

Psion

All intelligent creatures on Athas have some measure of psionic power. This includes all the player character races, but many of the beasts of the desert and no small number of plant species as well. Athas is a world alive with psychic power. People with psionic powers are called psions, colloquially known as mindbenders.

Those who dedicate their lives to the pursuit of the mental arts are known as **psionicists**. They study at prestigious academies, learn at the feet of great masters, or pursue a solitary path, honing their psychic powers through meditation and insight.

Not all those with psionic abilities are of the psionicist class. All non-psionicist characters, even those who do not meet the ability requirements for the psionicist class, are automatically **wild talents**, born with glimmers of psionic potential. In most, this potential manifests as a rudimentary power or two. But some wild talents possess surprising levels of ability. For more on wild talents, see Chapter Eleven: Psionic Powers.

Psionicist

Ability Requirements: Constitution II
Intelligence I2
Wisdom I5

Armour: Leather, hide, padded, studded leather, small shield (see below for note on helmets)

Weapons: Carrikal, cavalry mace, cavalry pick, club, dagger, forearm axe, hand axe, hand crossbow, knife, light crossbow, puchik, quabone, scimitar, short bow, short sword, spear, throwing axe, warhammer

The psionicist uses the forces of his own mind to affect his environment. Psionic powers aren't magical in nature. Rather, they come from within the psionicist whose entire essence is in perfect harmony. What's more, psionic powers in no way affect the world's ecosystem other than by direct interaction.

More than other classes, the psionicist is self-contained. Unlike the fighter and thief, he needs no weapons or tools. Unlike the priest, he needs no elements. Unlike the wizard, he relies on no outside energies. His power comes from within, and he alone gives it shape.



The psionist strives to unite every aspect of his self into a single, powerful whole. He looks inward to the essence of his own being and gains control of his subconscious. Through extraordinary discipline, contemplation, and self-awareness, he unlocks the full potential of his mind. On Athas, this pursuit of psionic power is known as the Will and the Way.

Class Abilities

Mental Strength: Psionists gain a +2 bonus on all saving throws vs. mind-affecting magic, including all enchantment/charm spells.

Psionics: Psionists control the power of the mind and can unleash psionic powers at will. The psionist possesses **Psionic Strength Points** (PSPs) which he uses to manifest and maintain his powers. The psionist gains a set amount of PSPs every level, and bonus PSPs for high Wisdom. A psionist's PSP total returns to its maximum after eight hours of rest – but see below on the effect that maintaining powers has on PSP recovery.

The psionist also has a **Mental Armour Class** (MAC). This is the target number for telepathic attacks against the psionist, if higher than the power score. MAC equals 10 plus Will Bonus from Wisdom plus a bonus per psionist level, as shown in the psionist class table (non-psionists only add their Will Bonus).

Each psionic power is categorised from 1st to 9th level, just like cleric and wizard spells, and costs a variable number of PSPs, depending on its level. Each power also has a power score equal to 10 + the power's level.

To manifest a power, the psionist makes a **power check**. A power check is d20 + psionist level + Insight Bonus from Intelligence. If the power check equals or exceeds the power's power score, then the power manifests successfully. The psionist pays the full PSP cost. If the power check fails, the power does not manifest and the psionist does not lose any PSPs.

A roll of 1 or 20 on the power check has special results – see the individual power descriptions for details.

A psionist wearing a metal helmet **cannot** manifest any psionic powers.

Some powers have durations. A power lasts for one round per psionist level (or a number of hours/days equal to his level if the duration is measured in hourly or daily increments). If a psionist wants the power to last longer, he must make another power check and spend the full PSP cost in order to manifest it again.

Alternatively, he can **maintain** the power without a power check by paying a maintenance cost in PSPs equal to half the initial cost (rounded down) every round (or hour or day, as appropriate).

If a psionist is expending PSPs to maintain a power, he cannot recover any PSPs. A character cannot spend PSPs to maintain a power when he is sleeping or unconscious; no continuous power that requires an expenditure of PSPs can operate during sleep.

A psionist can maintain any number of powers at once, but can manifest only one per round. When maintained powers are deactivated, he can drop all maintained powers at once, or one per round. He cannot drop two or more in one round and maintain others.

A mind without PSPs is open to psionic contact (usually through telepathy). A mind is closed so long as it has PSPs remaining. When a character runs out of PSPs, his mind is open and is vulnerable to attack from certain psionic powers.

At times, a psionist will engage in a **psychic contest** with another psionist – to do so, both psionists make opposed power checks. The highest roll wins the contest.

Psionic powers are divided into five disciplines: clairsentience, psychokinesis, psychometabolism, psychoportation, and telepathy. A psionist chooses one discipline at first level; his first psionic power comes from this discipline. He adds more disciplines as he advances in levels, adding more powers of increasingly higher level from a larger number of disciplines.

Psychic Ingenuity: From 4th level, a psionist can focus his mind to bolster himself in situations usually demanding brute force. In situations requiring a Strength, Dexterity, or Constitution check, he can make a Wisdom check instead.

Craft Power Stones: The psionist can enchant power stones (the psionic equivalent of potions and scrolls) when he reaches 7th level. Consult your DM for more information on this.

Followers: At 9th level, a psionist becomes a contemplative master. He can build a sanctuary (usually in an isolated place), and use it as his headquarters. Most importantly, he begins to attract followers.

One neophyte psionist (1st or 2nd level) arrives each month to study at the feet of the master. Neophytes arrive regardless of whether or not the master builds a sanctuary. If he does have a sanctuary, however, he attracts a maximum number of followers equal to his Charisma. If not, the number is half this (round down).

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

Craft Psionic Items: The psionicist learns how to craft all other psionic items from 12th level onwards. Consult your DM for details on this process.

Psychic Power: Targets of the psionicist's powers suffer the listed penalties on all saves against his powers.

Maintain Power: From 14th level, the psionicist can maintain one power per day without paying its maintenance cost, for a number of rounds (or hours etc.) equal to his Will Bonus.

Twin Power: At 20th level, the psionicist can manifest two powers per round. The psionicist can use this ability a number of times per day equal to his Will Bonus.

Psychic Versatility: At 24th level, each day when the psionicist meditates to regain PSPs, he may choose any one power that he does not know from any discipline and add it to his powers known for the day. This power does not count against his number of powers known.

Cerebral Resilience: On reaching 27th level, a psionicist gains protection from all devices, powers, and spells that influence the mind. This ability grants him a +6 bonus on all saving throws against all mind-affecting powers and effects (though the psionicist can selectively allow powers or spells to affect him). The ability even foils *limited wish*, *wish*, and similar powers when they are used to mentally influence the psionicist.

Font of Power: A 30th-level psionicist can produce seemingly endless PSPs once per day, for one round per point of Will Bonus. His eyes shine like tiny stars, and faint illumination seems to beam out of his mouth and the end of each of his fingers. While so empowered, he can manifest any of his powers without drawing from his PSP reserve. He finds the PSPs he needs welling up within his own body. He must still pay any subsequent maintenance costs as normal, however.

While this ability is activated, the psionicist's psionic power protects his body, reducing all damage he suffers by half for the duration of the effect.

