it only has to pass through 10 feet of space before impacting its target. You also have a sense of the target's immediacy; as if it were standing right next to you. This allows you to use feats and special abilities like Point Blank Shot or sneak attack normally. Any ranged weapon you fire

at the target suffers from no range penalties out to the power's range for the duration. If the target moves out of the power's range, calculate the range penalty for the shot as if it originated from the last point at which the target was within range. You may not shift the target of this ability once the power activates.

Create Seed

Metacreativity (Int)

Level: Psion 5

Display: Ma, Me

Manifestation Time: 1 action

Range: Touch

Target: One creature

Duration: 1 day/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 9

At your command the ectoplasm of the Astral Plane forms into a small silver seed. This seed burrows into the flesh of any living target you touch. The life force of that creature holds the seed together, preventing it from releasing its contents. If the creature containing the seed dies, the seed bursts forth.

When you create the seed, you may manifest any psionic power you possess. You must pay the cost for any power you choose to manifest in addition to the power point cost for *create seed*. The seed traps that manifestation and holds it until either it has a chance to expand or the duration of the power elapses.

A seed lasts for one day per manifester level. If the duration of the power elapses without the seed expanding then it vanishes back into the Astral Plane harmlessly. The seed cannot be detected with the *detect psionics* power.

If the carrier of the seed enters a *null psionics field* then the seed vanishes harmlessly. If the carrier of the seed falls within the area of a *negate psionics* power then the seed resists normally. If the *negate psionics* power cancels the seed then the power stored in the seed goes off normally with no chance of negation by the *negate psionics* power.

Crush Heart

Psychokinesis (Con)

Level: Psion 8

Display: Me

Manifestation Time: 1 action

The interrogation had resumed. Alred had moved all of his tools away; there was no need for them any more. Gerald sat on one; the inquisitor sat on the other. One guard – the older one who had hurt the prisoner so badly a few days ago looked on.

'Odd. Odd wasn't it? When Ki'in's messenger died like that. Just fell down. Beautiful, golden feathers everywhere!'

Alred's face did not even twitch. Gerald's perception of the Summoning three weeks earlier shed a great deal of light on the sudden death of the Most Holy Ki'in's personal envoy.

'Feathers and blood. So much blood...'

Forcing a slight smile onto his taut features, Alred patted the old man approvingly. Despite the hatred that curdled in his belly, he would maintain his relationship with this broken thing. And he would find out every last drop of information about the heathen monstrosities that appeared to have infested his beloved kingdom.

Range: Close (25 ft. + 5 ft./level)

Target: One target

Duration: Instant

Saving Throw: Fortitude half (see text)

Power Resistance: Yes

Power Points: 15

Using your psychokinetic powers you reach into the target's body and reduce its beating heart to a pulped mass. If the target fails his Fortitude save, it immediately takes 4d6 damage and must make a Fortitude save DC (10 + damage dealt) or die. Should the target succeed its Fortitude save, it takes half damage from the effect but must still make the second Fortitude save to avoid death (DC 5 + damage dealt). *Crush heart* does not work on creatures immune to coup-de-grace attacks, critical hits, or that the Games Master rules have no heart.

Cut the Light

Psychokinesis (Con)

Level: Psion 2

Display: Au, Ma

Manifestation Time: 1 action

Range: Touch

Area: One or more celestials within a 10 ft. radius emanation of the touched target



NEW PSIONIC POWERS

Duration: Instant
Saving Throw: Will half
Power Resistance: Yes
Power Points: 3

You twist reality slightly; causing all creatures within a 10 foot radius of a creature or object you touch to momentarily lose their connection with the Positive Energy Plane. This disruption causes mild discomfort in mortals who can channel positive energy. It deals 3d8 damage to all celestial beings within the area of effect. Celestials brought to zero hit points by *cut the light* must make a Will save (DC 20) or return to their home plane.

Deny Action
Psychoportation (Dex)
Level: Psion 7
Display: Au
Manifestation Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instant
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 13

Deny action represents an advanced form of the *replay action* power. The two powers share many of the same attributes. However, *deny action* removes a creature's round of action entirely rather than forcing it to replay it. The denied round vanishes forever, eventually fading from the awareness of the witnesses. Only you remember that it ever happened.

Deny Light
Psychokinesis (Con)
Level: Psion 4/Psychic Warrior 4
Display: Au
Manifestation Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: 30 ft. radius darkness, 300 ft. radius low light
Duration: 1 minute/level
Saving Throw: None
Power Resistance: No
Power Points: 7

You create a sphere that absorbs all light within its radius anywhere within range. Everyone within the sphere becomes effectively blind so long as they remain within the area. The area within a 300 foot radius of the sphere immediately dims to low light

conditions as well. Furthermore, any spell or power with the words 'searing' or 'light' in their title cannot target anyone within the sphere at all, and have a -1 penalty to all damage rolls made against targets in the area of the low light effect.

Displace Attacks
Psychoportation (Dex)
Level: Psion 3/Psychic Warrior 3
Display: Me, Vi
Manifestation Time: 1 action
Range: Personal
Target: You
Duration: Concentration
Saving Throw: Will negates (see below)
Power Resistance: No
Power Points: 5

You have the power to twist space around yourself in an active fashion, causing directed attacks of any sort (even targeted spells) to miss you completely. Every person that succeeds in hitting you with a melee, ranged or magical attack must make a Will save. Those that succeed strike you without difficulty. Those that fail find that their attack misses by no more than a quarter of an inch. This power has no effect on attacks that do not target you specifically, such as an area of effect blast.

Unlike many powers, breaking through *displace attacks* the first time does not necessarily guarantee success in following efforts. The attacker must make a separate Will save for each specific attack.

Distort Space
Psychoportation (Dex)
Level: Psion 5
Display: Ol, Vi
Manifestation Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: Up to one target/level, no two of which can be more than 10 ft. apart
Duration: Concentration
Saving Throw: Reflex negates
Power Resistance: Yes
Power Points: 9

You create a sliding distortion in space that surrounds your target. Each target may make a Reflex save to avoid the distortion. If the target succeeds then it avoids capture. If it fails then it is bound in place, unable to move, although it can take other actions

normally. By taking a full-round run action, a target affected by *distort space* can move 5 feet.

From the perspective of an affected target, the ground seems to stretch out in odd angles before them. Although the target can reach other creatures, every time it puts a foot out to move, the surface twitches away. From the outside, the target appears to be running in place, never making any progress towards its unknown goal.

Ectoplasmic Lash

Metacreativity (Int) [Force]

Level: Psion 1/Psychic Warrior 1

Display: Ma

Manifestation Time: 1 action

Range: Personal

Target: One target

Duration: 2 rounds/level

Saving Throw: None

Power Resistance: No

Power Points: 1

You channel a single strand of ectoplasm from the Astral Plane, tying it off into a lash. The whip changes length and width from moment to moment but is never longer than 20 feet in length, nor thinner than one-quarter of an inch in diameter. It has a braided texture and a faintly luminescent silver colouration.

This faintly luminescent silver lash strikes at your command. As a standard action, the manifester may order it to strike one creature within 20 feet. The attack counts as a ranged touch attack that does not provoke an attack of opportunity. A creature struck by the whip takes 1d4 force damage and is covered in ectoplasm for one round. The ectoplasm has no effect on the target other than to make it slimy to the touch.

You have only partial control of the lash. When not attacking a target, the lash whips about randomly avoiding living things. It does no damage to any item or object it may hit.

If you wish to 'wrap' the lash around an object you must make both a successful ranged touch attack and a Concentration skill check (DC 20). Even if the lash wraps around an object, it does not count as a grapple attack. Furthermore, the lash can only tug five pounds of weight per manifester level.

The *ectoplasmic lash* has hardness 1 and 2 hit points. If something severs the lash before the duration of

the power expires, you may manifest it again as a free action.

Ectoplasmic Solvent

Metacreativity (Int) [Acid]

Level: Psion 6

Display: Au, Vi

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft/level)

Area: 5 ft. square per round

Duration: Concentration (up to 2 rounds/level)

Saving Throw: Reflex half

Power Resistance: Yes

Power Points: 11

You open a path to the Astral Plane, channelling out a mass of translucent, glowing, caustic silver ectoplasm. The first round the ectoplasm covers a 5 foot square. For each round that you maintain concentration, the ectoplasm grows to cover another 5 foot square. Any creature in the area of effect at the start of a round takes 4d6 acid damage. Creatures can make a Reflex save for half damage. Unattended objects take 4d6 acid damage per round.

For the duration of the effect, the ectoplasm remains under your limited control. You can not prevent it from doing any damage in a round, or cause it to gather itself into a 5 foot square as a free action that does not provoke an attack of opportunity. The command



NEW PSIONIC POWERS

'The little man who rings the bells at church. He's an odd one. All bent over. Wearing heavy cloaks all the time.'

The inquisitor gripped his knees tightly as he heard his charge ramble on and on.

'He doesn't have any skin. No skin. No bones. Just eyes and hands and a mind.'

These abominations had infested every area of society. Alred was tortured with the notion that he had stumbled upon this conspiracy simply too late.

'Such a mind. No mind. A will? Someone's will. Someone's will...'

Someone's will. Riddled throughout the stratas of religion, state and royalty.

only lasts for a round, then the ectoplasm returns to its previous configuration.

Ectoplasmic solvent does not have any real substance outside of your will. It vanishes at the end of the maximum duration, when you stop concentrating on it or when you move out of range. The solvent can climb vertically over (or eventually dissolve) physical obstructions. It cannot manifest or move into an area that you cannot see.

Embody Thought Metacreativity (Int)

Level: Psion 3

Display: Ma, Vi

Manifestation Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Target: One created astral construct

Duration: See below

Saving Throw: None

Power Resistance: No

Power Points: 5 (see below)

You concentrate a portion of your power into a minor astral construct that takes on some semblance of independent life. In truth, its existence depends entirely on your powers and fragments of your personality dedicated to its maintenance and care. You choose the construct's basic appearance, although it can never appear like anything drawn from the natural world.

This power creates a 'permanent' 2nd level astral construct to satisfy your desires. This construct possesses native intelligence equal to your positive Intelligence modifier. It can follow complex orders to the letter. In unknown or unanticipated situations, the construct uses whatever native cunning it possesses to cope.

The construct maintains constant telepathic contact with you so long as it remains within 1 mile. It communicates basic information back along the length in phrases no longer than three words each. Despite its limited intelligence, the construct can receive complex orders; it supplements its native intellect with knowledge from your subconscious mind.

When casting this spell, only your own base power points may be used (not bonus power points or points from *crystal capacitors* or the like). You may dally with the construct as long as you wish. While the construct exists, you do not regenerate the power points invested in its creation. When the construct finally vanishes (either by dismissal or more violent means) the invested power points return normally.

Enflesh Thought Metacreativity (Int)

Level: Psion 5

Display: Ma, Vi

Manifestation Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: See below

Saving Throw: None

Power Resistance: No

Power Points: 9

Enflesh thought represents an advanced version of *embody thought*. The powers share identical characteristics except you create a 4th level astral construct using *enflesh thought* rather than the weaker 2nd level construct of *embody thought*.

Ennoble Thought Metacreativity (Int)

Level: Psion 7

Display: Ma, Vi

Manifestation Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: See below

Saving Throw: None

Power Resistance: No**Power Points:** 13

Ennoble thought represents an even more advanced version of *embody thought*. The powers share identical characteristics except you create a 6th level astral construct using *ennoble thought* rather than the weaker 2nd level construct of *embody thought*.

Grasp Weapon

Psychokinesis (Con)

Level: Psychic Warrior 2**Display:** Vi**Manifestation Time:** 1 action**Range:** Medium (100 ft. + 10 ft./level)**Target:** One object**Duration:** Concentration**Saving Throw:** Will negates (see below)**Power Resistance:** Yes**Power Points:** 3

You reach out with your psychokinetic powers, grasping an object no larger than Medium-size that another intelligent creature holds. As long as you maintain concentration, the target must make a Will save every round or be unable to either move or release the object.

Grasp weapon lasts for as long as you maintain your concentration. Whenever the creature carrying the targeted object wishes to act (i.e. at its initiative point in a combat round) it must make a Will save. If it succeeds it can move the target object freely. If it fails, it not only cannot move the object, but it also cannot release the object. This effectively 'sticks' the creature in one spot until its next chance to resist.

Fighting with a weapon under the total effect of *grasp weapon* presents numerous difficulties. Melee weapons cannot attack. Bows and thrown weapons suffer a similar effect. A loaded crossbow can fire, but cannot be reloaded and is has a -6 penalty on attack rolls. On the other hand, it is impossible to disarm the weapon too.

A character within 5 feet of the targeted object may assist the wielder in any attempts to wrestle the object free as a standard action.

Greater Weakening

Psychokinesis (Con)

Level: Psion 5**Display:** Ma**Manifestation Time:** 1 action**Range:** Touch**Target:** One object up to Huge size**Duration:** 1 round/level until discharged**Saving Throw:** Will negates**Power Resistance:** Yes**Power Points:** 9

As *weakening*, but the power affects an object of up to Huge size. Additionally, this power deals 3d4 damage to the object's hardness rather than 2d4.

Incarnate Thought

Metacreativity (Int)

Level: Psion 9**Display:** Ma, Vi**Manifestation Time:** 10 minutes**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** One creature**Duration:** See below**Saving Throw:** None**Power Resistance:** No**Power Points:** 17

Incarnate thought represents the ultimate version of *embody thought*. The powers share identical characteristics except you create an 8th level astral construct using *incarnate thought* rather than the weaker 2nd level construct of *embody thought*.

Ignite Blade

Psychokinesis (Con) [Fire]

Level: Psion 5/Psychic Warrior 5**Display:** Me, Vi**Manifestation Time:** 1 action**Range:** Touch**Target:** One weapon**Duration:** 1 round per point of hardness**Saving Throw:** None (see below)**Power Resistance:** No**Power Points:** 9

By focusing your psychokinetic powers into a weapon you hold you transform it from normal metal into a substance that burns on contact with air. The weapon burns with a blue-white flame that radiates tremendous heat. As the weapon burns, you use your psychokinetic powers to provide stability and strength to the slowly crumbling material until the object finally falls away into ash.



NEW PSIONIC POWERS

The *ignited* weapon deals 4d6 fire damage to any creature it strikes. The flame's intensity allows it to burn through any normal material; objects with hardness 7 or below struck by the weapon must make an immediate Fortitude save or be destroyed. Furthermore, the wielder of the blade takes 1 point of fire damage every round that he holds it.

The wielder's psychokinetic powers support the weapon for the duration of the effect allowing the weapon's hardness and hit points to remain unchanged for the duration. *Ignite blade* lasts for one round per point of the ignited weapon's hardness. At the end of that time, the weapon dissolves into silvery powder.

While it burns, the weapon gives off sufficient light to illuminate a 100 foot radius. Any light sensitive creature within 10 feet of the weapon must make a Reflex save or be blinded for 1d4 rounds. The light is sufficiently bright to count as sunlight for the purposes of determining damage to undead creatures.