Bonus Psionic Strength Points

Bonus Psionic Strength Points by Psionicist Level

Wisdom	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
13-15	0	1	1	2	2	3	3	4	4	5
16-17	1	2	3	4	5	6	7	8	9	10
18	1	3	4	6	7	9	10	12	13	15
19	2	4	6	8	10	12	14	16	18	20
20	2	5	7	10	12	15	17	20	22	25
21	3	6	9	12	15	18	21	24	27	30
22	3	7	10	14	17	21	24	28	31	35
23	4	8	12	16	20	24	28	32	36	40
24	4	9	13	18	22	27	31	36	40	45
25	5	10	15	20	25	30	35	40	45	50

Bonus Psionic Strength Points by Psionicist Level (continued)

Wisdom	11th	12th	13th	14th	15th	16th	17th	18th	19th	20th+
13-15	5	6	6	7	7	8	8	9	9	10
16-17	11	12	13	14	15	16	17	18	19	20
18	16	18	19	21	22	24	25	27	28	30
19	22	24	26	28	30	32	34	36	38	40
20	27	30	32	35	37	40	42	45	47	50
21	33	36	39	42	45	48	51	54	57	60
22	38	42	45	49	52	56	59	63	66	70
23	44	48	52	56	60	64	68	72	76	80
24	49	54	58	63	67	72	76	81	85	90
25	55	60	65	70	75	80	85	90	95	100

Character Classes

Psionics Table

Experience Points	Level	Hit Dice (d6)	Attack Bonus	MAC	Abilities	PSP/Day	Psionics		Max. Level
							Disciplines	Powers	
0	1	1	+0	+1	Mental strength, psionics	2	1	3	1
2,200	2	2	+0	+1		6	2	5	1
4,400	3	3	+1	+2		11	2	8	2
8,800	4	4	+1	+2	Psychic ingenuity	17	2	11	2
16,500	5	5	+2	+3		25	2	13	3
30,000	6	6	+2	+3		35	3	14	3
55,000	7	7	+3	+4	Craft power stones	46	3	16	4
100,000	8	8	+3	+4		58	3	17	4
200,000	9	9	+4	+5	Followers	72	3	19	5
400,000	10	10	+4	+5		88	4	20	5
600,000	11	10+2	+5	+6		106	4	22	5
800,000	12	10+4	+5	+6	Craft psionic items	126	4	24	6
1,000,000	13	10+6	+6	+7	Psychic power (-1)	147	4	25	6
1,200,000	14	10+8	+6	+7	Maintain power	170	5	26	7
1,500,000	15	10+10	+7	+8		195	5	28	7
1,800,000	16	10+12	+7	+8	Psychic power (-2)	221	5	29	8
2,100,000	17	10+14	+8	+9		250	5	31	8
2,400,000	18	10+16	+8	+9		280	5	32	9
2,700,000	19	10+18	+9	+10	Psychic power (-3)	311	5	34	9
3,000,000	20	10+20	+9	+10	Twin power	343	5	35	9
3,300,000	21	10+22	+9	+10		376	5	40	9
3,600,000	22	10+24	+9	+10	Psychic power (-4)	410	5	44	9
3,900,000	23	10+26	+9	+10		445	5	49	9
4,200,000	24	10+28	+9	+10	Psychic versatility	481	5	55	9
4,500,000	25	10+30	+9	+10	Psychic power (-5)	518	5	61	9
4,800,000	26	10+32	+9	+10		556	5	67	9
5,100,000	27	10+34	+9	+10	Cerebral resilience	595	5	74	9
5,400,000	28	10+36	+9	+10	Psychic power (-6)	635	5	81	9
5,700,000	29	10+38	+9	+10		676	5	88	9
6,000,000	30	10+40	+9	+10	Font of power	718	5	100	9

Psionic Powers



Psionics are prevalent everywhere in the Dark Sun campaign. Every living creature on Athas will have contact with psionics during its lifetime. Creatures may possess talents that help them to hunt or survive, people with natural talents fill the cities, and even non-psionic creatures and characters must deal with their psionic counterparts. Those who can't adapt to these conditions will not survive beneath the crimson sun.

All living things are blessed with some psionic potential, even if they do not develop mental powers. This potential is the summation of an individual's understanding of the Way of psionics and their Will to command its powers. Only by using both aspects together can a creature call upon its psionic energies.

This section compiles all psionic powers from other supplements and converts them to a system that divides psionic powers into nine levels, similar to wizard spells. Each power has a power score that a psionist must meet or exceed with a power check in order to manifest that power. See the psionist class for more information on rules regarding manifesting psionic powers.

The powers are into five disciplines (clairsentience, psychokinesis, psychometabolism, psychoportation, and telepathy) and listed in alphabetical order. Following this are rules for determining wild talents – the innate powers common to characters who are not psionists.

All references to psionists in this section can also apply to other psions – wild talents and monsters – as applicable, depending on the power in question.

Power Lists

Clairsentience

1st Level

Detect Life
 Detect Magic
 Detect Poison
 Detect Psionics
 Detect Spirits
 Know Location
 Martial Trance
 Synesthete
 Trail of Destruction

2nd Level

Aura Sight
 Combat Mind
 Detect Moisture
 Know Course
 Object Reading
 Precognition
 Sensitivity to Psychic Impressions
 Watcher's Ward
 Weather Prediction

3rd Level

All-round Vision
 Bone Reading
 Danger Sense
 Detect Ethereal
 Detection
 Environmental Awareness
 Safe Path

4th Level

Appraise
 Radial Navigation
 Retrospection
 Scrying
 Sensitivity to Observation

5th Level

Anticipatory Strike
 Predestination
 Spirit Lore
 True Sight

6th Level

Probability Manipulation
 Scrying Trap
 Subjective Reality

7th Level

Anticipatory Vision
 Fate of One

8th Level

Hypercognition
 Psychic Clone

9th Level

Cosmic Awareness
 Metafaculty

Psychokinesis

1st Level

Animate Shadow
 Ballistic Attack
 Control Sound
 Project Force
 Static Discharge

2nd Level

Compact
 Control Flames
 Control Light
 Create Sound
 Control Temperature
 Ghost Writing
 Levitation
 Magnetise
 Molecular Bonding
 Molecular Manipulation
 Return Flight

3rd Level

Concentrate Water
 Create Object
 Detonate
 Inertial Barrier
 Mass Manipulation
 Momentum Theft

Opposite Reaction
 Soften
 Telekinetic Flight

4th Level

Animate Object
 Control Body
 Free Action
 Kinetic Blast
 Molecular Rearrangement

5th Level

Control Wind
 Kinetic Control
 Telekinesis
 Telekinetic Barrier

6th Level

Disintegrate
 Overland Flight
 Suppress Magic

7th Level

Evade Blast
 Kinetic Rebound

8th Level

Stasis Field
 Telekinetic Sphere

9th Level

Kinetic Cyclone
 Megakinesis

Psychometabolism

1st Level

Alter Features
 Catfall
 Cognitive Trance
 Displacement
 Expansion
 Photosynthesis
 Reduction
 Spider touch

2nd Level

Adrenaline Control
 Animal Affinity
 Biofeedback
 Body Equilibrium
 Body Weaponry
 Chameleon Power
 Chemical Simulation
 Enhanced Strength
 Fighting Trance
 Flesh Armour
 Heightened Senses
 Intensify
 Mind over Body
 Pheromone Discharge

3rd Level

Absorb Disease
 Accelerate
 Carapace
 Cause Sleep
 Cell Adjustment
 Double Pain
 Ectoplasmic Form
 Enhancement
 Graft Weapon
 Iron Will
 Life Draining
 Rigidity
 Shadowform
 Share Strength

4th Level

Cannibalise
 Cause Decay
 Energy Containment
 Forced Symmetry
 Immovability
 Lend Health
 Metamorphosis
 Poison Simulation
 Suspend Animation

5th Level

Complete Healing
 Death Field
 Environmental Adaptation
 Gird
 Nerve Manipulation
 Strength of the Land

6th Level

Aging
 Psychic Restoration
 Revivify

7th Level

Regenerate
 Split Personality

8th Level

Fusion
 Obsidian Form

9th Level

Assimilate
 Elemental Composition

Psychoportation

1st Level

Deceleration
 Float
 Speed Burst
 Warp Shield

2nd Level

Deflect
 Dimensional Swap
 Slipstream
 Warp Blade

3rd Level

Blink
 Dimensional Door
 Duo-dimension
 Summon Planar Energy
 Time Dilation

4th Level

Dimensional Walk
 Phase
 Shadow Walk
 Teleport Lock
 Teleport Object
 Time/Space Anchor

5th Level

Dimensional Blade
 Dimensional Screen
 Ethereal Traveller

Phase Object
 Pocket Dimension
 Probability Travel
 Spatial Distortion
 Summon Planar Creature
 Teleport
 Teleport Trigger

6th Level

Banishment
 Summon Object
 Teleport Other
 Time Duplicate
 Wrench

7th Level

Astral Projection
 Dream Travel
 Time Shift

8th Level

Teleport, Mass
 Time Travel

9th Level

Planar Transposition
 Wormhole

Telepathy

1st Level

Conceal Thoughts
 Ego Whip
 Empathy
 False Sensory Input
 Insect Mind
 Plant Mind
 Reptile Mind
 Sense Link

2nd Level

Acceptance
 Alignment Stabilisation
 Attraction
 Aversion
 Daydream
 ESP
 Focus Forgiveness
 Hivemind
 Invisibility

Psionic Powers

Send Thoughts
Sensory Suppression
Suppress Fear
Telepathic Projection
Thought Shield

3rd Level

Animal Telepathy
Awe
Hallucination
Incarnation Awareness
Mind Thrust
Mindlink
Post-Hypnotic Suggestion
Psionic Residue
Psychic Blade
Psychic Messenger
Tower of Iron Will
True Worship

4th Level

Amnesia
Fate Link
Id Insinuation
Identity Penetration
Inflict Pain
Mind Blank

Mindwreck
Mysterious Traveller
Psionic Vampirism
Psychic Impersonation
Receptacle
Superior Invisibility
Truthhear

5th Level

Domination
Impossible Task
Mental Barrier
Mindwipe
Phobia Amplification
Probe
Psionic Inflation
Psychic Drain
Repugnance
Synaptic Static

6th Level

Aura Alteration
Empower, Lesser
Intellect Fortress
Invincible Foes
Psionic Blast

7th Level

Empower
Mindflame
Switch Personality
Ultrablast

8th Level

Convergence
Mass Domination
Mind Bar
Psychic Crush

9th Level

Beast Mastery
Psychic Surgery



Power Descriptions

Absorb Disease

Psychometabolism

Level: 3

Power Score: 13

PSP Cost: 5

Range: Touch

Area of Effect: 1 creature

This power lets the psionicist absorb the disease from another character's body, presumably then healing himself (using *complete healing*). This power can absorb magical diseases, but not curses, such as lycanthropy.

20 - The disease is automatically destroyed by the psionicist's immune system.

1 - The disease remains in the victim while also spreading to the psionicist.

Accelerate

Psychometabolism

Level: 3

Power Score: 13

PSP Cost: 5/2

Range: 0

Area of Effect: Personal

A psionicist using *accelerate* is *hasted*. Her movement and rate of attack are doubled, and she gains a -2 bonus to initiative. Spellcasting and psionics are not speeded up by this power, although it counters a magical *slow* effect. When the power ceases, the psionicist must rest for a number of rounds equal to time spent accelerated, doing nothing but catching her breath. She does not age a year as the recipient of a *haste* spell would.

20 - The psionicist's attacks are tripled, and she automatically strikes first in the round.

1 - The psionicist suffers the effects of a *slow* spell for 1d6 rounds.

Acceptance

Telepathy

Level: 2

Power Score: 12/MAC

PSP Cost: 2/I per turn

Range: 30 yards

Area of Effect: Special

This power lets the psionicist make one or more individuals docile and passive in captivity. The psionicist gains no special control over the creatures, but their strong emotions associated with captivity are nullified.

The power affects the psionicist's level in Hit Dice of creatures, provided they are in range. If more Hit Dice than that are in range, the smaller creatures are affected first (excess Hit Dice are lost). Creatures under this power do not escape, attack, starve themselves, or disobey basic commands (to move, sleep, work, etc.). They are not *charmed* and have no love of their captors.

The creatures remain affected as long as they stay in range and the power remains active. Especially harsh treatment may cancel the power's effectiveness. Mistreated creatures receive a saving throw vs. paralysis.

20 - The affected creatures automatically betray any existing escape plans and betray each other to the psionicist.

1 - The captive creatures become bent on escape and disrupt their captor's plans until they escape or die.

Adrenaline Control

Psychometabolism

Level: 2

Power Score: 12

PSP Cost: 3/I

Range: 0

Area of Effect: Personal

This power temporarily boosts the amount of adrenaline in the user's system, giving him physical advantages. He gains 1d6 points to divide among his Strength, Dexterity, and Constitution scores as he chooses, thus increasing them while the power is in effect. He receives all of the normal bonuses for high ability scores during this period. (If used to increase Constitution, the user may temporarily gain bonus hit points. Damage suffered is subtracted from the extra hit points first.)

A character may exceed his racial maximums with this power, but takes a risk of injuring himself. When the power ceases, the psionicist must make a system shock check if he operated beyond the normal maximum for his race in any ability. If he fails, he suffers 1d6 damage from stress and fatigue.

20 - The psionicist gains 2d6 points to split between Strength, Dexterity and Constitution.

1 - The psionicist loses 1 point each from Strength, Dexterity and Constitution.

Aging

Psychometabolism

Level: 6

Power Score: I6

PSP Cost: II

Range: Touch

Area of Effect: I creature

With this power, a psionicist can cause unnatural aging by touch. The victim ages Id4 years instantly and must save vs. polymorph. Failure means that the change was traumatic, and he ages another year automatically.

20 - The victim ages Id20 years.

I - The psionicist ages Id10 years.

Alignment Stabilisation

Telepathy

Level: 2

Power Score: I2/MAC

PSP Cost: 3/I per hour

Range: I0 yards

Area of Effect: I half-giant

This power lets the psionicist keep one half-giant on the same alignment. While stabilised, the half-giant does not change alignment. The psionicist cannot change the half-giant's alignment, only keep it from changing. A half-giant willingly submits to this power if informed about it. A half-giant is usually certain that his current alignment is the best possible, and has no argument about keeping it that way. When the power ceases, the half-giant most likely won't notice or care.

20 - The maintenance cost is only I per day.

I - The psionicist becomes confused about his own alignment, equivalent to a *confusion* spell.