Indwelling Sphere of Power

Psychokinesis (Con)

Level: Psion 3

Display: Me, Vi

Manifestation Time: 1 full round action

Range: Medium (100 ft. + 10 ft./level)

Effect: Extended range on psychokinetic abilities

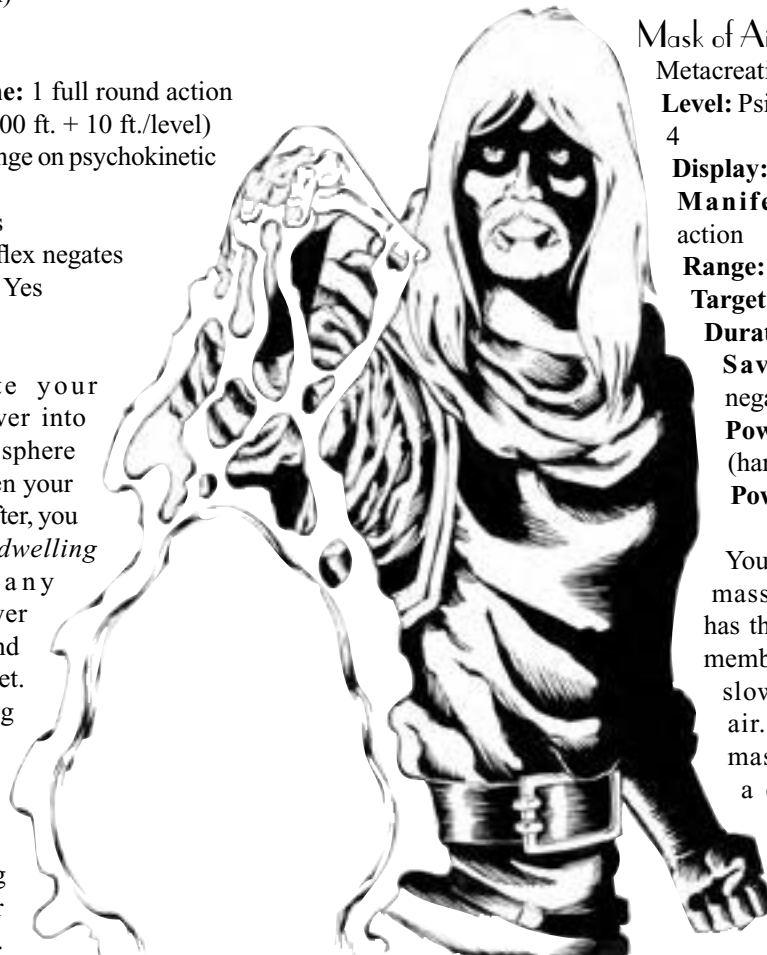
Duration: 2 rounds

Saving Throw: Reflex negates

Power Resistance: Yes

Power Points: 5

You concentrate your psychokinetic power into a glowing golden sphere that appears between your palms. The round after, you can charge the *indwelling sphere* with any psychokinetic power of 1st or 2nd level and release it at the target. The indwelling sphere covers the distance in a blade of golden light, then strikes the target delivering the psionic power directly to the target.



The target may make a Reflex save to negate the effect. It may also make any save normally allowed to it by the power carried by the *indwelling sphere*.

If the psionic power within the *indwelling sphere* has an area of effect, that area centres on the target struck by the sphere. The sphere may target objects as well as creatures.

Major Sudden Shield

Metacreativity (Int) [Force]

Level: Psion 4

Display: Ma, Me

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One target

Duration: Instant

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 7

As *sudden shield*, except you create a shield that absorbs 4 hit points per manifester level.

Mask of Air

Metacreativity (Int)

Level: Psion 4/Psychic Warrior 4

Display: OI, Vi

Manifestation Time: 1 action

Range: Touch

Target: One target

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 7

You create a shimmering mass of ectoplasm that has the properties of a gel membrane and evaporates slowly into breathable air. If you place this mass over the head of a creature that needs to breathe, you allow it to move freely though otherwise hostile

atmospheres (i.e. underwater or though a burning building) with a supply of pure air that lasts for one hour per manifester level. Anyone wearing the mask of air gets a +10 circumstance bonus to all saving throws to resist gaseous attacks requiring inhalation.

Metaphysical Weapon Infusion

Psychokinesis (Con)

Level: Psion 3/Psychic Warrior 3

Display: Me

Manifestation Time: 1 action

Range: Touch

Target: One weapon or fifty projectiles (all of which must be in contact with each other at the time of manifestation)

Duration: 1 hour/level

Saving Throw: None

Power Resistance: No

Power Points: 5

This startling application of psychokinetic power allows you to blur the distinction between matter and energy. With it, you transform the damage type of one weapon or fifty projectiles from their physical damage type (bludgeoning, piercing or slashing) to one of the base energy damage types. Each transformation renders a slightly different effect.

Cold: The weapon takes on a slightly white hue. Wisps of cold fog fall off of it and frost forms on any exposed surface. The weapon deals cold damage rather than its normal physical damage type. Any fire subtype creature struck by the weapon takes double damage.

Electrical: The weapon takes on a slightly blue/white colouration. Sparks dance along its length. Anyone wielding the weapon also finds his hair standing on end. The weapon deals electrical damage.

Force: The weapon emanates a silver glow from within. Any sharp edges on the weapon begin to shine with a light equal to that of a candle. The weapon deals force damage and therefore can hit incorporeal creatures without suffering from the standard 50% chance to miss that purely physical weapons suffer from. Additionally the weapon has a hardness of 100 for the powers duration.

Fire: The weapon appears to have flames burning within it. It radiates sufficient heat to cause discomfort but not damage to everyone within 10 feet when drawn. It deals fire damage to any struck creature.

Any cold subtype creature struck by the weapon takes double damage.

Sonic: The weapon appears normal. When drawn it emanates a whine audible in a 30 feet radius. The weapon deals sonic damage.

Metaphysical weapon infusion does not allow for a transformation into the acid damage type. Each manifestation of this power affects one weapon or up to fifty arrows, bolts, or bullets. All projectiles affected by the power must be bound in some kind of container (i.e. a quiver or bullet pouch). Any object affected by the power takes on a slight sheen from the ectoplasm covering it.

This power may stack with the *lesser metaphysical weapon* and *metaphysical weapon* powers. It may be applied to magical weapons, although intelligent magical weapons are allowed a Will save to resist the effect.

Metaphysical Weapon Transformation

Psychokinesis (Con)

Level: Psion 1/Psychic Warrior 1

Display: Ma, Me

Manifestation Time: 1 action

Range: Touch

Target: One weapon or fifty projectiles (all of which must be in contact with each other at the time of manifestation)

Duration: 4 rounds/level

Saving Throw: None

Power Resistance: No

Power Points: 1

You exert your psychokinetic power to subtly alter the material make up of one weapon you touch. The object's hardness and hit points do not change. However it counts as a weapon made of alchemical silver when addressing damage resistance for creatures like lycanthropes and some kinds of outsiders. This transformation does not affect magical weapons. The transformation does not interfere with the bonus to hit from a masterpiece weapon.

Each manifestation of this power affects one weapon or up to fifty arrows, bolts, or bullets. All projectiles affected by the power must be bound in some kind of container (i.e. a quiver or bullet pouch). Any object affected by the power takes on a slight sheen from the ectoplasm covering it.



NEW PSIONIC POWERS

In worlds where materials other than alchemical silver have an effect on specific creatures, the Games Master may rule that this power allows for the 'transformation' of a weapon into other substances.

Metapsychic Lens

Psychokinesis (Con)

Level: Psion 2

Display: Au, Ma

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20 ft. emanation

Duration: 2 rounds/level

Saving Throw: None

Power Resistance: No

Power Points: 3

You exert your psychokinetic powers to thin the barrier between the Material and Astral planes. Although you do not create a complete breach, you do manage to create a kind of conjunction between the two planes that strengthens metacreativity powers.

All metacreativity powers manifested within the area of the metapsychic lens gain the following bonuses:

- † +1 effective manifester level
- † +1 DC
- † Additionally any *astral construct* in the area gains a +1 circumstance bonus to damage rolls.

Mind Sphere

Metacreativity (Int)

Level: Psion 1/Psychic Warrior 1

Display: Vi

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 10 minutes/level

Saving Throw: Reflex negates

Power Resistance: Yes

Power Points: 1

You create a fist-sized sphere of silvery light. The sphere radiates enough light to clearly illuminate a 10 foot radius. When created, the sphere appears in your palm. As a free action, you may command it to move to any place within the area of effect. It remains where directed unless ordered otherwise; should it become out of range from yourself, it will disappear. You may command the sphere to follow a moving object or creature you can see; in this case it will pursue the

creature until the creature gets to a point beyond the power's range from you.

You may direct the mind sphere to smash itself against a living creature. This counts as a ranged touch attack that does not provoke an attack of opportunity. The target creature may make a Reflex save to negate the effect. If the target succeeds in the save then the sphere vanishes harmlessly. If it fails the save, it is outlined in white light for 1 round per manifester level. The light negates concealment bonuses normally granted by darkness, *blur*, displacement, invisibility or similar effects. It is not sufficiently bright to cause harm to undead or creatures sensitive to light.

The sphere possesses AC 20, hardness 1 and 2 hit points.

Negate Actions

Psychoportation (Dex)

Level: Psion 9

Display: Au

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instant

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 17, XP cost

Negate actions represents the ultimate form of the *deny action* power. The two powers share many of the same attributes. However *negate actions* reaches back into the time stream removing 1d4 rounds of the target's actions from the universe. All effects of the target's actions during those rounds vanish forever. Reactions to the vanished actions are not revoked so all resources expended and abilities used continue as normal.

XP Cost: By invoking this power you drastically alter the fabric of space/time. Such terrible power carries with it a strong price. For every round beyond the 1st cut out from the time stream you must pay 200 XP. Thus you pay 200 XP for banishing 2 rounds, 400 XP for banishing 3 rounds and 600 XP for banishing 4 rounds.

Object Recall

Psychoportation (Con)

Level: Psion 1/Psychic Warrior 1

Display: Vi

Manifestation Time: 1 action

Range: Touch**Target:** One weapon**Duration:** 1 drop/level for 1 day**Saving Throw:** None**Power Resistance:** No**Power Points:** 1

You create a physical affinity between your hand and a single object weighting no more than 4 pounds. If you drop the object, it instantly reappears in your hand, up to a number of times equal to your manifester level. The affinity disappears after 1 day whether the object was dropped or not. It cannot pass a physical barrier, so a blockage or wall will prevent it from returning. The object will fly in a straight line towards your hand so long as you are within 100 feet of it at the beginning of the next combat round. It does not return with sufficient force to do damage to any object or creature that gets in its way.

If the object comes in contact with another living creature (i.e. strikes it or is picked up) it does not return to you. Thus a thrown weapon affected by *object recall* returns to you if you miss the target, but not if it hits.

Prismatic Mantle

Metacreativity (Int)

Level: Psion 2/Psychic Warrior 2**Display:** Au, Vi**Manifestation Time:** 1 action**Range:** Personal**Target:** You**Duration:** 1 minute/level**Power Points:** 3

You draw forth strands of ectoplasm from the Astral Plane and weave them into a cloak. This cloak scatters light creating a rainbow effect around you. The cloak also acts as a magnifier for light, increasing its intensity. This cloak lasts for one minute per manifester level. It has hardness 0 and 5 hit points. The power ends when the duration ends, something destroys the cloak or you take the cloak off for any reason.

While wearing the cloak, ranged attacks targeting you have a 5% chance to miss per manifester level (to a maximum of 50%). Furthermore you radiate light in a 5 feet radius that causes creatures sensitive to light to have a -1 penalty to melee attack rolls.

'How do you know what you've done? They change it. Every day. What do you think you did? Do you know? Does anyone?'

The guard watching the scene between the two men – one stern and almost inhuman in his fervour, the other babbling and hunched on his stool – kept all his emotions firmly in place. He had already had to deal with his previous comrade last night; a quick, painless death for a poor lad who did not know never to blanch at the tasks Alred set. All the knowledge he too had gleaned from the interrogation would stay locked inside himself, forever.

It was Alred's reactions that worried the guard. He could not comprehend some of the old man's ramblings, but nothing had ever made the inquisitor visibly angry before. Something terrible was stirring, and the sergeant felt something he had not experienced since his years as a green recruit many years ago. Fear. Cold, icy fear, gripping at his soul.

Replay Action

Psychoportation (Dex)

Level: Psion 4/Psychic Warrior 4**Display:** Au**Manifestation Time:** 1 full-round action**Range:** Close (25 ft. + 5 ft./level)**Target:** One creature**Duration:** 3d4 rounds**Saving Throw:** Will negates**Power Resistance:** Yes**Power Points:** 7

You create a fold in space and time, forcing a single creature to replay its last round all over again. This power must be manifested on your action that immediately follows from the target's action. Whatever actions the target creature took vanish from the world, along with their consequences. The target then must replay the exact actions that they previously took, but must make all rolls and checks anew. Hence the target may now succeed where he once failed, or vice versa. This re-rolling is entirely in retrospect; once the 'new' results are figured out, it is the end of your turn as normal. No-one retains memory of this re-editing of time other than yourself and you may not target yourself with this spell.



NEW PSIONIC POWERS

Even though one creature will have had replayed its round, other creatures interacting with it in the re-edited round do not get to re-roll attacks of opportunity or anything else that reacts to his stated actions; only the creature affected makes new rolls.

Shatter Planar Barrier

Psychokinesis (Con)

Level: Psion 9

Display: Me, Vi

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20 ft. emanation

Duration: 2 rounds/level

Saving Throw: None

Power Resistance: No

Power Points: 17

With a tremendous exertion of your psychokinetic powers, you rip aside the barriers between planes in a 20 foot radius around the point you choose. The material world and whatever other dimension you choose merge together. This merge lasts for 2 rounds per manifester level. The landscape of the two planes seems to blend together, sharing features of both. Sights, sounds and smells also pass over.

All outsiders from the plane you choose to merge with the Material Plane with gain +2 Hit Dice, +2 on the effective level of all their special abilities and a +2 circumstance bonus on all attack and damage rolls. Furthermore they gain Fast Heal 1 as a supernatural ability for as long as they remain in the merged area.

Anyone passing though the area of *shatter planar barrier* must decide which dimension he wishes to pass into, as a free action. He may choose to stay in his own world. This choice requires a Concentration check skill check (DC 20) if he selects to pass into a plane that is not his home plane.

Shear

Psychoportation (Dex)

Level: Psion 8

Display: Au

Manifestation Time: 1 action

Range: 20 ft.

Area: Semicircular plane of shearing, 20 ft. long, centred on your hands

Duration: Instant

Saving Throw: Reflex half

Power Resistance: Yes

Power Points: 15

You use your nearly absolute mastery over space to slip two formerly contiguous pieces of the world apart. This slip manifests as a flat plane extending outwards from your hands. Everything in the area of effect has the part above the plane shifted half an inch to the right of everything below the plane. This shift inflicts 15d6 damage to everything in the area of effect, ignoring hardness in the case of objects. Living creatures killed by the effect literally fall into two disconnected pieces. Creatures that survive the assault are not deformed although they may have lingering physical complaints from the injury.

Silver Skin

Metacreativity (Int) (Force)

Level: Psion 2/Psychic Warrior 2

Display: Au, Ma

Manifestation Time: 1 action

Range: Personal

Target: Self

Duration: 1 round/level

Saving Throw: None

Power Resistance: No

Power Points: 3



You call forth thin streams of ectoplasm that flow across your body. This ectoplasm covers you entirely, including your armour and equipment, with a thin layer of silvery material. This material does not make you any more difficult to grapple although it does feel slick to the touch.

While under the influence of the *silver skin* power, you take half damage from bludgeoning and slashing attacks. Furthermore the ectoplasm provides a thin layer of force that impedes attacks by incorporeal creatures. Any incorporeal creature attacking you must account for your armour bonus when it attempts to hit you.

So long as the *silver skin* covers you, any piercing attack that threatens a critical automatically becomes a critical hit. This power does not stack with the *ectoplasmic armour* power.

Sphere Storm

Metacreativity (Int)

Level: Psion 3/Psychic Warrior 3

Display: Vi

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: 1 creature/level

Duration: 10 minutes/level

Saving Throw: Reflex negates (see below)

Power Resistance: Yes

Power Points: 3

As the *mind sphere* power but *sphere storm* manifests one sphere per manifester level. Furthermore *sphere storm* can maintain spheres out to a range of 100 feet plus 10 feet per level.

When a sphere in the *sphere storm* strikes an opponent, you may choose to spend an additional power point as a free action. If you do so the target must make a second Reflex save or go blind for 1d4 rounds.

As with *mind sphere*, each sphere in a *sphere storm* vanishes after executing an attack regardless of whether it connected or not.

Sudden Shield

Metacreativity (Int) (Force)

Level: Psion 2

Display: Ma, Me

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One target

Duration: Instant

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 3

You can channel ectoplasm into a silvery shield that protects a single target from a specific attack. This shield absorbs 2 hit points per manifester level of damage from a single attack or spell. The shield can absorb damage from physical attacks, incorporeal attacks and direct energy attacks (i.e. *magic missile* or *flame arrow*). It does not absorb damage from area of effect attacks like a red dragon's cone of fire breath or a *fireball* spell.

If the *sudden shield* completely blocks a successful attack, the target of the attack suffers no secondary effects (i.e. ability drain, negative levels, or poison) from the blocked attack.

The *sudden shield* appears and disappears in the blink of an eye. In order to effectively counter an attack the psion must ready the *sudden shield* power then wait for the attack on his target.

Supreme Weakening

Psychokinesis (Con)

Level: Psion 7

Display: Ma

Manifestation Time: 1 action

Range: Touch

Target: One object up to Colossal size

Duration: 1 round/level until discharged

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 9

As *greater weakening*, but the power affects an object up to Colossal size. Additionally the power deals 4d4 damage to the object's hardness rather than 3d4.

Telekinetic Pulse

Psychokinesis (Con) [Force]

Level: Psion 4/Psychic Warrior 4

Display: Me, Vi

Manifestation Time: 1 action

Range: Touch

Area: 30 ft. emanation

Duration: Instant

Saving Throw: Reflex negates



NEW PSIONIC POWERS

Power Resistance: Yes

Power Points: 7

Through sheer force of will you create a rippling pulse of psychokinetic power. This energy flashes out of you in all directions dealing 3d6 points of nonlethal damage to all targets in the area except you. The effect throws any creature of Medium-size or smaller 10 feet in a straight line away from you as well. All creatures in the area may make a Reflex save to negate both the damage and the backwards movement.

Third Hand

Psychokinesis (Con)

Level: Psychic Warrior 5

Display: Me

Manifestation Time: 1 action

Range: Touch

Target: One object

Duration: Concentration

Saving Throw: None

Power Resistance: No

Power Points: 9

You infuse a weapon you possess with psychokinetic power. That weapon becomes an extension of you, acting as you direct for the duration of the power. As a free action every round, you may choose one of three actions for a weapon wielded in your third hand to take: Attack a target, defend you or defend an ally.

Attack a Target: The weapon may move up to 30 feet and attack one target of your choosing with your base attack bonus and any bonuses you have from feats such as Weapon Focus or Weapon Specialisation. The weapon does not get any bonuses for your attributes but does receive bonuses to attack and damage rolls based on its own innate abilities (such as magical enhancements). The weapon may take a 5 foot step and execute a full attack action as well.

Defend You: The weapon enters your space and attempts to block any blows directed at you. You gain a deflection bonus to your Armour Class equal to your base attack bonus.

Defend an Ally: The weapon enters the ally's space and attempts to block any blows directed at the ally. The ally gains a bonus to his Armour Class equal to one-half (rounded down) your base attack bonus.

A weapon wielded in your *third hand* suffers attacks according to the rules for attacking a wielded weapon.

Time Rift

Psychoportation (Dex)

Level: Psion 5

Display: Au

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: See text

Duration: Instant

Saving Throw: None (see text)

Power Resistance: No (see text)

Power Points: 9

You tear a hole in time at a single point within the range of the *time rift* power. You can reach back through that hole and drag back any energy-based area of effect attack (acid, cold, fire, electrical or sonic) that occurred in that area within the last few rounds (equal to the manifester's level). Everyone within the attack's area of effect is once again subject to the assault, as if they were in the effect of the original power or spell. The saving throw type, DC and resistance numbers derive from the original effect, not from the *time rift*.

Tower of the Mind's Eye

Metacreativity (Int)

Level: Psion 8

Display: Au, Me, Vi

Manifestation Time: 5 minutes

Range: Long (400 ft. + 40 ft./level)

Effect: Fortress up to four 10 ft. cubes/level

Duration: See below

Saving Throw: None

Power Resistance: No

Power Points: 15

By channelling a great stream of ectoplasm, you create a massive tower and surrounding walls. This fortification takes on any floor plan you imagine. This power also creates thick curtain walls (20 feet high) around the tower, pierced by a single gatehouse located where you wish.

The curtain walls are 6 feet thick. They have a stone-like appearance, although closer inspection reveals that they are in fact not stone, but a strange shimmering material. Each 10 foot section has hardness 8 and 1080 hit points. The slick surface of the walls gives a -2 penalty to anyone attempting to scale them.

The tower itself has outer walls 3 feet thick. Each 10 foot section has hardness 8 and 540 hit points. The interior of the tower contains sparse furnishings based

on your desire. Any furnishing or other object created by this power taken more than 100 feet from the tower vanishes instantly.

All of the created objects within the tower as well as the walls regenerate at a rate of 3 hit points per round (600 hit points an hour). Any damaged portions of the object fill in with new materials. Debris simply vanishes into the air.

Once created, the *tower of the mind's eye* remains in existence until you command it to vanish. When casting this spell, only your own base power points may be used (not bonus power points or points from *crystal capacitors* or the like). While the tower exists, you do not regenerate the power points invested in its creation. When the tower finally vanishes (either by dismissal or more violent means) the invested power points return normally.

Weakening

Psychokinesis (Con)

Level: Psion 3

Display: Ma

Manifestation Time: 1 action

Range: Touch

Target: One object up to Medium-size

Duration: 1 round/level until discharged

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 5

By touching an object and exerting your psychokinetic powers, you cause an object of up to Medium-size to become brittle. The object permanently takes 2d4 damage directly to its hardness. If this power reduces the object's hardness below 0, each additional point of damage inflicted by this power inflicts 5 hit points of damage to the object.

Unattended objects do not get a saving throw against this power. Objects carried by another person get a Will save to negate the effect. Touching an object carried by another person is a touch attack that does not provoke an attack of opportunity.

Wrinkle Space

Psychoportation (Dex)

Level: Psion 9

Display: Au

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

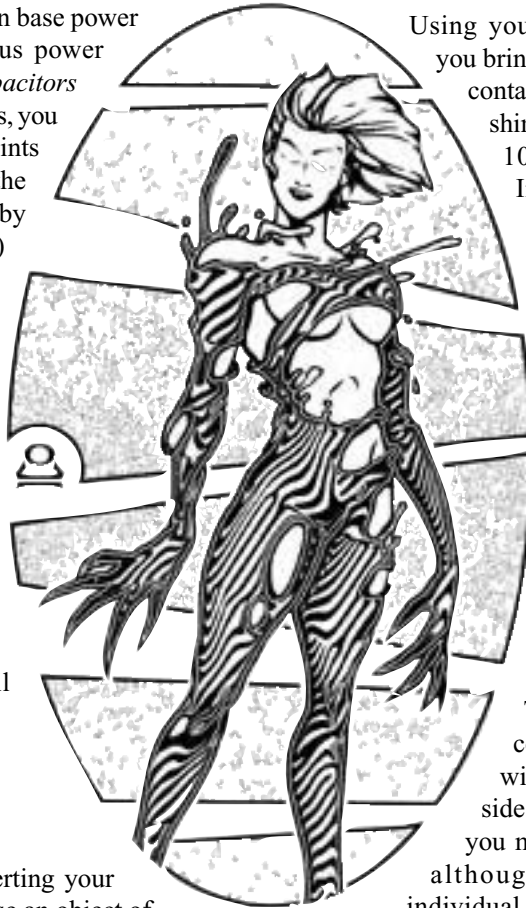
Area: 20 ft. wide 'door'

Duration: Concentration

Saving Throw: None

Power Resistance: No

Power Points: 17, continued drain



Using your psychoportation discipline, you bring two parts of a plane into close contact. This contact manifests as a shimmering curtain approximately 10 feet high and 20 feet long. Intelligent creatures may pass through the curtain by making a Concentration check (DC 10). Unattended objects and constructs do not pass through the curtain, lacking the will to make the final connection between the two locations. Creatures that fail the Concentration check pass harmlessly through the curtain in a straight line. Those that succeed *teleport without error* to the location you chose when creating the *wrinkle*.

The *wrinkle space* power connects the space within range with a similar space on the other side of the curtain. Once created, you may not change the destination, although other psions can hijack individual passengers using powers like *divert teleport*.

If you create a *wrinkle* that leads into a dissimilar space (i.e. from a plane to under an ocean) no one can pass through the curtain. The spaces simply possess too many distinctions to join together.

Every round that you hold the *wrinkle* together after the first round, it drains 3 power points. You may dismiss the *wrinkle* by ceasing to concentrate on it.



PSIONIC PRESTIGE CLASSES

Many organisations, traditions and occult groups hope to harness the impressive power of the world shapers for their own ends. The prestige classes below give some examples of the paths that people push their extraordinary minds down in their quest for glory.

DEATH SHADOW

Death shadow brigades typically form around a single, core death shadow attached to an army or other large organisation with paramilitary needs. This single individual searches out other psionics with strong psychoportation gifts to teach them his secrets. The army bears the cost of this search, as well as the incredible costs associated with the training. In return, they receive a cadre of warriors capable of moving like shadows though the world, killing at will.

Training in the way of the death shadow starts with basic military training, then moves on to more advanced topics of terrorism, sabotage and assassination. They also receive specialised psychoportation training, focusing on the development of teleportation, displacement and movement powers. After graduation, most death shadows repay the military with at least five years of compulsory service.

The Death Shadow

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Surprise attack
2	+1	+0	+3	+0	The longest step (1x per day)
3	+2	+1	+3	+1	Sneak attack +1d6, cloak of displacement (20%)
4	+3	+1	+4	+1	
5	+3	+1	+4	+1	The longest step (2x per day), cloak of displacement (30%)
6	+4	+2	+5	+2	Sneak attack +2d6
7	+5	+2	+5	+2	Cloak of displacement (40%)
8	+6	+2	+6	+2	The longest step (3x per day)
9	+6	+3	+6	+3	Sneak attack +3d6
10	+7	+3	+7	+3	Cloak of displacement (50%)

Once the period of service ends, the death shadow is theoretically able to seek employment elsewhere. However, most governments have little interest in allowing such a dangerous free agent in their borders. Nor do they wish to see the death shadow offer his services to another country. The lengths to which his former employers go to insure that the death shadow does not cause undue problems depends entirely on how much of a fuss the death shadow makes. If he moves quietly into the private or adventuring sectors they will just keep an eye on him. If instead he makes a fuss by becoming a mercenary or ‘consultant’ to a foreign government, he may find himself on his former comrades’ target list.

Hit Die: d6

Requirements

To qualify to become a death shadow a character must fulfil all of the following criteria.

Base Attack Bonus: +3 or higher.

Base Power Points/Day: 15+ (not including bonus power points).

Skills: Hide 8 ranks, Move Silently 8 ranks.

Special: The character must serve the organisation that trained him for five years. If violated, this agreement can lead to the character being hunted throughout the known world by forces interested in keeping him quiet.

Class Skills

The death shadow class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move

Silently (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex) and Use Rope (Dex). See *Core Rulebook I* for skill descriptions.

Skill points at each level: 4 + Int modifier

Class Features

All of the following are class features of the death shadow prestige class.

Weapon and Armour Proficiency: A death shadow is proficient with all simple and martial weapons. A death shadow is proficient with light and medium armour as well as with all shields (except tower shields). Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Surprise Attack (Ex): When the death shadow teleports into a space adjacent to a target, his target must make a Reflex save (DC 15 + the death shadow's class level) or be flatfooted until their next action.

The Longest Step (Su): One time per day the death shadow gains the ability to 'skip' teleport for a number of rounds equal to his Dexterity modifier. These skip teleports take the place of a normal movement action, have a maximum range of 30 feet and can only take the death shadow to a place that he can see. At 5th level the death shadow may activate this ability twice per day. At 8th level the death shadow may activate this ability up to three times per day.

Sneak Attack (Ex): If a death shadow can catch an opponent when he is unable to defend himself effectively from his attack he can strike a vital spot for extra damage. Any time the death shadow's target would be denied his Dexterity bonus to AC (whether he actually has a Dexterity bonus or not) or when the death shadow flanks the target, his attacks deal extra damage. The extra damage is +1d6 at 3rd level, +2d6 at 6th level, and +3d6 at 9th level. This ability stacks with the sneak attack abilities gained from other classes. Ranged attacks only count as sneak attacks if the death shadow is within 30 feet of his target.

Cloak of Displacement (Su): At 3rd level the death shadow learn how to use his psionic powers to displace himself slightly in space. So long as he has 7 or more power points in his power point pool all targeted attacks have a 20% chance to miss him completely.

At 5th level this chance increases to 30% so long as he has 9 or more power points in his power point pool. At 7th level the miss chance increases to 40% so long as he has 13 or more power points in his power point pool. At 10th level he learns the final secrets of the cloak of displacement, giving all targeted attacks a 50% chance to miss him so long as he has 15 or more power points in his power point pool. The cloak ceases to function at full effect when the character falls below the power point threshold for his level but will function at a lower level so long as sufficient power points remain. For example, a 9th level death shadow with 9 power points can manifest a cloak that provides a 30% miss chance.

The cloak of displacement appears as a blurred aura around the death shadow. It obscures his physical features. Invoking or disabling the cloak is a free action that does not provoke an attack of opportunity.

DEFORMING FIST STYLIST

Developed in the hidden groves of the great temple, the deforming fist style combines terrible psionic powers with martial arts. This devastating style of combat allows the stylist to physical deform his opponent with his strikes, maiming the target for life. The opponent's bones flow like water under the master's touch. His organs scream as psychokinetic power slashes through their delicate tissues. Even armour does not protect from the stylist's attacks, as he drives psychokinetic power deep into his foe's physical form.

The deforming fist style passes from a single master to a selected student. Although a master of the style might teach superficial martial arts to many students, he reveals his secrets only to those most worthy of his training. The style demands absolute focus, attention to detail and obscene dedication. It also requires that the master possess complete indifference to the life and pain of others. Thus the master of the style searches not only for psionic and martial skill, but also for someone with the proper callousness in their hearts to wield these awesome powers.

Acquiring this prestige class requires the character to join a monastic order where a deforming fist master practices his arts. The character must then demonstrate his devotion to the temple and impress the master. If found worthy, the deforming fist master takes the character on as a 'indoor' student. Mastering



PRESTIGE CLASSES

the style takes years of dedicated training, punctuated occasionally by real world learning exercises.

If the character could achieve the 10th rank of this style, the former student and master face off for one final lesson. These duels to the death are horrible to behold, as well as potentially deadly to any spectators. At the end only one of the two remains as the reigning master of that particular line of the style. He bears the scars of his training and trial for the rest of his life.

Hit Die: d8

Requirements

To qualify to become a deforming fist stylist a character must fulfil all of the following criteria.

Alignment: Any neutral or evil.

Base Attack Bonus: +4 or higher.

Base Power Points/Day: 5+ (not including bonus power points).

Feats: Improved Unarmed Strike, Psionic Fist.

Class Skills

The deforming fist stylist's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (psionics) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Swim (Str) and Tumble (Dex). See *Core Rulebook I* for skill descriptions.

Skill points at each level: 4 + Int modifier

Class Features

All of the following are class features of the distorting fist stylist prestige class.

Weapon and Armour Proficiency: A deforming fist stylist is proficient with all simple weapons. A deforming fist stylist is not proficient with any type of armour or with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Psionic Manifestation Level: A deforming fist stylist continues to develop his psionic powers, but at a slower rate than he would if he approached his training in a more traditional manner. Thus when the character gains an even numbered deforming fist stylist level (2nd, 4th, 6th, 8th and 10th) he gains psionic powers and power points as if he gained a level in a psionic class he belonged to before he added this prestige class. He does not gain any additional benefits a character of that class would normally receive, only the new powers and power points.

If the character had more than one psionic class before he became a deforming fist stylist the player must decide which class to assign each level of deforming fist stylist for the purpose of determining psionic power points and psionic powers.

Gout Strike (Su): When the deforming fist stylist has 5+ power points in his power pool his unarmed attacks inflict wracking pains deep in the target's joints and bones. The target must make a Fortitude save (DC 10 + half death shadow level + Con modifier) or take 1 point of temporary ability damage to his Dexterity per strike. This damage cannot exceed your positive Con modifier on any given target.

Monk Attacks: If the deforming fist stylist had any levels of the monk class he may apply his deforming fist stylist base attack bonus to his monk levels for determining the character's flurry of blows attack bonuses.