All-round Vision

Clairsentience

Level: 3

Power Score: I3

PSP Cost: 5/2

Range: 0

Area of Effect: Personal

The psionicist has metaphorical "eyes in the back of his head," and on the sides and top as well, gaining benefits in specific situations. In effect, he has a 360° sphere of sight. Thus he cannot be surprised by opponents approaching from behind, opponents attacking from the

flank or rear gain no bonus on their attack rolls, and thieves are denied their backstab attack ability.

The psionicist suffers a -4 penalty on all saving throws against gaze attacks while this power is in operation.

20 - The psionicist gains infravision for the duration of the power.

I - The psionicist is blind for Id4 hours.

Alter Features

Psychometabolism

Level: I

Power Score: II

PSP Cost: I/I

Range: 0

Area of Effect: Personal

This power enables the psionicist to alter his appearance by means of a limited control over his facial features. He can change his skin colouration to any normal variation, alter the appearance of his hair, change the colour of his eyes, and adjust the bone structure of his face. He cannot pass for a member of another species.

If the psionicist passes his power check with a result of 20 or better, he can mimic the features of a particular individual well enough to fool anyone who relies on appearance only to identify that person. If he is closely examined, the psionicist must make another power check to see if his disguise works.

20 - The psionicist automatically passes any power checks to protect his disguise.

I - One of the psionicist's facial features grows to an exaggerated size for Id6 hours.

Amnesia

Telepathy

Level: 4

Power Score: I4/MAC

PSP Cost: 7/3

Range: 200 yards

Area of Effect: I creature

This power allows the psionicist to interfere with the memory of a contacted creature. As long as *amnesia* is active, the subject is unable to remember anything that occurred prior to the power's manifestation.

The victim does remember events that occur in his amnesiac state, so he can recall conversations or events that have occurred since the *amnesia* began.

The exact effects of *amnesia* are left to the DM, but generally the victims remember how to talk, how to walk, how to eat, and other physical or innate skills. Knowledge-based skills such as spellcasting, psionics use, or lockpicking would be temporarily forgotten, but talents such as proficiency with the bow or acrobatics would not be.

Making a monster forget everything does not necessarily make it a nice person. Instincts remain, so predatory behaviour would be unchanged, for example. General personality traits also remain despite the individual's loss of memory.

20 - The victim remains an amnesiac for 1d10 days after the power ceases to be active, if the psionicist wishes.

1 - The power backfires, and the psionicist becomes amnesiac himself for 2d10 turns.

Animal Affinity

Psychometabolism

Level: 2

Power Score: 12

PSP Cost: 3/1

Range: 0

Area of Effect: Personal

With this power, the psionicist develops an affinity for a particular animal type. The psionicist has no control over which animal type he gains affinity with - the player should roll on the list below to determine the animal type. The psionicist undergoes a physical change when this power is used, depending on the animal and ability. For example, he may gain wings or claws.

d20 Roll	Animal	d20 Roll	Animal
1	Ankheg	11	Lizard, minotaur
2	Carru	12	Mekillot
3	Cilops	13	Pterrax
4	Erdland	14	Rasclinn
5	Flailer	15	Razorwing
6	Gorak	16	Ruktoi
7	Inix	17	Scorpion, giant
8	Jhakar	18	Spider, giant
9	Kes'trekel	19	Tigone
10	Kirre	20	Wyvern

When the user manifests this power, he temporarily gains one of the animal's attributes. He can choose from the following list, but only one can be gained at a time:

- Armour Class
- movement rate and mode
- physical attacks, attack bonus and damage
- hit points
- any other non-magical, non-psionic special ability

The attribute lasts for every round that the power remains active. Switching to a different attribute requires a new power check.

20 - The psionicist gains two abilities instead of one.

1 - The character's skin takes on the appearance of the animal's skin until the power is used again successfully. AC is unaffected.

Animal Telepathy

Telepathy

Level: 3

Power Score: 13/MAC

PSP Cost: 5/2

Range: 0

Area of Effect: 1 animal

Animal telepathy enables the psionicist to establish mental two-way communication with an animal. The psionicist and the target animal are able to exchange precise ideas, instructions, and plans in plain language. The psionicist does not suffer a power check penalty for contacting a non-human mind. This power cannot be used to communicate with an intelligent creature.

Note that non-intelligent animals will not have much to communicate. This power does not make an animal more intelligent, nor does it guarantee obedience. It merely facilitates communication.

20 - The psionicist is able to plant a *suggestion* in the animal's mind.

1 - The animal becomes hostile and immediately attacks the psionicist.

Animate Object

Psychokinesis

Level: 4

Power Score: 14+

PSP Cost: 7/3

Range: 50 yards

Area of Effect: 1 item weighing 100 lbs. or less

This power allows the user to control the movement of an otherwise inanimate object, giving it the appearance of life. For example, *animate object* can make chairs

walk or stones dance, though objects being animated must weigh 100 pounds or less. The material the item is made of affects the power score, as indicated below:

Material	Power Score
Cloth, paper	14
Live wood, dead animal	15
Dead wood, bone	16
Water	17
Thin metal	18
Thick metal	19
Stone	20

The item's movements are clumsy, and, if it was rigid to begin with, it makes a loud creaking, groaning, or grating sound. It can move at MV 6 in any direction chosen by the psionist and attacks as a club at +0.

20 - The animation is smooth and lifelike.

I - The animated object attacks the psionist using his own attack score and dealing 1d6 damage.

Animate Shadow

Psychokinesis

Level: I

Power Score: 11

PSP Cost: I/I

Range: 40 yards

Area of Effect: 100 square feet

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

An animated shadow can't really do anything other than startle or amuse someone. It cannot attack or disrupt a mage's concentration. It can serve as a diversion by entertaining someone or attracting a guard's attention.

20 - The range increases to 100 yards.

I - The shadow disappears completely for one round.

Anticipatory Strike

Clairsentience

Level: 5

Power Score: 15

PSP Cost: 9

Range: 0

Area of Effect: Personal

This power lets the psionist act before his turn in the initiative order. He can manifest it before his initiative comes up, choosing when in the initiative order it manifests. As soon as he manifests the power, the psionist gains a full round of actions at that point in the initiative order. After manifesting this power, he cannot manifest it again until a round has passed.

20 - The psionist does not have to wait a round before manifesting the power again.

I - The psionist loses his actions for the round.

Anticipatory Vision

Clairsentience

Level: 7

Power Score: 17

PSP Cost: 13

Range: Personal

Area of Effect: 60-foot radius

This power allows the psionist to correctly know what actions all beings within 60 feet at the time of manifesting the power will attempt on the following round, so the psionist can act accordingly. For each attack, the information is the type of weapon to be used, whether the weapon is magical (but not what magical power will be used), and the attacker's intended target.

If the attack is to be a spell or psionic power, the intended target or area of effect is revealed, but not the type of spell or power. For activities involving items, the precise item to be used is learned. Often this reveals the presence of hidden items to the psionist.

Undead and creatures from other planes cannot be read using this power. The power reveals the existence (but not location) of invisible or disguised beings by communicating their intended activities to the psionist.

20 - The psionist gains insight into the next two rounds of actions.

I - The psionist is befuddled and loses his own actions for this and the following round.