Bend Bones (Su): At 3rd level, the deforming fist stylist's



The Deforming Fist Stylist

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Psionic Manifestation Level
1	+0	+0	+2	+2	Gout strike, monk attacks	
2	+1	+0	+3	+3		+1 level of existing class
3	+2	+1	+3	+3	Bend bones	
4	+3	+1	+4	+4		+1 level of existing class
5	+3	+1	+4	+4	Brutalise	
6	+4	+2	+5	+5		+1 level of existing class
7	+5	+2	+5	+5	Unseen fist	
8	+6	+2	+6	+6		+1 level of existing class
9	+6	+3	+6	+6	Shattering blow	
10	+7	+3	+7	+7	Death fist	+1 level of existing class

unarmed attacks cause the target’s bones to bend. So long as the stylist has 9+ power points in his power pool he automatically threatens a critical hit on any grapple check. Furthermore escaping from his grip becomes especially difficult; add +4 to the stylist’s grapple check to determine if the target escapes. Bones can be bent as much as one inch per round. They return to their original configuration at a rate of one inch per day.

Brutalise (Su): At 5th level, the deforming fist stylist gains the ability to create a momentary loop of psychokinetic energy between his hands. If he has more than 9+ power points in his power pool and he successfully hits with two unarmed attacks in the same round against the same opponent, his target must make Fortitude save (DC 10 + half death shadow level + Con modifier) or take an additional 3d6 damage and be stunned for 1d4 rounds. If the target succeeds he still takes the 3d6 damage but avoids the stun effect.

Unseen Fist (Su): At 7th level, the deforming fist stylist’s reach with his unarmed attacks increases by 5 feet, so long as he has 11+ power points in his power pool. He may attack characters in adjacent squares normally.

Shattering Blow (Su): At 9th level, the deforming fist stylist may do critical damage to constructs and undead creatures so long as he has 9+ power points in his power pool. Additionally, he ignores their damage resistance. Finally, his attacks against objects ignore the object’s hardness when determining damage done.

Death Fist (Su): At 10th level, when the deforming fist master has 15+ power points in reserve, he may

automatically inflict a critical hit when he threatens a critical with an unarmed attack. Every successful critical strike will drain one power point.

ICE REAVER

Long ago, the nomads of the great deserts came under attack by giants from the great smoking mountains. The people scattered to the four winds, trusting to luck and the guidance of their seers to protect them. Unfortunately, the giants were luckier, or their seers more skilled, and the people came close to extinction.

Into this dark time came the great warrior Jabal. His shining sword left a wisp of mist in the air as he smote down the giants. The fire they flung died before it burned his skin. With skill and daring he rallied the people, drove back the giants, and reclaimed the ancient lands. He then sought among all the people for warriors with the strength, courage, and inner gifts needed to master his unique sword style.

At last, Jabal found a handful of men so gifted. Although the training killed half of them, the other half became the Ice Reavers, a band of men beyond tribal or clan alliance. They fight on the borders of the mountains, never allowing the giants to spread their hateful flames. Their proud tradition continues into the present day.

Men who would join the Ice Reavers must prove themselves before the Council. They must demonstrate exceptional martial skill as well as an undying hatred for the giant-kin. After receiving their training, they may serve the people as they see fit, but must always



PRESTIGE CLASSES

The Ice Reaver

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Psionic Manifestation Level
1	+0	+0	+0	+2	Ice manifestation	
2	+1	+0	+0	+3		+1 level of existing class
3	+2	+1	+1	+3	Soul of the blade, rime	
4	+3	+1	+1	+4		+1 level of existing class
5	+3	+1	+1	+4	Ice shroud	
6	+4	+2	+2	+5		+1 level of existing class
7	+5	+2	+2	+5	Hand of the avalanche	
8	+6	+2	+2	+6		+1 level of existing class
9	+6	+3	+3	+6		
10	+7	+3	+3	+7	Glacier aura	+1 level of existing class

be ready to respond should the giants once again issue forth from the fire-mountains.

Hit Die: d8

Requirements

To qualify to become an ice reaver a character must fulfil all of the following criteria.

Base Attack Bonus: +4 or higher.

Base Power Points/Day: 5+ (not including bonus power points).

Special: Must possess the rage ability or favoured enemy (giant).

Class Skills

The ice reaver class skills (and the key ability for each skill) are. Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Survival (Wis) and Swim (Str). See *Core Rulebook I* for skill descriptions.

Skill points at each level: 4 + Int modifier

Class Features

All of the following are class features of the ice reaver prestige class.

Weapon and Armour Proficiency: An ice reaver is proficient with all simple weapons, bows and scimitars. An ice reaver is proficient with light armour and with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Psionic Manifestation Level: An ice reaver continues to develop his psionic powers, but at a slower rate than he would if he approached his training in a more traditional manner. Thus when the character gains an even numbered ice reaver level (2nd, 4th, 6th, 8th and 10th) he gains psionic powers and power points as if he gained a level in a psionic class he belonged to before he added this prestige class. He does not gain any additional benefits a character of that class would normally receive, only the new powers and power points.

If the character had more than one psionic class before he became an ice reaver, the player must decide which class to assign each level of ice reaver, for the purpose of determining psionic power points and psionic powers.

Ice Manifestation (Su): Anytime the ice reaver manifests a psionic power, that power has this descriptor in addition to all its normal manifestation descriptors. Any powers which inflict hit point damage may now deal cold damage rather than the usual type of damage, at the character's discretion. The ice manifestation causes the air in a 10 foot radius around the character to chill. This chill makes most creatures slightly uncomfortable and deals 1d6 hit points of cold damage to creatures of the fire subtype.

Soul of the Blade (Su): At 3rd level, the ice reaver can invest 5 power points into any normal weapon to give that weapon the *frost* special ability. This causes the weapon to deal +1d6 cold damage whenever it strikes a target. This investment process takes 1 hour. The ice reaver does not regain the power points invested in the weapon until he takes ten minutes to disenchant the item, is destroyed or not used by the character for one month. This power cannot affect weapons already

possessing a psionic or magical enhancement of any sort. The ice reaver may choose to have more than one weapon under the effects of this power, although he must invest separately for each weapon

Rime (Su): At 3rd level, the ice reaver gains the ability to create a zone of cold around one target within 30 feet. Creating this zone is a full-round action that provokes an attack of opportunity. Maintaining it requires the ice reaver's concentration. Each round that the target is within the zone it must make a Fortitude save (DC 10 + half ice reaver level + Con modifier) or gain a -1 penalty to attack and damage rolls, skill checks and saves. Every round the target fails his save, the penalties stack. The penalties last for 2d4 rounds after the rime ends. This ability does not affect creatures with the cold subtype. Creatures with the fire subtype take 1d6 damage per round if they fail their saving throw, in addition to other penalties. Ice crystals grow in the hair and clothing of a target subjected to this ability.

Ice Shroud (Su): At 5th level, the ice reaver can take a full round action to surround himself with a shimmering shroud of ice crystals. This shroud drains 1 power point per round during its manifestation. While the shroud exists the ice reaver is immune to fire damage. He may end the ice shroud as a free action at any time.

Hand of the Avalanche (Su): At 7th level, the ice reaver gains the ability to invoke the 'hand of the avalanche', a wave of psychokinetic force that freezes the next target he hits. Invoking the hand costs 5 power points and may be done as a free action before any attack (including an attack of opportunity). The attack under the influence of this ability strikes as a melee touch attack. It inflicts its normal damage, but that

damage is considered cold damage in addition to the damage type normally associated with the weapon.

Glacier Aura (Su): At 10th level, the ice reaver uses his psychokinetic powers to establish a field of cold around himself that damages anything that comes into it. Anyone making a melee attack against the ice reaver takes 2d6 cold damage with no saving throw. This ability can be invoked as a free action that does not provoke an attack of opportunity. Every round the glacier aura remains active, it drains 3 power points from the ice reaver's power pool and deals 1 point of cold damage to him.

WORLD SHAPER

A rare, talented few develop their unique psionic abilities to the point where they can begin the journey of the world shaper. These few inspired individuals forsake the temptations of the other psionic disciplines to focus strongly on their power to reshape the universe. Along the path they choose lurks insanity, the jealousy of gods and the fear of mortal men. Those who can scale to the very heights of power break down the barriers between their will and the fundamental nature of reality. Those that fail find their power vanishing into the confusion of an insane mind.

Hit Die: d4

Requirements

To qualify to become a world shaper a character must fulfil all of the following criteria.

Abilities: Con, Dex, and Int of at least 13 and any one of the three higher than 15.

Base Power Points/Day: 20 (not including bonus points).

Skill: Knowledge (psionics) 8 ranks.

The World Shaper

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Psionic Manifestation Level
1	+0	+0	+0	+2	World shaper focus	+1 level of existing class
2	+1	+0	+0	+3	Psychokinetic gift	+1 level of existing class
3	+1	+1	+1	+3	Psychportation gift	+1 level of existing class
4	+2	+1	+1	+4	Metacreativity gift	+1 level of existing class
5	+2	+1	+1	+4		+1 level of existing class
6	+3	+2	+2	+5	Master of creation	+1 level of existing class
7	+3	+2	+2	+5		+1 level of existing class
8	+4	+2	+2	+6	Master of time	+1 level of existing class
9	+4	+3	+3	+6		+1 level of existing class
10	+5	+3	+3	+7	Master of matter	+1 level of existing class



PRESTIGE CLASSES

Class Skills

The world shaper class skills (and the key ability for each skill) are Climb (Str), Concentration (Int), Craft (Int), Jump (Str), Knowledge (psionics) (Int), Psicraft (Int) and Ride (Dex). See *Core Rulebook I* for skill descriptions.

Skill points at each level: 2 + Int modifier

Class Features

All of the following are class features of the world shaper prestige class.

Weapon and Armour Proficiency: A world shaper is proficient with all simple weapons. A world shaper is not proficient with any type of armour or with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Psionic Manifestation Level: A world shaper continues to develop his psionic powers. Thus when the character gains a world shaper level, he gains psionic powers and power points as if he gained a level in a psionic class he belonged to before he added this prestige class. He does not gain any additional benefits a character of that class would normally receive only the new powers and power points.

If the character had more than one psionic class before he became an world shaper the player must decide which class to assign each level of world shaper for the purpose of determining psionic power points and psionic powers.

World Shaper Focus: The DC of all the world shaper's metacreativity, psychoportation and psychokinetic powers increases by +1. However, the world shaper cannot manifest a clairsentience, psychometabolism, or telepathy power of 2nd level or higher.

Psychokinetic Gift:

At 2nd level the world shaper unlocks the awesome potential of his psychokinetic gifts. Whenever he

uses a metapsionic feat on a psychokinetic power he may reduce the additional power cost by his Constitution ability modifier (to a minimum of 1 additional power point per metapsionic feat employed).

Psychoportation Gift: At 3rd level the world shaper unlocks the awesome potential of his psychoportation gifts. Whenever he uses a metapsionic feat on a psychoportation power he may reduce the additional power cost by his Dexterity ability modifier (to a minimum of 1 additional power point per metapsionic feat employed).

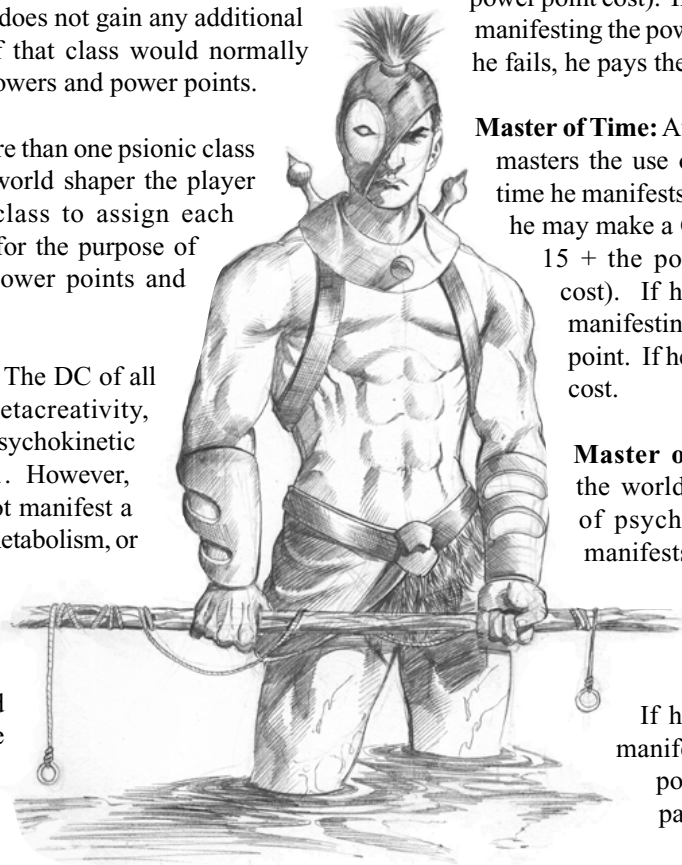
Metacreativity Gift: At 4th level the world shaper unlocks the incredible power of his metacreativity gifts. Whenever he uses a metapsionic feat on a metacreative power he may reduce the additional power cost by his Intelligence ability modifier (to a minimum of 1 additional power point per metapsionic feat employed).

Master of Creation: At 6th level the world shaper masters the use of metacreativity. Any time he manifests a metacreativity power he may make a Concentration check (DC 15 + the power's total power point cost). If he succeeds in the check, manifesting the power costs 1 power point. If he fails, he pays the normal cost.

Master of Time: At 8th level the world shaper masters the use of psychoportation. Any time he manifests a psychoportation power he may make a Concentration check (DC 15 + the power's total power point cost). If he succeeds in the check, manifesting the power costs 1 power point. If he fails, he pays the normal cost.

Master of Matter: At 10th level the world shaper masters the use of psychokinesis. Any time he manifests a psychokinesis power he may make a Concentration check (DC 15 + the power's total power point cost).

If he succeeds in the check, manifesting the power costs 1 power point. If he fails, he pays the normal cost.



PSIONIC ITEMS

Psionic items represent the ultimate expression of world shaping power. They are manifested folds in space and time, patterned to create psionic effects when no living mind exists to support them.

PSIONIC FOCI

One of the greatest feats of world shaping power is the creation of so-called 'psionic foci'. These small crystal pendants seem innocuous at first glance. However, they change the fabric of the universe around them, making it easier to manifest particular psionic powers. With a sufficiently powerful focus in hand, a psionic might be able to challenge the gods themselves.

Physically, psionic foci resemble crystal star pendants hung from a silver chain. The crystal pendant glows with a faint white light that grows to a silver shine equal to a lantern when in use. Using the focus counts as a free action that does not provoke an attack of opportunity.

When using a focus, the character may choose to apply the focus' metapsionic effect without paying any additional power points. However, each time he

does so, he must make a Psicraft check (DC 10 + total modified power point cost of the power). If he fails the check, he immediately becomes exhausted although the psionic power activates without any additional cost.

Each psionic focus has three attributes: Capacity, discipline and effect. Capacity measures the maximum power level that the focus can affect. Discipline indicates which of the six psionic disciplines the focus affects. Effect indicates which of the metapsionic feats the focus provides to its user.

Psionic characters accidentally attempting to manifest a power beyond the focus' capacity (such as an 8th level power focussed through a focus with only 4th level capacity) suffer 1d6 damage per level of the psionic power from the feedback loop created. A focus cannot affect power manifestations beyond its capacity or in a discipline other than the one it supports. The maximum capacity for any non-artefact psionic focus is 5th level.

In order to use a focus during a manifestation, the psionic must first attune it to his particular mental patterns. This attuning process requires at least one hour of concentration and a Psicraft check (DC 20). The psionic only gets one chance at attuning a



PSIONIC ITEMS

particular focus. A character may have any number of foci attuned, but can only use one focus at a time. Changing from one focus to another is a full-round action that provokes an attack of opportunity.

If a living psionic has already attuned the focus and another psionic attempts to attune it, the two enter into a psionic combat regardless of the distance between the two opponents. The winner of the combat attunes the focus to his thoughts. Similarly, if a psionic gains possession of a focus attuned to another living psionic and engages that psionic in psionic combat at normal range, his psionic attacks always do maximum damage.

Psionic focus item names use the following syntax: [effect] [discipline] focus (capacity [X]). So a focus assisting up to 4th level clairvoyance powers by enlarging them would be an *enlarging clairvoyance focus (capacity 4)*.

The cost of a psionic focus depends on the focus' capacity – see the Psionic Focus Costs table for details.

Manifester Level: 5th (capacity 0, 1), 7th (capacity 2), 9th (capacity 3), 11th (capacity 4), 13th (capacity 5); *Prerequisites:* Craft Psionic Focus, metapsionic feat to be imbued, ability to use powers of a level equal to capacity in the appropriate discipline; *Market Price:* See the Psionic Focus Costs table; *Cost to Create:* See the Psionic Focus Costs table.

Psionic Focus Costs

Level	Market Price	Cost to Create
0	1,600 gp	800 gp + 64 XP
1 st	3,200 gp	1,600 gp + 128 XP
2 nd	16,000 gp	8,000 gp + 640 XP
3 rd	33,600 gp	16,800 gp + 1344 XP
4 th	57,600 gp	28,800 gp + 2304 XP
5 th	88,000 gp	44,000 gp + 3520 XP

NEW PSIONIC ITEMS

A handful of psionic items with world shaping powers are known – or rather suspected – to exist. Below are some of the more prominent or common psionic items that can be found or encountered.

The single guard eyed the pair, inquisitor and broken subject, with a keen eye. Things were coming to a head, the old man's ramblings finally crystallising into the core of this strange dilemma.

'In your eyes I see the truth. Yes, yes! The necklace the Queen wears; it is indeed a focus. A most powerful one. Bought, I think, from demons. By her ancestors. Long ago.'

For the first time in his life, Alred lost control. The new Queen, who had seemed a benign panacea to the kingdom's ills, was the final root of the evils plaguing the court. He had suspected, guessed and evaded this point for days, but the old man finally confirmed that the one person whom Alred had wanted to think was separate from this whole mutinous, sordid affair was in fact its greatest culprit.

The guard turned his head slightly as the normally reserved inquisitor viciously attacked Gerald duNice, kicking, punching, throwing the shattered prisoner around the room as a child would toss a rag doll.

'No! Please. No more. I don't know what power the Star of Lum-Alun holds. But it must be powerful. The Queen holds it. How could it not be powerful?'

Gerald's words were lost in the fury of his tormentor's unreasoning assault, and soon petered out entirely.

Star of Lum-Alun

This beautiful star pendent can easily be mistaken for a more ordinary diamond necklace. No one knows its origin, but it has long been a symbol of the House of Lum-Alun and his noble descendents. The pendent is a *maximising psychokinetic focus (capacity 5)*.

Manifester Level 13th; *Prerequisites:* Craft Psionic Focus, Maximise Power, ability to manifest 5th level psychokinetic powers; *Market Price:* 88,000 gp; *Cost to Create:* 44,000 gp + 3520 XP.

Psisphere

A *psisphere* is a small crystal sphere that glows with silvery light when touched by a person with psionic

powers. The sphere sheds enough light to clearly illuminate a 10 foot radius.

Manifester Level 3rd; Prerequisites: Craft Universal Items, *detect psionics*; Market Price: 1,600 gp ; Cost to Create: 800 gp + 64 XP.

TOrc of the Shaper

This golden band inlaid with lapis is worn around the neck or upper arm. The wearer of the band gains the ability to channel additional ectoplasm from the Astral Plane. This causes all dice rolled for any metacreative power possessed by the character to gain a +1 bonus. This bonus does include the Hit Dice rolls for a specific *astral construct* or damage dice rolled for a power like *whitefire*.

Manifester Level 5th; Prerequisites: Craft Universal Items, *metapsychic lens* ; Market Price: 10,000 gp ; Cost to Create: 5,000 gp + 400 XP.

FAR Reaching Gloves

This pair of heavy leather gloves has clear crystals embedded in the cuffs. Twice per day a psionic wearing the *far reaching gloves* may double the range of any psychokinetic power he chooses to use. When in use, the crystals glow with a brightly silvery light.

Manifester Level 11th; Prerequisites: Craft Universal Items, *clairtangency*; Market Price: 38,500 gp; Cost to Create: 19,250 gp + 1540 XP.

Phantom Crystal

These translucent crystals are the result of channelling pure ectoplasm into a physical matrix. When a *phantom crystal* comes into contact with any astral construct, it doubles that construct's remaining duration. Placing a *phantom crystal* into a construct is a standard action that does not provoke an attack of opportunity.

Manifester Level 6th; Prerequisites: Create Universal Item, *embody thought*; Market Price: 900 gp; Cost to Create: 450 gp + 36 XP.

Psionic Sword

This elaborately constructed sword hilt is absolutely useless to a normal person. However, for the cost of one power point per round, a psionic can cause it to manifest a *flaming blade* that does damage as a bastard sword (1d10 damage). Causing this blade to manifest is a standard action that does not provoke an attack of opportunity.

Manifester Level 11th; Prerequisites: Craft Psionic Arms and Armour, *burning ray*; Market Price: 3200 gp; Cost to Create: 1600 gp + 128 gp.



PSIONIC GHOSTS

The awesome powers of the world shaper carry a heavy price. As the boundaries between thought and reality blur, whims become weapons and momentary flashes of emotion take form. The world shaper must maintain constant discipline to prevent absolute chaos.

Scholars often describe the manifestations of a world shaper's errant desires as psionic ghosts. These ghosts share some of the same properties of undead ghosts, but lack independent existence. They exist only as long as the world shaper responsible for their creation maintains them.

Psionic ghosts may demonstrate tremendous psionic power over a short period, but fundamentally cannot be directed or controlled in any way. Nor can anyone destroy them through direct action. If sometime disrupts their bodies then the world shaper simply

recreates them. Only killing the world shaper or removing the creating stimulus can permanently silence psionic ghosts.

MANIFESTATION AND IDENTIFICATION

When a person with world shaping powers allows his thoughts or feelings to escape into the world, they create a 'psionic ghost'. This ghost acts out the thought or feeling that spawned it, sometimes to the detriment of the world shaper. Since these ghosts express unfiltered emotions, they may well act or react in ways that go beyond the world shaper's public face or even what he realises about himself.

The form ghosts take varies from situation to situation. This variability leads first time viewers to believe that there are many different kinds of psionic ghosts exist. In reality, their appearance takes on aspects of the maker, the situation or emotion spawning the ghost, the target of those emotions and random elements drawn from the psionic's imagination. With so many factors combined, each ghost is entirely unique, even if the creative forces involved are similar.

Psionic Ghost Spawn Chance

	Minor Trauma	Major Trauma	Deadly Trauma
Latent Psionic	3%	6%	12%
Active Psionic	1%	3%	6%
Non-Psionic	-	1%	2%

Definitions

Active Psionic: A character with one or more levels in one of the psionic base classes or in a prestige class with psionic powers.

Deadly Trauma: A trauma that attempts to instantly kill the character (i.e. a death spell, coup-de-grace, or attack doing massive damage). Being reduced to zero or fewer hit points by an attack does not count as deadly trauma as there was a chance that the attack might not have instantly killed the character.

Latent Psionic: A character with one or more latent psionic feats, or who has Int, Wis or Cha of 18+.

Major Trauma: A trauma that threatens the character's personal identity. These traumas vary from individual to individual. All major traumas threaten to shake up the character's way of life, his ethos, or his primary personal relationships. Examples include being raped, losing a lover to another person, or facing an unstoppable enemy.

Minor Trauma: A trauma that exists only for a moment in the character's mind. Minor traumas occur when the character feels overwhelming emotion but cannot act. These traumas do not shape the character's world-view, but may spark a sudden surge of psionic power that forms a ghost.

Non-Psionic: A character that possesses no active or latent psionic powers.

Ghosts powers seem, to some extent, to derive from the powers possessed by the person who created them. Yet stories abound of ghosts wielding powers far beyond the capabilities of their creators. Scorned lovers whose jealousy levels entire villages exist, not just in the playwright's imagination, but in reality as well. The power of a ghost seems tied more to the intensity of cause, rather than the powers possessed by the individual.

No matter what they look like, or what powers they possess, ghosts always act without restraint. Each represents a single uncontrolled thought or feeling. They therefore act in the most direct way possible to cause that feeling to come into being. Ghosts spawned by wrath lash out at the target of the world shaper's rage. Ghosts spawned by despair wail their hearts out, dragging the entire world down with them into ruin. This single-minded focus represents a clue to intelligent investigators; in it they see the deepest motivations of the person they must deal with to stop the psionic ghost.

When attempting to determine the origins, goals and target of a psionic ghost, most investigators must spot one or more of the following:

- † The similarity of the ghost to its creator (Spot check DC 23 to determine, if visible)
- † The similarity of the ghost to its target (Spot check DC 23 to determine, if visible)
- † The motivations of the ghost (Sense Motive check DC 23 to determine)
- † The emotional type of ghost (despair, wrath, etc.), and hence an idea about what kind of event spawned it (Knowledge (psionics) check DC 23)

Of course the investigators may well figure out what a ghost wants without resorting to skill checks. For example, a ghost that sets fire to a specific person's home then chases that person through the streets shouting obscenities *might* be focused on causing that person harm.

Oddly, a telepath cannot simply trace a ghost back to its source. The tremendous distortion of space/time the ghost causes masks the psionic signal linking the two. Nor can a telepath scan the source; the ghost acts independently of the source's conscious mind. A sufficiently deep probe into the unconscious mind might reveal some kind of abnormality, but not a clear picture of the ghost or its activities.

Ghost Power Level

Roll	Power Level	Description	Game Statistics Summary	Powers
1-30%	Level 1 – Poltergeist	An almost non-existent ghost. Has no physical body and limited abilities.	1-3 HD, no attack abilities, incorporeal.	Two 0 level powers
31-60%	Level 2 – Minor Power	Minor disturbance. Incorporeal small body, limited powers.	4-6 HD, force touch attack, low attributes.	Four 0 level powers Two 1 st -level powers
61-80%	Level 3 – Phantasm	Detectable disturbance. Incorporeal body with some visual manifestation.	7-9 HD, force touch attack, low attributes.	Five 0 level powers Four 1 st -level powers Two 2 nd -level powers
81-90%	Level 4 – Moderate Power	Incorporeal body with visible ghostly aspect. Leaves physical traces (ectoplasm).	10-12 HD, force touch attack, medium attributes.	Six 0 level powers Five 1 st -level powers Four 2 nd -level powers Two 3 rd -level powers
91-98%	Level 5 – Major Power	Incorporeal body with visible solid seeming aspect. Leaves physical traces, has a mental manifestation (sound based on template)	13-15 HD, force touch attack, medium attributes.	Six 0 level powers Six 1 st -level powers Five 2 nd -level powers Four 3 rd -level powers Two 4 th -level powers
99-100%	Level 6 – Elemental Power	Incorporeal body with solid seeming aspect. Leaves physical traces, has mental manifestation (sound based on template).	16+ HD, force touch attack, powerful abilities.	Six 0 level powers Six 1 st -level powers Six 2 nd -level powers Five 3 rd -level powers Four 4 th -level powers Two 5 th -level powers



Ghost Spawning Rules Summary

When spawning a psionic ghost, go through the following steps:

- † Check for Manifestation Chance (on the Psionic Ghost Spawn Chance table).
- † Roll percentile for manifestation.
- † If manifestation occurs, roll percentile for Power Level.
- † Determine Step of manifestation (Step one non-psionic, Step two latent psionic, Step three active psionic).
- † Apply Emotion Template to determine specific powers, appearance and special abilities.

CAUSES AND SPAWNING

Each ghost stems from a single event that inspired an emotion so powerful that the world shaper could not hold it in. That emotion reaches out, spawning a ripple in the world that others perceive as an independent entity. The entity acts out the psionic's emotions directly, acting where the psionic holds still.

The event that creates a psionic ghost typically involves some kind of intense mental, emotional or physical trauma. These traumas key into the deepest fears, hopes, and dreams of the world shaper, giving them abnormal strength. In any situation where a normal person would feel intense emotion or pathos, the world shaper could accidentally create a ghost.

Some traumas obviously display their intense nature. Physical or sexual abuse, mental torment, massive physical damage, torture, rape, losing a beloved child or betrayal by a loved one all count in this category. These events inflict deep emotional wounds, as well as touching on emotions primal to the mortal condition. Those who go through them forever find themselves changed, although even they might have trouble saying in what way.

Other traumas take on a more covert form; examples include the angst of a young child going through puberty, the pain of a frustrated lover who never speaks to the object of his love, the wrath that a criminal feels at being captured in the act or the helplessness a child feels when watching people kill one another. These

traumas touch some deep emotion in the world shaper but may not be immediately obvious to those outside his mind.

Obvious or covert, not every trauma causes the world shaper to spawn a psionic ghost. No one can say exactly why one circumstance spawns a ghost while similar, or even worse, traumas do not. The ebb and flow of a world shaper's powers plays some part of it, as does the variable nature of space and time itself.

The Psionic Ghost Spawn Chance table outlines the probability that any given character will suddenly create a psionic ghost. Latent psionics have the highest chance of spawning a ghost, followed by active psionics and finally non-psionic characters. There are a few, very rare cases in which a non-psionic can spawn a psionic ghost, but these occasions are so rare that they are the stuff of legends when they actually happen.

To use the Psionic Ghost Spawn Chance table, determine which category (latent psionic, active psionic or non-psionic) the character falls into. Cross-reference the character category with the kind of trauma the character just underwent. Roll percentile dice; if the number is equal to or less than the threshold, then the character spawns a psionic ghost.

Most characters do not know when they spawn a ghost. The event may pass with such speed that they miss it. Non-psionic and latent psionic characters never know when they spawn a ghost. Active psionics may make a Psicraft check (DC 20) to recognise the event as it occurs within their minds. Those that fail do not recognise the event. Those that succeed cannot



stop the ghost from forming but at least receive some warning before the ghost bursts onto the scene.

The ghost does not necessarily appear immediately after the world shaper creates it. There may be a delay of up to one week while the ghost builds up strength. When in doubt, the Games Master should roll 2d10 and declare that the ghost shows up that number of hours after the initial trauma. However, the Games Master should also feel free to cause the ghost to spawn immediately, or to wait for an indefinite length of time, as dramatically appropriate.

POWER LEVEL, STEP AND EMOTION TEMPLATE

The fact that any individual can spawn a ghost of awesome power remains one of the greatest mysteries of the psionic world. No direct correlation between the powers possessed by an individual and the strength of the ghost has yet been established. The most scholarly psions contend that this proves their long running argument that world shaping powers inherently reside in all mortal beings. More pragmatic psions argue that it simply does not matter; so much remains unknown about the sources and limits of world shaping that to claim one thing or the other is folly.

A ghost's strength and abilities are measured by three values: Power Level, Step and Emotion Template. The Games Master determines the Power Level of the ghost with a random roll when the ghost spawns. The Power Level determines the ghost's Hit Dice range, power pool and the number of powers available to the ghost. The ghost's Step value is based on the psionic powers of the possessor – psionics spawn ghosts with a higher Step value than non-psionics. The ghost's Step fixes its Hit Dice within its level range, determines its attack bonuses and saves, and provides the effective manifester level of the ghost's powers. The final stage is to determine the psionic ghost's Emotion Template – this is directly related to whatever event spawned the ghost and fixes its particular personality, specific powers and special traits.

Determining a Psionic Ghost's Power Level

In order to determine a ghost's Power Level, roll percentile dice and consult the Ghost Power Level table:

Increasing a Psionic Ghost's Step

A ghost may increase in Step if it gains access to, or is within 10 feet of, a significant source of psionic power (i.e. a *crystal capacitor* or similar object). As a free action that does not draw attacks of opportunity, the psionic ghost may increase its Step by one (Step one ghosts become Step two, Step two become Step three). This drains a number of power points per round from the psychic source, determined by the ghost's Power Level – see the Ghost Step Increase table. For as long as the ghost can drain these power points it is considered one Step higher than it was created. Should it be able to drain 10 times the amount listed in the Power Points per Round column, during 10 consecutive rounds, the psionic ghost becomes permanently increased to the higher Step. Step three psionic ghosts may not increase their Step in this way – even these formidable constructs have their limits.