Appraise

Clairsentience

Level: 4

Power Score: 14

PSP Cost: 7

Range: 0

Area of Effect: Personal

With this power, a psionicist can determine the likelihood that a specific course of action will succeed. The action or activity must take place within a week. Exact odds may be difficult or impossible to determine, but the DM should provide his most accurate, honest appraisal and give a percentage chance for the plan or action's success. Subsequent uses of *appraise* may reveal more information, subject to DM approval.

No one can foresee the future with assured accuracy. Like *precognition*, the success of this power depends on how closely the characters adhere to their plans. Do they act as they intended? React as they intended? What factors did they fail to foresee? Every deviation steers events away from the predicted path. If this power is used, the DM should give the best answer he can, based on information the characters have. Factors they don't know about and can't take into account while forming a plan, can change things dramatically.

20 - The player is allowed to reroll any three die rolls to help make his character's forecast more accurate.

1 - The psionicist can't use this power for 1d4 days.

Assimilate

Psychometabolism

Level: 9

Power Score: 19

PSP Cost: 17

Range: 0

Area of Effect: Personal

A creature touched by the psionicist is partially assimilated into the psionicist's form and takes 20d6 points of damage. Any creature reduced to 0 or fewer hit points by this power is killed, entirely assimilated into the psionicist's form, leaving behind only a trace of fine dust. The creature's equipment is unaffected.

A creature that is partially assimilated (that is, a creature that has at least 1 hit point following use of this power) grants the psionicist a number of temporary hit points equal to half the damage dealt by the power for 1 hour.

A completely assimilated creature grants the psionicist a number of temporary hit points equal to the damage dealt and a +4 bonus to each ability score for 1 hour. If the assimilated creature knows psionic powers, the psionicist gains knowledge of one of its powers (chosen by the DM) for 1 hour. The psionicist gains some semblance of a creature he completely assimilates for

1 hour, granting him a +10 bonus on disguise checks made to appear as that creature during that time.

20 - The benefits of this power lasts for two hours.

1 - The psionicist takes 10d6 damage and the assimilation fails.

Astral Projection

Psychoporation

Level: 7

Power Score: 17

PSP Cost: 13/6

Range: 0

Area of Effect: Personal

This power allows the user to travel without his physical body by creating an astral form that leaps into the Astral Plane. The psionicist must first breach the Gray. Only creatures also on the Astral Plane can see the astral form. A silvery cord connects the astral body to the physical one. This translucent string stretches 10 feet from the astral body before becoming invisible. If the cord is severed, the astral and physical bodies die, killing the user. The cord is nearly indestructible, however. It only can be severed by a powerful psionic wind or the silver sword of a githyanki.

Astral Travel

The Astral Plane is a seemingly infinite silver void dotted with two-dimensional colour pools that serve as highways to the Deep (the Outer Planes). These pools, scattered randomly throughout the Astral Plane, provide connections to all surface layers of the Outer Planes of the Great Wheel.

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

Combat on the Astral Plane is unusual. Visitors with a physical body cannot affect astral bodies in any way but psionics do work against the minds of astral travellers. Most magical items do not work on the plane. Magical items keyed to a particular plane do function there, often with enhanced effect.

The Astral Plane is used to get to other destinations – a distant point on the Prime Material or a colour pool leading to another plane, for example. When the user reaches his destination, a temporary physical body is formed there. It resembles the user's real body, and the two remain connected by the silvery cord. However, a temporary physical body isn't formed if the user travels to another location on the same plane as his real body. He can view that location in astral form, but he can't affect the area in any physical, magical, or psionic way.

20 – The first colour pool found is precisely where the psionicist wants it.

I – The psionicist attracts the attention of a powerful creature in the Astral Plane.

Attraction

Telepathy

Level: 2

Power Score: I2/MAC

PSP Cost: 3/I

Range: 200 yards

Area of Effect: I creature

This power creates an overwhelming attraction to a particular person or thing – an item, creature, action, or event. A victim of this power will do whatever seems reasonable to get close to the object of his attraction.

The key word is “reasonable”. The victim is completely fascinated, but he suffers from blind obsession. He won't leap into a fire or over a cliff, for example, or climb onto the leg of a nightmare beast. He can still recognise danger, but will not flee unless the threat is strong and immediate. And if the danger is not apparent, (such as poison in a goblet of wine), the character could easily destroy himself in pursuit of the attraction.

20 – The effect borders on an obsession; the victim takes serious risks.

I – The psionicist becomes obsessed with one randomly determined person within range for Id6 turns.

Aura Alteration

Telepathy

Level: 6

Power Score: I6/MAC

PSP Cost: II+

Range: Touch

Area of Effect: I creature

With *aura alteration*, a psionicist can temporarily disguise a person's alignment, disguise his level, or remove aura afflictions like curses, *geases*, and *quests*. Disguising a character's alignment or level is the easiest to do. The disguise is temporary, lasting only Id6 hours. It has no effect on the character's real alignment or class, but a psionicist with *aura sight* will be fooled by the fake aura.

Because curses, *geases*, and *quests* are imprinted on a character's aura, they can be removed with this power. A psionicist who tries this suffers a –6 penalty to his power check and must expend 20 PSPs instead of II.

20 – The psionicist can remove curses, *geases* and *quests* at no penalty or extra PSP cost.

I – The psionicist's patient must make a saving throw vs. spells to avoid losing one experience level. (A slip of the psychic scalpel can close off vital parts of the brain.)

Aura Sight

Clairsentience

Level: 2

Power Score: I2+

PSP Cost: 3/I

Range: 50 yards

Area of Effect: Personal

With this power, the user can see auras (the normally invisible field of coloured light that surrounds all living things). Each round of use gives the user one piece of information: the target's alignment (one portion of it) or relative level of power; not both simultaneously. The psionicist can examine one aura per round and can be discreet, but does need to gaze at the target. Using the power from a distance is less noticeable than up close.

The higher the target's level or HD, the tougher it is to interpret the aura. The power score increases by +I for every three levels (or HD) the target has, rounded down. For example, an 8th-level target increases the power score by +2, making it I4 (and therefore harder).

The DM should relate game-related information in a story sense, rather than in mechanical terms. In the case of alignment, the user sees coloured light that represents an element: 1) blue (lawful); 2) gray (neutral); 3) red (chaotic); 4) white (good); or 5) black (evil).

Relative level of power can be described as follows:

- **Dim aura:** Ist to 5th level
- **Bright aura:** 5th to I3th level
- **Dazzling aura:** I4th to 20th level
- **Blinding aura:** 2Ist level and above

20 – The psionist can examine up to four auras per round instead of two.

I – The psionist can't use this power for 24 hours.

Aversion

Telepathy

Level: 2

Power Score: 12/MAC

PSP Cost: 3

Range: 200 yards

Area of Effect: 1 creature

The victim of this power gains an aversion to a particular person, place, action, or event. He will do everything he can to avoid the object of his aversion. He will not approach within 20 yards, and if he is already within 20 yards, he will back away at the first opportunity. The aversion is “planted” in the victim's brain for one turn; the psionist must re-manifest the power thereafter.

20 – The object affects the victim like a *fear* spell.

I – The psionist becomes terrified of one randomly determined person within range for 1d6 rounds.