Psionic Ghost Spawn Chance

Power Level	Power Points per Round
Level 1	1
Level 2	3
Level 3	5
Level 4	7
Level 5	9
Level 6	11

A psionic character within 10 feet of a psionic ghost may willingly spend his own power points to boost a psionic ghost up one Step, as a standard action that does not provoke an attack of opportunity.

Determining a Psionic Ghost's Step

A ghost's Step represents its raw strength and ability, relative to other ghosts of a similar power level. Non-psionics may create terribly powerful ghosts, but these will not have the same reservoirs of psychic energy that the same type of psionic ghost induced by a fully-fledged psion would have – the psion's awakening to the powers of the mind empower his fledgling ghost to a far greater degree than a mundane person's. Step is measured from Step one (the weakest) to Step three (the strongest).

† Ghosts spawned by non-psionic characters start at Step one.



† Ghosts spawned by characters with a latent psionic feat, or who the Games Master declares to be latent psionics, start at Step two.

† Ghosts spawned by characters with active psionic powers start at Step three.

PSIONIC GHOST STATISTICS

The following ghost statistics and descriptions provide basic game information based on the psionic ghost's Power Level and Step. Emotion Templates flesh out the final ghost and define its psionic abilities and splintered personality.

All Psionic Ghosts

All psionic ghosts possess the following special qualities:

† *Psionics (manifester level)*: All psionic ghosts wield psionic powers. The manifester level notation indicates the effective manifester level of the ghost when manifester level is referenced by the power in use.

† *Construct*: Immune to mind-influencing effects, poison, disease and similar effects. Not subject to critical hits, nonlethal damage, ability damage, energy drain or death from massive damage. Also may not be healed or heal themselves.

† *Incorporeal*: Can be harmed only by other incorporeal creatures, magic weapons, or certain force-based magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will and own attacks pass through armour. Always moves silently.

† *Force Touch*: The touch attack of a psionic ghost inflicts force damage as a touch attack against the target.

† *Skills and Feats*: Psionic ghosts are not sentient creatures, no matter how intelligent they may appear. They may appear to mimic skills, but have no skills or feats of their own.

A **poltergeist** has very little physical presence, manifesting as at most a wisp of vapour or a spectral face. These ghosts possess very limited powers and tend to be more of an annoyance than an actual

threat. A properly templated poltergeist can be a serious danger to communities without some kind of magical or psionic assistance, as tracking it down can be almost impossible.

A **minor power** possesses a physical presence, similar to that of a very insubstantial ghost or spectre. It resembles a caricature of someone that the creator feels strongly about. The ghost seems to have modest reasoning powers, but single-mindedly pursues acting out its spawning emotion.

Unschooling observers can easily mistake a **phantasm** for a more ordinary ghost. The phantasm seems to be capable of modest reasoning, and can distinguish between people who wish to help it and apparent enemies.

A **moderate power** closely resembles a more mundane ghost. However, everything it touches or passes through is covered with a thin layer of ectoplasm for 1d4 rounds, leaving a visible, if slightly sticky, trail. The moderate power seems to possess reasoning skills and can communicate in any language known to the creator. Its conversation focuses on the emotion it expresses. It cannot be convinced to talk about anything else.

A **major power** looks like a physical creature. Its visual aspect has no hint of translucency or incorporeality. It leaves a trail of ectoplasm on any object it passes through or touches; this ectoplasm lasts for 2d4 rounds and glows with a faint sickly green light. Anyone within 30 feet of the major power can hear a sound in his or her mind. The exact sound heard depends on the emotion template applied to the major power.

The greatest of the psionic ghosts, an **elemental power** possesses powers undreamed of by lesser powers. The creature appears solid and can interact with other beings as a solid entity if it so chooses. Everything it touches or passes through becomes covered with ectoplasm for 3d4 rounds. This ectoplasm possesses a sickly green glow that gives off as much illumination as a candle. Everyone within 30 feet of the elemental power hears a sound based on the ghost's template in his or her mind. An elemental power seems to possess independent intelligence and can communicate telepathically with any creature. It communicates only to make its intentions clear before going about its business.

Ghost Level 1 Description – Poltergeist

	Level 1, Step 1 Small Construct (Incorporeal)	Level 1, Step 2 Small Construct (Incorporeal)	Level 1, Step 3 Small Construct (Incorporeal)
Hit Dice:	1d10 (6 hp)	2d10 (11 hp)	3d10 (17 hp)
Initiative:	+0	+0	+0
Speed:	Fly 20 ft. (good)	Fly 20 ft. (good)	Fly 20 ft. (good)
Armour Class:	12 (+1 size, +1 deflection), touch 12, flatfooted 12	12 (+1 size, +1 deflection), touch 12, flatfooted 12	12 (+1 size, +1 deflection), touch 12, flatfooted 12
Base Attack/Grapple	+0/–	+1/–	+2/–
Attack:	–	–	–
Full Attack:	–	–	–
Face/Reach:	5 ft. x 5 ft./5 ft.	5 ft. x 5 ft./5 ft.	5 ft. x 5 ft./5 ft.
Special Attacks:	See emotion template	See emotion template	See emotion template
Special Qualities:	Psionics (manifestor level 1), incorporeal traits, construct traits, see emotion template	Psionics (manifestor level 2), incorporeal traits, construct traits, see emotion template	Psionics (manifestor level 3), incorporeal traits, construct traits, see emotion template
Saves:	Fort +0, Ref +0, Will +0	Fort +0, Ref +0, Will +0	Fort +1, Ref +1, Will +1
Abilities:	Str –, Dex 10, Con –, Int –, Wis 10, Cha 10	Str –, Dex 10, Con –, Int –, Wis 10, Cha 10	Str –, Dex 10, Con –, Int –, Wis 10, Cha 10
Challenge Rating:	Special	Special	Special
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	–	–	–

Ghost Level 2 Description – Minor Power

	Level 2, Step 1 Small Construct (Incorporeal)	Level 2, Step 2 Small Construct (Incorporeal)	Level 2, Step 3 Small Construct (Incorporeal)
Hit Dice:	4d10 (22 hp)	5d10 (28 hp)	6d10 (33 hp)
Initiative:	+1	+1	+1
Speed:	Fly 30 ft. (good)	Fly 30 ft. (good)	Fly 30 ft. (good)
Armour Class:	13 (+1 size, +1 Dex, +1 deflection), touch 13, flatfooted 12	13 (+1 size, +1 Dex, +1 deflection), touch 13, flatfooted 12	13 (+1 size, +1 Dex, +1 deflection), touch 13, flatfooted 12
Base Attack/Grapple	+3/–	+3/–	+4/–
Attack:	Incorporeal touch +4 (1d4 force)	Incorporeal touch +4 (1d4 force)	Incorporeal touch +5 (1d4 force)
Full Attack:	Incorporeal touch +4 (1d4 force)	Incorporeal touch +4 (1d4 force)	Incorporeal touch +5 (1d4 force)
Face/Reach:	5 ft. x 5 ft./5 ft.	5 ft. x 5 ft./5 ft.	5 ft. x 5 ft./5 ft.
Special Attacks:	See emotion template	See emotion template	See emotion template
Special Qualities:	Psionics (manifestor level 4), incorporeal traits, construct traits, see emotion template	Psionics (manifestor level 5), incorporeal traits, construct traits, see emotion template	Psionics (manifestor level 6), incorporeal traits, construct traits, see emotion template
Saves:	Fort +1, Ref +2, Will +1	Fort +1, Ref +2, Will +1	Fort +2, Ref +3, Will +2
Abilities:	Str –, Dex 12, Con –, Int –, Wis 10, Cha 10	Str –, Dex 12, Con –, Int –, Wis 10, Cha 10	Str –, Dex 12, Con –, Int –, Wis 10, Cha 10
Challenge Rating:	Special	Special	Special
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	–	–	–



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Ghost Level 3 Description – Phantasm

	Level 3, Step 1 Medium Construct (Incorporeal)	Level 3, Step 2 Medium Construct (Incorporeal)	Level 3, Step 3 Medium Construct (Incorporeal)
Hit Dice:	7d10 (39 hp)	8d10 (44 hp)	9d10 (50 hp)
Initiative:	+2	+2	+2
Speed:	Fly 40 ft. (good)	Fly 40 ft. (good)	Fly 40 ft. (good)
Armour Class:	13 (+2 Dex, +1 deflection), touch 13, flatfooted 11	13 (+2 Dex, +1 deflection), touch 13, flatfooted 11	13 (+2 Dex, +1 deflection), touch 13, flatfooted 11
Base Attack/Grapple	+5/–	+6/–	+6/–
Attack:	Incorporeal touch +7 (1d6 force)	Incorporeal touch +8 (1d6 force)	Incorporeal touch +8 (1d6 force)
Full Attack:	Incorporeal touch +7 (1d6 force)	Incorporeal touch +8 (1d6 force)	Incorporeal touch +8 (1d6 force)
Face/Reach:	5 ft. x 5 ft./5 ft.	5 ft. x 5 ft./5 ft.	5 ft. x 5 ft./5 ft.
Special Attacks:	See emotion template	See emotion template	See emotion template
Special Qualities:	Psionics (manifest level 7), incorporeal traits, construct traits, see emotion template	Psionics (manifest level 8), incorporeal traits, construct traits, see emotion template	Psionics (manifest level 9), incorporeal traits, construct traits, see emotion template
Saves:	Fort +2, Ref +4, Will +2	Fort +2, Ref +4, Will +2	Fort +3, Ref +5, Will +3
Abilities:	Str –, Dex 14, Con –, Int –, Wis 10, Cha 10	Str –, Dex 14, Con –, Int –, Wis 10, Cha 10	Str –, Dex 14, Con –, Int –, Wis 10, Cha 10
Challenge Rating:	Special	Special	Special
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	–	–	–

Ghost Level 4 Description – Moderate Power

	Level 4, Step 1 Medium Construct (Incorporeal)	Level 4, Step 2 Medium Construct (Incorporeal)	Level 4, Step 3 Medium Construct (Incorporeal)
Hit Dice:	10d10 (55 hp)	11d10 (61 hp)	12d10 (66 hp)
Initiative:	+3	+3	+3
Speed:	Fly 50 ft. (good)	Fly 50 ft. (good)	Fly 50 ft. (good)
Armour Class:	14 (+3 Dex, +1 deflection), touch 13, flatfooted 11	14 (+3 Dex, +1 deflection), touch 13, flatfooted 11	14 (+3 Dex, +1 deflection), touch 13, flatfooted 11
Base Attack/Grapple	+7/–	+8/–	+9/–
Attack:	Incorporeal touch +10 (1d8 force)	Incorporeal touch +11 (1d8 force)	Incorporeal touch +11 (1d8 force)
Full Attack:	Incorporeal touch +10 (1d8 force)	Incorporeal touch +11 (1d8 force)	Incorporeal touch +11 (1d8 force)
Face/Reach:	5 ft. x 5 ft./5 ft.	5 ft. x 5 ft./5 ft.	5 ft. x 5 ft./5 ft.
Special Attacks:	See emotion template	See emotion template	See emotion template
Special Qualities:	Psionics (manifest level 10), incorporeal traits, construct traits, see emotion template	Psionics (manifest level 11), incorporeal traits, construct traits, see emotion template	Psionics (manifest level 12), incorporeal traits, construct traits, see emotion template
Saves:	Fort +3, Ref +6, Will +4	Fort +3, Ref +6, Will +4	Fort +4, Ref +7, Will +5
Abilities:	Str –, Dex 16, Con –, Int –, Wis 12, Cha 10	Str –, Dex 16, Con –, Int –, Wis 12, Cha 10	Str –, Dex 16, Con –, Int –, Wis 12, Cha 10
Challenge Rating:	Special	Special	Special
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	–	–	–

Ghost Level 5 Description – Major Power

	Level 5, Step 1 Large Construct (Incorporeal)	Level 5, Step 2 Large Construct (Incorporeal)	Level 5, Step 3 Large Construct (Incorporeal)
Hit Dice:	13d10 (72 hp)	14d10 (77 hp)	15d10 (83 hp)
Initiative:	+4	+4	+4
Speed:	Fly 60 ft. (good)	Fly 60 ft. (good)	Fly 60 ft. (good)
Armour Class:	14 (–1 size, +4 Dex, +1 deflection), touch 14, flatfooted 10	14 (–1 size, +4 Dex, +1 deflection), touch 14, flatfooted 10	14 (–1 size, +4 Dex, +1 deflection), touch 14, flatfooted 10
Base Attack/Grapple	+9/–	+10/–	+11/–
Attack:	Incorporeal touch +13 (1d10 force)	Incorporeal touch +14 (1d10 force)	Incorporeal touch +15 (1d10 force)
Full Attack:	Incorporeal touch +13 (1d10 force)	Incorporeal touch +14 (1d10 force)	Incorporeal touch +15 (1d10 force)
Face/Reach:	5 ft. x 5 ft./10 ft.	5 ft. x 5 ft./10 ft.	5 ft. x 5 ft./10 ft.
Special Attacks:	See emotion template	See emotion template	See emotion template
Special Qualities:	Psionics (manifestor level 13), incorporeal traits, construct traits, see emotion template	Psionics (manifestor level 15), incorporeal traits, construct traits, see emotion template	Psionics (manifestor level 16), incorporeal traits, construct traits, see emotion template
Saves:	Fort +4, Ref +8, Will +6	Fort +4, Ref +8, Will +6	Fort +5, Ref +9, Will +7
Abilities:	Str –, Dex 18, Con –, Int –, Wis 14, Cha 10	Str –, Dex 18, Con –, Int –, Wis 14, Cha 10	Str –, Dex 18, Con –, Int –, Wis 14, Cha 10
Challenge Rating:	Special	Special	Special
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	–	–	–

Ghost Level 6 Description – Elemental Force

	Level 6, Step 1 Large Construct (Incorporeal)	Level 6, Step 2 Large Construct (Incorporeal)	Level 6, Step 3 Large Construct (Incorporeal)
Hit Dice:	16d10 (88 hp)	18d10 (99 hp)	20d10 (110 hp)
Initiative:	+5	+5	+5
Speed:	Fly 70 ft. (good)	Fly 70 ft. (good)	Fly 70 ft. (good)
Armour Class:	15 (–1 size, +5 Dex, +1 deflection), touch 15, flatfooted 10	15 (–1 size, +5 Dex, +1 deflection), touch 15, flatfooted 10	15 (–1 size, +5 Dex, +1 deflection), touch 15, flatfooted 10
Base Attack/Grapple	+12/–	+13/–	+15/–
Attack:	Incorporeal touch +17 (1d12 force)	Incorporeal touch +18 (1d12 force)	Incorporeal touch +20 (1d12 force)
Full Attack:	Incorporeal touch +17 (1d12 force)	Incorporeal touch +18 (1d12 force)	Incorporeal touch +20 (1d12 force)
Face/Reach:	5 ft. x 5 ft./10 ft.	5 ft. x 5 ft./10 ft.	5 ft. x 5 ft./10 ft.
Special Attacks:	See emotion template	See emotion template	See emotion template
Special Qualities:	Psionics (manifestor level 17), incorporeal traits, construct traits, see emotion template	Psionics (manifestor level 19), incorporeal traits, construct traits, see emotion template	Psionics (manifestor level 22), incorporeal traits, construct traits, see emotion template
Saves:	Fort +5, Ref +10, Will +8	Fort +5, Ref +10, Will +8	Fort +6, Ref +11, Will +9
Abilities:	Str –, Dex 20, Con –, Int –, Wis 16, Cha 10	Str –, Dex 20, Con –, Int –, Wis 16, Cha 10	Str –, Dex 20, Con –, Int –, Wis 16, Cha 10
Challenge Rating:	Special	Special	Special
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	–	–	–



EMOTION TEMPLATES

The powers demonstrated by a psionic ghost reflect the emotion that brought it into being. A psionic ghost spawned from overwhelming love possesses a far different demeanour from one spawned by insane rage. The templates provided below give the player and Games Master a starting point for the creation of specific ghosts for their campaigns. Others can certainly be created, and psionic ghosts with their own unique powers and traits can be tailor-made by adapting the Emotion Templates given below. The powers listed for each template conform with the number of powers listed in the Ghost Power Level table; these are the typical powers that a psionic ghost of this Emotion Template can manifest.