Awe

Telepathy

Level: 3

Power Score: 13/MAC

PSP Cost: 5/2+

Range: 0

Area of Effect: 20 yards

This power causes another character to hold the psionist in awe. Characters affected by this power are mentally cowed – they sense the user's “awesome might”. They have no desire to serve or befriend the user, but they won't attack him unless forced to do so. If possible, they'll avoid the user completely and take the first opportunity to escape his presence. The PSP cost for this power is based on the target's level:

Target's Level	PSP Cost
1-5 levels or Hit Dice	5/2
6-10 levels or Hit Dice	6/3
11-15 levels or Hit Dice	7/3
16-20 levels or Hit Dice	9/4
21+ levels or Hit Dice	10/5

20 – The maintenance cost is free for the first round.

I – All affected characters view the psionist as pathetic and ridiculous.

Ballistic Attack

Psychokinesis

Level: I

Power Score: 11

PSP Cost: 1

Range: 30 yards

Area of Effect: 1 item weighing 1 lb. or less

This power hurls a small object in a specified direction or at a target. The object, no more than 1 pound in weight, can achieve deadly speeds. It must be within sight of the psionist and cannot be anchored or attached to anything else.

The psionist makes a power check as normal – if successful, the missile hurtles in the chosen direction or strikes its target automatically, dealing 1d6 damage.

20 – Damage increases to 1d12.

I – Ballistic boomerang! The psionist becomes the target.

Banishment

Psychoporation

Level: 6

Power Score: 16

PSP Cost: 11/5

Range: 5 yards

Area of Effect: 1 creature

With this power, the user can teleport a creature against its will to a pocket dimension and hold it there for as long as the power remains active. The creature being banished must be within 5 yards of the user. The pocket dimension is featureless, with a benign environment – hot or cold, light or dark, but not so much as to cause injury.

The banished creature returns to its original location as soon as the power ends or the user stops paying the PSP cost. This boomerang feature won't harm the creature. If the creature has access to the Astral or Ethereal Plane, or if it can teleport between planes, it can try to return prior to the expiration of the power by rolling an Intelligence check at –3.

20 – The creature cannot return from the pocket dimension of its own accord.

I – Both the intended victim and the psionist are banished to the pocket dimension. The other creature bounces back when the power ceases to be active, but the psionist must return under his own power.

Beast Mastery

Telepathy

Level: 9

Power Score: 19/MAC

PSP Cost: 17+

Range: 10 yards

Area of Effect: 1 or more creatures

This power controls psionic beasts of animal, semi-, or low Intelligence (1-7). It does not affect humanoids or undead. On a successful power check, the psionicist gains control over the creature(s) for the rest of that day - the power does not last longer than a day without manifesting it again or paying a daily maintenance cost equal to the creature's Hit Dice in PSPs. The maximum number of creatures the user can control is equal to his level above 20th (minimum one).

Once the power ends, the creature wanders away toward its natural habitat. While controlled, it uses all abilities as the psionicist wishes. The creature must still eat and, if taken out of its natural environment, may perish if not properly cared for. Creature and psionicist share an empathic link (free of cost).

If creature and psionicist are separated by more than 300 yards, the power fails. If a controlled creature is slain, the psionicist takes hit point damage equal to the creature's Hit Dice and must save vs. paralysis or be knocked unconscious for 1d20 rounds.

20 - The psionicist gains a natural affinity for this creature. If he ever manifests this power for this creature again, he need only expend 8 PSPs as an initial cost.

1 - The attempt fails and the psionicist can never attempt to control this creature again.

Biofeedback

Psychometabolism

Level: 2

Power Score: 12

PSP Cost: 3/1

Range: 0

Area of Effect: Personal

This power controls bodily bloodflow. It allows the psionicist to control bleeding, suffering two fewer points of damage from every attack which causes physical injury. By flooding key portions of his body with blood, he effectively cushions blows against him and reduces their effect, also gaining a +1 AC bonus.

20 - The psionicist receives a +3 AC bonus instead.

1 - Excessive blood flow results in scattered bruises and 2d6 damage.

Blink

Psychportation

Level: 3

Power Score: 13

PSP Cost: 5/2

Range: 0

Area of Effect: Personal

This power allows the user to make a series of random, short-range teleportations that make him hard to hit in combat. Each round, the user automatically blinks once at a randomly determined time in the initiative order. Roll 1d10 and note the initiative number of the blink. To strike at the user, his opponents must have a better initiative than his blink time. The user may attempt to strike before he blinks, but he must beat the blink initiative with his own roll or hold his action until the end of the round. Each blink carries the user 3d10 feet in a random direction. (Roll 1d8: 1 = straight ahead; 2 = ahead and to the right; 3 = to the right; and so on.) The user's blink won't carry him into a solid object or any kind of danger, such as into a fire or over a cliff.

20 - The psionicist can choose the direction but not the distance of the blink.

1 - The psionicist blinks 1d4 miles in a random direction.

Body Equilibrium

Psychometabolism

Level: 2

Power Score: 12

PSP Cost: 3/1

Range: 0

Area of Effect: Personal

This power allows the user to adjust his body weight to correspond to the surface he's standing on. Thus, he can walk on silt, quicksand, water, or even a spider's web without sinking or breaking through. If the user is falling when he manifests this power, he falls slowly enough to escape injury. Because of how light the user becomes when this power is in effect, he must be wary of wind gusts, which can easily blow him about.

20 - The psionicist can maintain the power at no extra cost for an additional 10 rounds.

I - The psionicist's weight instantly increases by a factor of 10 and remains that way until the psionicist successfully uses this power again to fix it.

Body Weaponry

Psychometabolism

Level: 2

Power Score: 12

PSP Cost: 3/1

Range: 0

Area of Effect: Personal

This power allows the user to convert one of his arms into a weapon. Any sort of weapon can be imitated, except ranged weapons (such as bows) or any weapon the user isn't proficient with. The arm actually becomes rock, bone, wood, or metal and assumes the weapon's form, behaving like a normal weapon of that type.

For a wood weapon, the psionicist pays the listed PSP cost. Stone or obsidian increases the initial cost by +1, bone or chitin by +2, agafari by +3, and steel by +4. Maintenance cost is always half the initial cost.

20 - The psionicist attacks at +1 with the weapon.

I - The psionicist accidentally strikes himself with the weapon, taking automatic damage.

Bone Reading

Clairsentience

Level: 3

Power Score: 13+

PSP Cost: 5

Range: 0

Area of Effect: One item

The psionicist can use a creature's remains to form an impression of who it was and what it was doing when it perished. Fragments of bone are usually used, but the power works on any corpse or portion of a corpse. The information gained depends on the psionicist's power check - a higher result will provide more details:

Information Gained	Power Check
Deceased's race	13
Deceased's sex	15
Deceased's age	16
Deceased's identity	17
Appearance in life and alignment	18
Date of death	19
Method of death	20

The information above is cumulative, so a power check of 16 yields the deceased's race, sex and age. This power is difficult to use on very old remains. The more recently a creature died, the more accurate the reading will be:

Time Since Death	Power Check Penalty
1 day	None
1 week	-1
1 month	-2
1 year	-3
10 years	-4
100 years	-6
1,000 years	-12

20 - The psionicist is able to view the last 10 minutes of the deceased's life from the deceased's point of view.

I - The psionicist angers the spirits. The DM will determine the exact effects.