Note that psionic ghosts do not have to spend any power points to manifest a power; they can automatically meet any power point cost associated with a manifestation by tapping the depths of their emotional existence. They must still take the normal actions to use a power, but are considered to have a Concentration bonus equal to their Power Level if interrupted during the manifestation of a power.

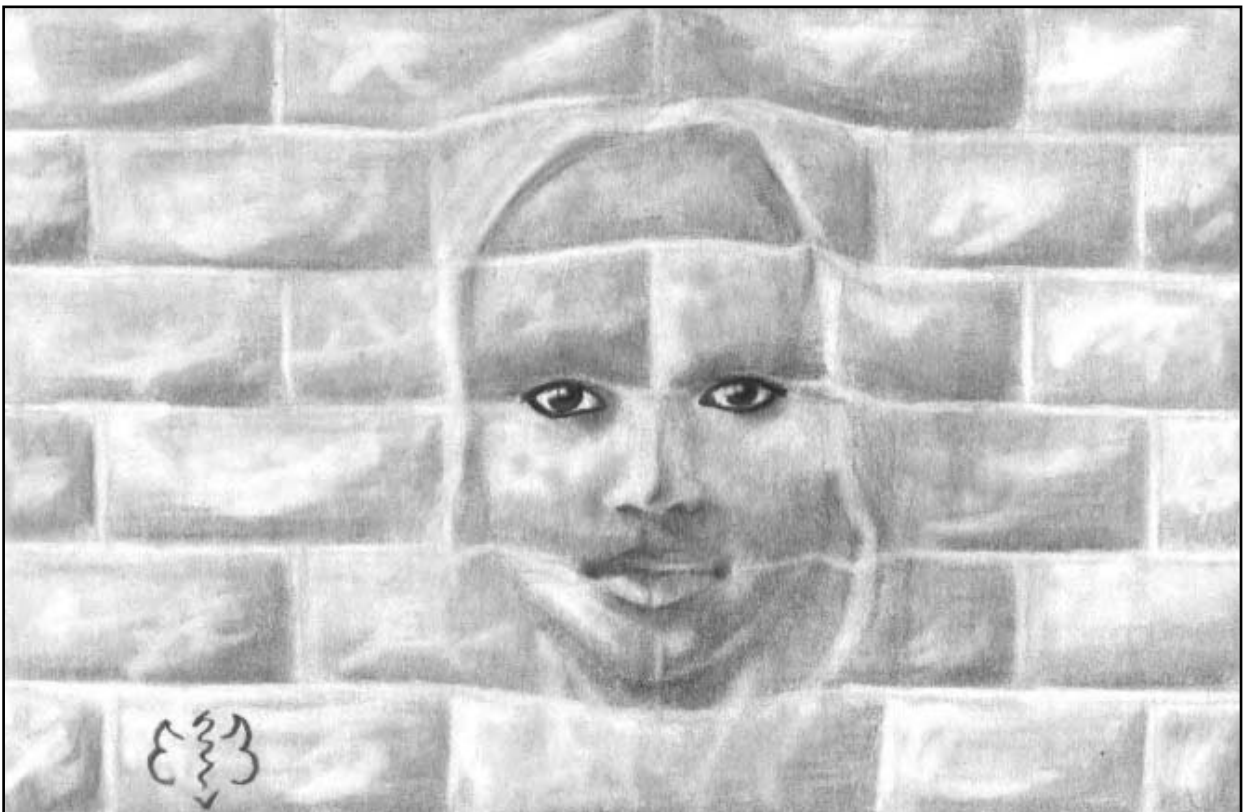
Agony

Ghosts spawned in agony seem to bleed in the air. Ectoplasm drips from their twisted features. Their limbs appear unnaturally bent as though broken on a rack. These ghosts share features both with the person who spawned it and with the person or event that inflicted the agony.

Agony ghosts do not try to kill anyone, although they may do so unintentionally. Instead they exist to spread the pain that brought them into being. They share that pain with as many people as possible until finally laid to rest.

Common causes of agony ghosts include: Physical or mental torment, massive damage or crippling illness.

Duration and Range: At most, agony ghosts last for a day and a night. They may reappear if the character that spawned it is once again subjected to the intense pain that created the first one. Most rarely travel far from the location where their creator suffered the agony that spawned them.



Agony Ghost Abilities

Ghosts with the agony template possess the following abilities:

Painful Appearance (Ex): All agony ghosts physically reflect the pain felt by the creator. Anyone who looks at the agony ghost must make a Will save (DC 10 + the psionic ghost's Power Level) or be at a -2 penalty to all attack rolls and skill checks due to sympathetic pains.

Psionic Powers (Su): An agony ghost may manifest the following psionic powers at will, dependant on its Power Level:

Level 1: *Far hand* and *far punch*.

Level 2: As above, plus *biocurrent*, *detect psionics*, *inkling* and *matter agitation*.

Level 3: As above, plus *destiny dissonance*, *disable*, *inflict pain* and *trinket*.

Level 4: As above, plus *crisis of breath*, *know location*, *levitate*, *missive*, *negate psionics* and *see invisibility*.

Level 5: As above, plus *bear hand*, *between blinks*, *dissolving touch*, *nondetection*, *telekinesis* and *weakening*.

Level 6: As above, plus *amplified invisibility*, *clairtangency*, *control body*, *deny light*, *displacement* and *recall agony*.

Delight

Ghosts spawned by intense delight typically take on an almost angelic appearance. They glow with an intense inner light. Their features resemble an idealisation of the creator's.

Psionic ghosts of delight do not wish to cause anyone harm. They simply seek to create as much pleasure and joy as they can for the brief span of their lives. These ghosts avoid conflict whenever possible. They only become dangerous when someone attempts to interfere with their actions.

Common causes of delight ghosts include: Intense sexual pleasure, an encounter with overwhelming beauty or the birth of a child.

Duration and Range: Ghosts of delight typically only last for a few hours. An unusual one might exist for as long as a day. They rove as far as they can during their brief spans, seeing and experiencing as much as possible.

Delight Ghost Abilities

Ghosts with the delight template possess the following abilities:

Dazing Aura (Su): Delight ghosts exude an atmosphere of glazed, superlative joy which can distract others significantly. Anyone looking at the ghost must make a Will save (DC 10 + the psionic ghost's Power Level) or be suffer as if affected by a *daze* spell for 1d4 rounds.

Psionic Powers (Su): A delight ghost may manifest the following psionic powers at will, dependant on its Power Level:

Level 1: *Far hand* and *trinket*.

Level 2: As above, plus *detect psionics*, *minor creation*, *object reading* and *telempathic projection*.

Level 3: As above, plus *attraction*, *charm person*, *detect thoughts*, *know direction* and *sudden minor creation*.

Level 4: As above, plus *astral construct II*, *burst*, *charm monster*, *control object*, *create food and water* and *sudden shield*.

Level 5: As above, plus *control sound*, *darkvision*, *dimension slide*, *divination*, *empathy* and *fabricate*.

Level 6: As above, plus *displace attacks*, *major creation*, *metapsychic lens*, *mind probe*, *tailor memory* and *telekinesis*.

Derangement

Ghosts of derangement constantly shift form, transmuting from one shape to the next without thought. They commonly mix features from any person or person-like object they encounter, sometimes randomly coming up with a combination that resembles a real person.

Derangement ghosts rarely intend harm to anyone or anything, but they also lack any clear understanding of the consequences of their actions. They wander and act seemingly randomly, sometimes assisting and sometimes hindering by random chance.

Common causes of derangement ghosts include: Derangement ghosts spawn when their creators become so befuddled that they cannot distinguish reality from the illusions in their own mind. These derangements could be temporary (deep confusion) or permanent (i.e. insanity).

Duration and Range: A derangement ghost lasts for the duration of the creator's confusion and an



Gerald duNice had become pathetically subservient since Alred had given him a clean, if rough, smock to wear. The broken creature in front of him was but a shadow of the regal gentleman he had once been. He sat hunched on a low stool, muttering and talking to the inquisitor in snatches and starts. Alred rarely responded in any way, other than occasionally making a few notes in his red leather book.

'Remember that night before the execution of the Duke of Gaston? How many men did you lose Alred? How many killed themselves on the battlements?'

Alred made another note. No-one knew that Gerald was here; he had all the time in the world.

'Almost twenty wasn't it? All dead before dawn. Hung, or cut their own throats. Wasn't it odd?'

Alred paused in his scribing. Twenty-two had been found dead that night, but it had been kept as quiet as possible. Still, no-one was supposed to know that more than a dozen died save for himself and the Captain of the Guard.

'Wasn't it?'

The inquisitor stared at the occluded moon shining through the room's one barred grille. This interrogation was revealing more than he had ever feared.

additional 1d4 days beyond when the creator finally reorients himself. The ghost roams freely, but tends to meander back to its creator every few days.

Derangement Ghost Abilities

Ghosts with the derangement template use the following abilities:

Confused: A derangement ghost always acts as though *confused*.

Fluid Form (Su): The ghost's appearance shifts every round as though it were under the influence of an uncontrolled *alter self* spell. This shift takes place whether the ghost can act or not.

Psionic Powers (Su): A derangement ghost may manifest the following psionic powers at will, dependant on its Power Level:

Level 1: *Daze and distract.*

Level 2: As above, plus *conceal thoughts, detect psionics, far hand, grease, telmepahic projection and trinket.*

Level 3: As above, plus *brain lock, control light, control object, control shadow and see invisibility.*

Level 4: As above, plus *control air, control flames, control sound, invisibility purge, mind sphere and my light.*

Level 5: As above, plus *dimensional anchor, false sensory input, lesser concussion, polymorph self, psionic lock and time hop.*

Level 6: As above, plus *catapsi, distort space, remove viewing, sense psychoportation, telekinesis and wall of ectoplasm.*

Despair

Ghosts of despair wear funeral cloths appropriate to their culture. They wail, gnash their teeth and engage in other overt expressions of overwhelming grief. They also have a tendency to sulk or 'huddle' in corners. These ghosts possess the features of their creator distorted by negative self-image, self-pity and loathing.

Despairing ghosts do not seek to kill, but rather to make life as miserable as their creator believes it to be. They turn their powers to making every action, every conversation, every moment as difficult as possible. If challenged, they flee rather than face danger, convinced that they will go down in defeat. Particularly strong ghosts seem to delight in discovering and revealing hurtful truths and half-truths about people.

Common causes of despair ghosts include: Death of a loved one, loss of livelihood or overwhelming feelings of helplessness.

Duration and Range: Ghosts of despair last as long as the feeling of despair lasts. The ghost stays close to its creator whenever possible. It takes constant action to make the creator's life even more miserable, eventually leading to suicide or madness.

Despair Ghost Abilities

Ghosts with the despair template possess the following abilities:

Doom Aura (Su): Everyone entering a 30 foot radius around the ghost must make a Will save (DC 10 + the psionic ghost's Power Level) or suffer as if affected by the *doom* spell for 2d4 rounds.

Psionic Powers (Su): A despair ghost may manifest the following psionic powers at will, dependant on its Power Level:

- Level 1: *Control shadow* and *far hand*.
- Level 2: As above, plus *demoralise*, *detect psionics*, *elfsight* and *object reading*.
- Level 3: As above, plus *control flames*, *distract*, *grease*, *invisibility* and *matter agitation*.
- Level 4: As above, plus *concussion*, *control air*, *empathic transfer*, *finger of fire*, *negate psionic* and *weakening*.
- Level 5: As above, plus *fatal attraction*, *mind wipe*, *minor creation*, *nondetection*, *remote viewing* and *sensitivity to psychic impressions*.
- Level 6: As above, plus *aversion*, *divination*, *sphere storm*, *matter rearrangement*, *mind probe* and *quintessence*.

Hatred

Ghosts of hatred embody the worst feelings in a mortal's heart. Their appearance reflects this, resembling a cross between a nightmarish demon of some sort, the target of the creator's hate and the creator himself. They typically wear ornate arms and armour, usually too fanciful to be of any actual use. These 'items' have no real function other than to express the ghosts' purpose.

Hating ghosts seek out the target of their hate and execute dire vengeance. They exist for one purpose; anything that gets in their way is dealt with harshly. They kill, maim and torment without reservation. On the rare occasions that one bothers to speak, it will demand that anyone interfering with it stop, or taunt its targets as it tortures them.

Common causes of hatred ghosts include: Unreasoning prejudice, being the target of a great wrong, insane jealousy or an encounter with something that wrecks the character's world. The level of hate required to spawn ghosts of hatred fundamentally changes a person; it always exists in the back of the character's mind and expresses itself in his actions.

Duration and Range: Ghosts of hatred exist as long as the creator feels the hate. They can

rove the world looking for their targets. Fortunately, they cannot travel into other planes and vanish if the creator does so. If destroyed, ghosts of hatred reform close to the creator in 2d4 days time.

Hatred Ghost Abilities

Ghosts with the hatred template possess the following abilities:

Psionic Powers (Su): A hatred ghost may manifest the following psionic powers at will, dependant on its Power Level:

- Level 1: *Finger of fire* and *know direction*.
- Level 2: As above, plus *biocurrent*, *far hand*, *far punch* and *mind sphere*.
- Level 3: As above, plus *between blinks*, *detect thoughts*, *hammer*, *missive* and *sensitivity to psychic impressions*.
- Level 4: As above, plus *false sensory input*, *hear light*, *prismatic mantle*, *psionic lock*, *verve* and *white fire*.
- Level 5: As above, plus *charm person*, *divination*, *indwelling sphere of power*, *remote viewing*, *see invisibility* and *telekinesis*.



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Level 6: As above, plus *create seed*, *dismissal*, *fate link*, *inertial barrier*, *knock* and *teleport*.

Wrath

Ghosts of wrath come about when the creator feels overwhelming rage. They have a feral, primal appearance, mixing animal features with the features of their target and their creator. The ghost appears naked, sometimes grotesquely proportioned, and armed with razor sharp talons perfect for rending.

Wrath ghosts exist for one purpose: to painfully murder the target of their ire. They happily kill anything that stands in their way as well. These ghosts revel in destruction.

Common causes of wrath ghosts include: An overwhelming surge of anger towards someone or watching something horrendous happen to another person.

Duration and Range: Wrath ghosts exist as long as the target of their anger remains alive. If something destroys the wrath ghost, it reappears only if the creator's rage continues unabated. Otherwise it vanishes forever. Most wrath ghosts pursue their

targets to the ends of the world, stopping only if destroyed or finally negated.

Wrath Ghost Abilities

Ghosts with the wrath template possess the following abilities:

Self Healing (Su): Unlike other constructs a wrath ghost may heal itself using any psionic power that either heals hit points or transfers hit points to it.

Psionic Powers (Su): A wrath ghost may manifest the following psionic powers at will, dependant on its Power Level:

Level 1: *Burst* and *verve*.

Level 2: As above, plus *combat precognition*, *daze*, *far hand* and *fire fall*.

Level 3: As above, plus *body adjustment*, *burning ray*, *dissipating touch*, *telepathic projection* and *vigor*.

Level 4: As above, plus *claws of the vampire*, *darkvision*, *far fist*, *mind sphere*, *painful touch* and *white fire*.

Level 5: As above, plus *dimension door*, *dismiss ectoplasm*, *ectoplasmic cocoon*, *ectoplasmic lash*, *greater concussion* and *sphere storm*.

Level 6: As above, plus *astral construct III*, *ectoplasmic shambler*, *energy barrier*, *fate of one*, *see invisibility* and *telekinesis*.



DEALING WITH GHOSTS

Psionic ghosts take on many roles in encounters. They could be nuisances, direct threats, or the force the characters attempt to stop while figuring out what is going on. Each ghost represents a unique opportunity to explore the most primal side of human emotions.