Cannibalise

Psychometabolism

Level: 4

Power Score: 14

PSP Cost: 7

Range: 0

Area of Effect: Personal

This power allows the user to cannibalise his own body for extra PSPs. When manifested successfully, the user can take Constitution points and convert them directly to PSPs at a ratio of 1:8 (1 Constitution point equals 8 PSPs). The user can access these PSPs any time, as if they were part of his total.

The Constitution reduction isn't permanent, but it is debilitating and long-lasting. The user immediately loses any bonus hit points that accompany high Constitution scores. His system shock and resurrection survival chances are reduced accordingly. The user recovers one cannibalised point of Constitution per day of rest. Rest means staying quietly in a safe place; adventuring is not allowed.

A psionicist can *cannibalise* the body of a victim he has used *switch personality* on.

20 - The cannibalised points return at the rate of one per hour of rest.

I - The psionicist loses the Constitution points but does not gain any PSPs.

Carapace

Psychometabolism

Level: 3

Power Score: 13

PSP Cost: 5/2

Range: Touch

Area of Effect: 1 creature

The psionicist can change his own or another's physical form with this power, creating a chitinous exoskeleton. Because the skin is heavily damaged in the process, this is generally a last resort to keep a character alive.

The process causes great discomfort. The outer layer of skin turns to very hard, insect-like material, with a huge carapace that gives more protection to the back and head. Any clothing or armour must be removed before the power is used; clothing is torn and ruined, while armour causes the power to fail.

Once changed, the character gains a natural AC of 18 on limbs and front and 20 on the back and head. Dexterity immediately drops by 10 points, but after ten rounds of getting used to the new joints, the penalty is halved to -5. The character can still be recognised from the front, but his features are contorted and twisted.

Once the power ends, the character painfully transforms. The exoskeleton breaks away over five rounds, taking most of the skin with it. The character emerges bloodied, with hit points equal to level (or 1 if he was already severely wounded) and needing at least a full day's rest.

20 - The psionicist suffers no Dexterity loss.

I - The initial transformation is worse than usual - the psionicist takes 3d6 damage.

Catfall

Psychometabolism

Level: 1

Power Score: 11

PSP Cost: 1

Range: 0

Area of Effect: Personal

A character using this power can leap or fall and land gracefully on his feet. The psionicist can leap or fall 30 feet without suffering damage. He still suffers damage from falling beyond this, but the damage is halved. Furthermore, the first 30 feet do not count towards total falling damage.

20 - The psionicist can leap or fall up to 60 feet without suffering damage.

I - The psionicist takes double damage from his fall.

Cause Decay

Psychometabolism

Level: 4

Power Score: 14

PSP Cost: 7

Range: Touch

Area of Effect: 1 item of 60 lbs. or less

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

20 - The item automatically fails its saving throw.

I - One of the psionicist's items (DM determines which) is affected.

Cause Sleep

Psychometabolism

Level: 3

Power Score: 13

PSP Cost: 5/2

Range: 20 yards

Area of Effect: 1 creature

This power causes other people to fall asleep by manipulating their natural rhythms. The victim receives a save vs. spells to avoid the effect. If the victim fails, he or she remains asleep until awakened by injury, water in the face, or violent shaking, until the duration expires, or the psionicist ceases to pay the maintenance cost.

The psionicist suffers a -2 penalty to his power check if his victim has a reason to be exceptionally wakeful. He also suffers a -2 penalty if his victim is a monster of some kind. Thri-kreen and other insects can be placed in a temporary state of torpor with this power, but the psionicist suffers a further -4 penalty on his power check when trying to affect such creatures.

20 - The victim does not remember being put to sleep and remains asleep naturally after the power ends.

I - The psionicist falls asleep himself for 2d6 rounds or until awakened.

Cell Adjustment

Psychometabolism

Level: 3

Power Score: 13

PSP Cost: 5+

Range: Touch

Area of Effect: 1 creature

This power allows the user to heal wounds and cure non-magical diseases (excluding such unnatural diseases as mummy rot and lycanthropy). He can cure a disease in 1 round by spending 5 PSPs and making a successful power check. If the roll fails, the disease is too prevalent in the victim's system. If the user wishes to try again, he must spend 5 PSPs each round until he succeeds in manifesting the power. A cure performed through this power doesn't automatically restore lost hit points.

To heal wounds, the psionicist manifests the power - successfully doing so immediately heals 5 points of damage. The psionicist heals a further 1 hit point per PSP spent each round beyond the first, to a maximum of 5 hit points for 5 PSPs per round. The user can't cure a disease and restore hit points during the same round.

20 - The psionicist can cure disease and heal damage in the same round.

1 - The psionicist suffers damage or catches the disease instead of healing it. The patient is unaffected.

Chameleon Power

Psychometabolism

Level: 2

Power Score: 12+

PSP Cost: 3/1

Range: 0

Area of Effect: Personal

This power changes the colouration of the user's skin, clothing, and equipment to match the nearest background. The match is automatic; the user doesn't choose the appearance. The change takes several seconds to occur. As the user moves, the colouration changes and shifts to reflect any changes in the surroundings.

This power makes the user extremely difficult to spot. For every round the power is in effect and the user remains still, he can avoid detection simply by successfully rolling a power check. If the user moves, the power score increases to 14.

Chameleon power is most effective in natural surroundings, where the user's colouration can best conceal him. In an urban setting, or in an area without natural cover during broad daylight, the power score is increased to 16.

20 - The psionicist gains a +3 bonus to power checks to conceal himself.

1 - The psionicist's colouration clashes with his surroundings - he sticks out like a sore thumb.

Chemical Simulation

Psychometabolism

Level: 2

Power Score: 12

PSP Cost: 3/1

Range: Touch

Area of Effect: Personal

This power allows the psionicist to secrete acids from his hand. Any item he touches and holds briefly must make a saving throw against acid or be dissolved. If used as a weapon the acid deals 1d4 points of damage, but causes considerable pain.

20 - Normal items automatically fail their saving throws. Magic items still receive a saving throw.

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

Cognitive Trance

Psychometabolism

Level: 1

Power Score: 11

PSP Cost: 1/1

Range: 0

Area of Effect: Personal

A psionicist with this power can place himself in a trance that clears his mind for calm and contemplative thought. Anything the psionicist sees, hears, or reads while under the mind-sharpening influence of the *cognitive trance* can be committed to his memory verbatim, for precise recall at a later time.

The player running the psionicist can use this ability to remember detailed instructions or conversations to the word, even if he himself does not remember the exact content. This can come in handy when trying to remember the route to a certain location or the exact wording of a series of intricate passwords.

The psionist can also enter the trance to consider any problem, puzzle, or riddle, gaining a +2 bonus on any Intelligence checks to find a solution.

If used for photographic memory, the trance lasts as long as it takes to completely take in all the information to be remembered. If used to solve a puzzle, the trance lasts as long as it takes the psionist to make a single attempt to arrive at a solution for the situation at hand. An extended trance may last for several hours. Entire books may be memorised in this way.

While in *cognitive trance*, the psionist suffers a -1 penalty to surprise checks. Combat or even conversation of the slightest sort will break the trance.

20 - The Intelligence check bonus increases to +4.

I - The psionist gets a mild headache for 1d6 turns and cannot enter a trance during this time.