Challenge Rating and Experience

As satisfying as killing a ghost might be, it does not actually accomplish anything. At the Games Master's option he may award the characters some experience for slaying the ghost. However, the real challenge of any ghostly encounter lies in determining who the creator is and why he spawns the ghost in the first place.

The challenge rating of a ghost encounter typical comes not from the ghost but from the person or creature traumatising the ghost's creator. The Games Master may also assign challenge ratings to the investigation of the ghost as he sees fit, but a good rule of thumb is to make the entire investigation, neutralisation of the

problem or defeat of the ghost at a challenge rating equal to half the psionic ghost's Power Level.

Ghost Memory

Psionic ghosts do not possess minds as commonly understood by scholars. Although they may display intelligent behaviour, in reality they exist only as an embodied fragment of the creator's primal self. They retain no memories beyond 12 hours. Furthermore, when destroyed and recreated they do not remember who or what destroyed them.

Destruction and Healing

Sometimes the characters will have to directly confront the ghost with bared steel and spell. As ghosts possess the qualities of both incorporeal beings and constructs most direct confrontations result in, at best, a stalemate. Only the most powerful characters can best ghosts in one-on-one combat. Even a seasoned group would have trouble dealing with a Step three elemental force.

Like all constructs, psionic ghosts do not heal naturally. Other than wrath ghosts, none possess any self-healing powers. Thus a ghost could be hounded into death, slowly whittled down by a series of concentrated attacks. Destroyed ghosts may or may not reform, depending on the circumstances of their creation. See the template descriptions for more information.

Interacting with the Source

Dealing with recurring ghosts requires the characters to find and neutralise the creator. This neutralisation could be as direct as killing the creator. More intelligent and compassionate characters might try discovering the trauma that causes the ghost to recur and deal with that, rather than the creator himself.

A recurring ghost (like one of hatred or wrath) will vanish 1d4 rounds after the creator finally lets go of his negative emotion. It will automatically reoccur in 1d4 days if the creator finds the original feeling rising within.

Most ghost creators do not realise that their emotions are taking form. They possess no awareness of the ghost as an extension of themselves, no memory of the acts it performs, and no way to control the thing. Many are children, or at least have the minds of children, and have difficulty understanding the consequences of the ghost's actions anyway.

A single creator may well spawn and maintain several psionic ghosts at the same time. Such an individual would most likely manifest deep physical and psychological traumas.

Exorcism

Psionic ghosts do not respond to spells, powers or special abilities that dismiss outsiders or turn undead. They are not creations of negative energy, nor are they considered extra-planar creatures, despite their mostly incorporeal existence.

Psionic Ghosts and Psionic Attacks

Ghosts targeted by a psionic attack takes ability damage as though it were a psionic character, but cannot invoke a psionic defence. They do not take Strength, Constitution or Intelligence damage. Suffering enough ability damage to take any ability to 0 or below destroys the ghost instantly. Psionic ghosts do not heal ability damage.

CHARACTER GHOSTS

Under these rules, characters of all types will occasionally spawn a ghost. In an adventurer's life, this will most often occur because of massive damage or near-death experiences. However, characters regularly encounter situations which invoke very strong emotional responses.

How the players and Games Master handle character spawned ghosts depends on what they wish to do with them. Often the ghost will fall under the Games Master's control. This simplifies the Games Master's interactions with the ghosts and limits the power placed into player hands.

Occasionally the Games Master might decide to 'hand' a ghost to the player. This can create interesting roleplaying situations for the player. A good character might well spawn a wrath ghost with a dedication to destruction. A noble character might find that his hidden hatred of all elves takes a deadly turn, slaying elven delegates at a delicate negotiation. An evil character may well spawn a ghost of delight that unravels his terrible works.

When dealing with player-controlled ghosts, the player must remember that his character possesses no knowledge whatsoever of the ghost's activities. No matter how terrible the destruction wreaked by his embodied wrath, the character will remain his usual self.



HELP FOR GAMES MASTERS

Games Masters using psionic powers face the difficult challenge of making them different from the maelstrom of variant arcane and divine magical systems. The system provides assistance with this, but the great majority of the flavour must come from the narrative structure Games Masters create for their games.

ADVENTURE SEEDS

The following adventure seeds might assist Games Masters integrating world shaping powers into their adventures. Each seed provides a brief description of a situation that could evolve into a complete story.

Death Waits for You

One of the characters receives a letter from his family. A terrible disease stalks the homestead, striking down babies and young children. The local priest cannot seem to find the affliction's cause. Investigation reveals that an incurable psionic disease besets the character's family, killing anyone with latent or active psionic powers. Only by developing his own psionic powers (or finding a powerful psionic healer) can the character hope to save his heritage and his future.

Running Amok

The characters' home town suffers a wave of apparent arson attacks. Whole districts go up in flames. Witnesses report seeing fire elementals chasing phantom figures through the streets. Eventually, the characters should discover that the elementals are defenders of a local adept who is plagued by psionic ghosts. These wrath ghosts come from his young concubine. She hates her position, the man she serves and everything about her life.

Of Monsters and Destroyers

When camping out one night, a group of characters with one active psionic sees a goblin fleeing from her tribe, her child clutched against her chest. The she-goblin runs straight up to the psionic character, begging in broken Common that the 'shining one' take her child. Use of the *detect psionics* power reveals

that both the female goblin and her daughter possess powerful psionic potential. The goblin tribe will happily kill the players, the she-goblin and the child, but will focus on the latter two.

The End of Time

A peasant boy stands accused of the murder of a prominent local merchant's daughter. At the moment of his execution, the boy vanishes into thin air, despite magical precautions taken against teleportation. Although the local magistrates accuse the local magicians (including any characters with magical powers), no one can find the boy. After several days a 'ghost' of the boy starts appearing all over town, screaming for someone to help him. In reality, the boy possesses an incredible psychoporation gift; the girl returns to town unharmed several weeks later. The 'ghost' appears where the boy comes back into touch with the normal time stream. He needs assistance from a psion nomad to bring his powers under control.

The Secrets We Keep

An ally of the characters comes to them with a thorny problem. A ghost has wrecked his house and threatened his wife's life. He begs them to help him, either by exorcising the ghost or appeasing it. Unfortunately, this psionic ghost comes from his mistress, a jealous woman who wants nothing less than to take her rightful place as her lover's wife. Exposing the affair would ruin their ally's life. Failing to deal with the psionic ghost eventually leads to the wife's tragic death.

INTEGRATION OF WORLD SHAPING

One of the thorniest problems facing Games Masters regarding world shaping (and psionics in general) is integrating these powers into an existing campaign. Psionics represent a very scientific take on 'magical' powers. They can be at odds with the more mystical or faith based systems proposed by arcane or divine magic in the game world.

The integration of these powers could follow any number of story lines. The possibilities are endless. In all cases though, the idea is to allow the integration of the new rules to flow in with the narrative of the game. The ideas provided below represent a small fraction of the possible ways to blend the emergence of these powers into an ongoing game.

Psionics Always Existed

This represents the easiest option. For some reason psionic powers always existed but the characters simply didn't know enough to separate the effects from those of arcane or divine magic. This fits in especially well with parties low in magical firepower. How can most characters tell the difference between a *lightning bolt*, a *flame strike* and a *burning ray* other than the special effects? The discovery of psionic powers becomes part of the characters' gradual exploration of the wonders of the campaign world.

Psionics as Nouveau-Magic

Psionics might always have existed but it took a radical new set of arcane theorists to finally develop the latent power of the mind into a formalised system. There are no ancient psionic traditions – instead everything in the field represents a new innovation in magical theory. Characters with psionic powers come out of this radical atmosphere. Characters encountering these rebels may find that their notions of right and wrong, beautiful and ugly come under constant challenge. The psions and psychic warriors think of themselves as 'the future'. Like youthful rebels throughout history, they try to tweak the nose of the establishment and prove their own ability.

Psionics as Emergent Magic

This is a variation on the nouveau-magic theme presented above. In this case, psionic powers developed over generations. Evidence of their existence, and the disciplines needed to develop them, extend back for hundreds of years. Each generation demonstrates greater and greater innate powers cumulating in the emergence of fully powered psions in the characters' generation. Monks and psionic families may well play a large role in this kind of story, as their disciplines may be the catalyst that leads to the emergence of true psionics. The question of 'why?' remains open: why have the powers of the mind unlocked now? Is it fate? Evolution? The plot of

some kind of grand conspiracy aiming to weaken the powers of magic in the world or destroy the gods?

Psionics as Other Magic

Psionics always existed, but only in the hands of an 'other': either a variant culture or a separate species like the mind flayers. Psionic characters may be from these other cultures, or represent an attempt by the establishment to develop psionic powers. In this case, the development of psionic powers is not organic; it comes about as a deliberate response to some kind of threat. Furthermore, the other may be directly contesting with or assaulting the characters home culture. It may represent a threat that the leaders of the culture wish to neutralise before it becomes a problem. The possibility exists that psionic powers could even develop as part of an exchange between the two cultures, with one culture training the other as part of a cultural sharing program.



The embers flared sullenly as Alred set the poker back in among them. He stared into the hearth, tracking random patterns of yellow and red as the flames flickered across the wood. His chain shirt rattled as he pushed himself back up to his feet.

'You know more than you've told me, old man.' It was the first time he had spoken in many, many hours

Gerald's eyelids twitched. Blood ran freely down his face, merging in with the reddened patches on his neck. Through broken lips he rasped out a whisper: 'About what, my lord?'

Alred pointed a thick finger at the table. Page upon page of parchment lay scattered on the table, covered in his spidery handwriting.

'About these abominations you speak of. About this.' He sought out a word. 'Filth. This filth you claim walks among us. These creatures pretending to be human.'

Gerald's sobs took on a broken rhythm. 'Filth? Filth you call them? They are just children. Just children. Beautiful children. Singing children.' The stool holding him began to shake as he tried to rock. 'Their minds sing to the world. The world answers their singing.'

'Get this trash out of here.' The guard approached Gerald, lifted him up, shining gauntlets blackening with the results of his recent work.

'Alred. They know your name.' Gerald's voice cracked on the words as he pushed them out. 'Alred, they know your name! They see you. They see your name.' Tremors ran up and down the length of his body, almost tearing him from the iron grasp of his captor.

Alred stood close enough to smell the wrecked man's bloody breath. 'How do they know my name Gerald?'

The tremors finally forced the caked seals from the old man's eyes. Wide grey eyes, blood shot and yellowed, glared defiantly at the armoured man. 'They see you. They see me. They see everything. Always and everything. Before, after, beginnings and endings. They see.'

'Take him to his cell. Have his wounds treated. We will need him later.'

The guards dragged Gerald away, leaving behind scuffmarks on the stone. The heavy oaken door groaned closed behind them. Its lock gave forth a single click as it snapped into place. Alred stared once more into the fire. They knew his name.

Straightening, the inquisitor looked once more out of the cell's sole grille. Well, he thought. And I know their names. We shall see how powerful these perversions really are, when their cloak of lies is stripped from them.

'Such a pity.'

Many miles away, a heavily brocaded figure leaned back in her divan, mental energies subsiding and hand slipping away from the beautiful, ancient pendant that hung around her porcelain neck.

'Ah, Alred. I had such hopes for you. Your contacts, your capability – even your unwilling familiarity with our ways.' sighed the regal figure, reclining in the luxury that surrounded her.

'Such a great pity. But we have not worked so long and hard, simply to allow our conspiracies to fail now. Not with the danger so close at hand. We must remain in our shadows and masks for a little while longer.'

The Queen of the Sunset Towers extended one cream-hued arm and picked up a small silver bell, and, not without regret, tapped it twice. Twin silvery echoes sung around the room before fading into the silence. Somewhere nearby, an eerie tempo manifested in the air, loud and unnatural footsteps that soon dwindled into the distance.

'Goodbye Alred.'

DESIGNER'S NOTES

The design journey for the book you hold in your hands took longer than I imagined it would. Avoiding the blow-by-blow description, let me just say there were many false starts, dead ends and failed manuscripts. Sometimes it seemed that the world shapers did not want their world revealed. Time and space twisted to prevent discussions, misplace entire notebooks filled with concept material and destroy network connections. We persevered against these twists of fate, resulting in this book.

At its core, *Encyclopaedia Psionica: World Shapers* attempts to do more than just present a balanced system for psionic powers. It tries to bring some of the flavour back to psionics. We did not want to write just another 'list' of psionic powers and feats. We also did not want to go over the tried and true ground of psionics being primarily an extra-dimensional force, used by races that travel the planes the same way you and I get in a car to drive to the grocery store.

Since I started studying psychic phenomena back when, I read the Journal of Parapsychology and the minutes of the various meetings that took place starting as early as 1940 in the US. Paul has a similar interest in the European study of parapsychology. Between the two of us, we mined some fairly esoteric sources for ideas. Our hope was to find something unique to present.

The idea for psionic ghosts came from Victorian literature about poltergeists. There are dozens of studies of little girls, just going through puberty, plagued by terrible ghosts that torment them, their families, and any visitors. Some contemporary occult investigators suggested that these children caused their own trouble through their 'budding psychic gifts'. Those studies sparked the idea that trauma could cause psionic powers to spin out of control without creating a monster that the Games Master would rue forever.

Thus the ghosts found themselves placed on a random table. I fully expect that Games Masters will just ignore the table and generate the ghosts they want to see. But I wanted to follow convention, as well as giving the players something to roll on when their

characters go down for the count. Spawning a minor ghost might be more of an annoyance to the enemy than an assistance, but it does at least give the unconscious psionic something to do other than go grab some pretzels.

Originally this book had a fairly extensive system of latent psionics in it. I wanted to create a method for players to add minor psionic powers to their characters without having to multi-class. Pick up a 'latency' feat and away they went. However, after much consideration and actually having a draft of the rules it was decided that the idea needed further development. With luck you will see more of it soon. We included the latent feat mechanics to give much the same feel for those who would like to experiment in the meantime.

The prestige classes for *Encyclopaedia Psionica: World Shapers* also proved to be more of a challenge than I initially anticipated. I wanted to create some different paths that a psionic might choose. After experimenting with a variety of 'generic' ideas I finally gave up and wrote some prestige classes with solid stories. These work a lot better than the firestorm, body bender and time breaker classes that I tried before.

The framing short story and included comments throughout the text presented a particular problem. We wanted to create the impression that the entire book was the result of an interrogation. Gerald eventually came to speak with a distinct voice, but it can be hard sometimes to make out what he wants to say. The inclusion of his personal comments serves to highlight some rather odd incidents that we hope to explore someday soon.

In all, I hope that you enjoy the concepts presented in this book. They represent a stable evolution of the ideas presented in other d20 literature; the innovations rest in the mechanical efforts to provide psionics with some of the flavour rightfully theirs from the long history of scientific psychic research.

Shannon Kalvar



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ENCYCLOPEDIA
PSIONICA

WORLD SHAPERS

The Secret Revolution

In the minds of all sentient creatures lies the potential to change the world. Every thought, every action resonates throughout reality. Actions and thoughts intersect, collide, contradict, and merge together to form the fabric of cause and effect that make up 'reality' as people understand it.

Most people express their power to change the world through their bodies. They take up swords or tools, craft words or art. A handful find they wield incredible arcane or divine powers, changing all of creation by moving forces they barely understand.

A rare cursed few do not suffer the limits that constrain mortal men. They alter the shape of the universe by will alone. They move mountains, light forest fires, transport themselves through time and space without drawing on anything but themselves. They have what many would consider the ultimate gift; to transform thought into definite action unbound by the constraints of the physical world. This ultimate gift brings with it a terrible curse. Each world shaper must maintain constant focus, constant control over the power within. A stray thought could become a bird. A flare of anger may ignite an inferno that destroys a town. Unbridled by the buffer of physical action these gifted individuals must struggle constantly to establish boundaries on their own desires. Even a moment's failure can bring ruin to everything they hold dear.

They are the world shapers, world breakers, dreamers and destroyers. Where they walk, reality itself bows down.

Inside You Will Find:

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| World Shaping – An Overview | Feats for Psionic and Latent characters |
| World Shapers and the Mundane World | New Psionic Items and Psionic Foci |
| Details of four types of Psionic World Shaper | Psionic Ghosts |
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