Combat Mind

Clairsentience

Level: 2

Power Score: 12

PSP Cost: 3/1

Range: 10 yards

Area of Effect: Personal

This power gives the user an unusually keen understanding of his enemies and their fighting tactics. As a result, the user and all allies within range receive a -1 initiative bonus when this power is in effect. This is in addition to any other modifiers that may apply.

20 - The psionist (but not his allies) also gains a +1 bonus to AC.

I - The psionist and his allies suffer a +1 initiative penalty.

Compact

Psychokinesis

Level: 2

Power Score: 12

PSP Cost: 3

Range: 10 yards

Area of Effect: 10 cubic feet of inanimate matter

With this power a psionist can compact non-living material into a smaller size. The material retains its original mass, but its substance is compressed. Each use of this power compacts 10 cubic feet of material into one cubic foot of space (volumes smaller than 10 cubic feet are reduced by 90%). The material can

be gaseous, liquid, or solid, and reacts to temperature changes normally. It remains compact for 24 hours, then quickly and forcefully expands to its original size.

When expanding, the material forces its way around existing things. An expanding boulder on sand causes no damage, but compacted water poured into the cracks of stone severely damages the stone when it expands. If carefully applied, each cubic foot of compacted material can cause up to 25 structural points of damage on expansion. A creature that ingests compacted materials takes 1d20 damage per ounce taken in when the material re-expands. Expansion is quick, but not explosive.

Most creatures can easily tell if something they are about to eat or drink has been compacted. Even water is obvious, because it weighs 10 times what it should. Most animals will refuse to eat compacted material, since it doesn't feel right, but if they are extremely hungry they may let their appetite overcome their judgment. Sentient creatures may realise that "something's wrong with this pear," but the DM should be the judge of whether or not an NPC views it as a potential hazard.

As a side effect of compaction, the material receives a +4 bonus to all item saving throws.

20 - The material is compacted by twice as much.

I - The material does not compact, but instead becomes extremely hot, possibly destroying itself and causing 1d6 burn damage to all within 10 feet.

Complete Healing

Psychometabolism

Level: 5

Power Score: 15

PSP Cost: 9

Range: 0

Area of Effect: Personal

This power allows the user to heal himself of ailments, wounds, and normal diseases. He enters a trance for 24 hours, which can't be broken unless the user loses 5 or more hit points. During the trance, the user's body repairs itself at an incredible rate. After 24 hours, he awakens, restored to complete health in every regard except for the PSPs expended to use the power. If the user fails his power check, the power can't be manifested; the trance breaks after 1 hour, costing 5 PSPs.

20 - The healing occurs in just one hour.

I - The character awakens after 24 hours to discover that the healing has failed. He loses 5 PSPs.

Conceal Thoughts

Telepathy

Level: I

Power Score: II

PSP Cost: I/I

Range: 0

Area of Effect: 3 yards

This defensive power protects the user against psionic or magical *ESP*, *probes*, *mindlinks*, and other powers and spells that read or detect thoughts. It gives the user a +2 MAC bonus and a +2 to saving throws when defending against such effects.

20 - The defender receives +4 to MAC and saves.

I - The defender suffers a -2 MAC and -2 to mental saving throws for Id4 rounds.

Concentrate Water

Psychokinesis

Level: 3

Power Score: I3

PSP Cost: 5/2

Range: 0

Area of Effect: 10-yard sphere

This power lets the psionicist collect all moisture within the area of effect as water in a single container. The amount collected depends on the local terrain:

Terrain	Volume Gathered
Barren (boulder fields, sandy wastes, salt flats, silt)	Id3-2 gallons
Infertile (stony barrens, rocky badlands, bare mountains)	Id4-I gallons
Fertile (cities, mountains, oases, scrub plains)	Id6-I gallons
Abundant (mud flats, verdant belts)	Id8+I gallons
Lush (forests, gardens)	IdI0+2 gallons

The psionicist must hold the container while using the power. If the container is too small or if it is leaky, the excess spills onto the ground.

The power only collects uncollected vapour and droplets around the psionicist. Free-standing water in a glass, pool, or other container is not collected. It does not adversely affect plants or animals in the area. The drying effect on any local flora becomes evident in the next few days, but most Athasian plants can survive the temporary loss of ground moisture.

20 - The distance around the psionicist affected is increased, doubling the amount of water collected.

I - The power also collects a large portion of water from the psionicist's own body, inflicting a loss of Id6 points of Constitution, as per the dehydration rules.

Control Body

Psychokinesis

Level: 4

Power Score: I4

PSP Cost: 7/3

Range: 80 yards

Area of Effect: I creature

This power allows psychokinetic control of another person's body. In effect, the victim becomes a marionette. He knows that someone else is pulling his strings, though, and will likely seek vengeance as soon as possible.

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

The victim must stay within range or the psionicist's control is broken automatically. If the body is forced to do something obviously suicidal, like walking off a cliff or poking at a nightmare beast, the victim receives a saving throw against spells.

20 - The psionicist can force the target to attack with only a -2 penalty.

I - The psionicist's limbs are paralysed for IdI0 rounds.

Control Flames

Psychokinesis

Level: 2

Power Score: I2

PSP Cost: 3/I

Range: 40 yards

Area of Effect: I0 square feet

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

A fire's size can be increased by 100% or decreased by 50%. If the fire's heat is increased, it causes double damage. If its heat is reduced, the damage is halved.

This applies to flaming torches, burning oil, and other normal fires, but not to magical fire such as *fireball* or *burning hands*.

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

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

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

1 - The psionicist burns himself, suffering 1d4 damage.

Control Light

Psychokinesis

Level: 2

Power Score: 12

PSP Cost: 3/1

Range: 25 yards

Area of Effect: 400 square feet

This power allows the user to manipulate ambient light. He can't create light from darkness, but he can create darkness from light. Use of *control light* can accomplish the following:

- **Deepen existing shadows.** A thief hidden in such shadows receives a +20% bonus to his hide in shadows rolls
- **Brighten existing shadows.** This reduces a thief's hiding ability by 20%
- **Brighten a light source until it becomes blinding.** Those exposed to the light receive a -2 penalty to attack rolls
- **Dim a light source.** This has no effect on attack rolls
- **Extend shadows into areas that are well lit.** Only existing shadows can be lengthened, increasing in size by 200%
- **Extend light into areas that are in shadow.** Shadows can be reduced by 50%.

20 - The power can be maintained at no cost for an additional 10 rounds.

1 - The effect is the opposite of what was intended, and the power cannot be maintained.

Control Sound

Psychokinesis

Level: 1

Power Score: 11

PSP Cost: 1/1

Range: 100 yards

Area of Effect: Special

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

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

20 - The power may be maintained at no cost for an additional 10 rounds.

1 - A loud boom erupts from the psionicist's location.

Control Temperature

Psychokinesis

Level: 2

Power Score: 12

PSP Cost: 3/1

Range: 40 yards

Area of Effect: 1 creature or 1 item weighing no more than 20 lbs.

This power enables the user to control the temperature of a substance, heating it up or cooling it down. This can cause paper to ignite, wood to smoulder, or skin to blister, for example. Conversely, objects may freeze, become brittle, crumble, shatter, or explode from extreme drops in temperature, and creatures can suffer frostbite damage.

The degree of destruction an item suffers depends on the number of rounds the power remains active:

- **One round of heat.** Readily flammable materials, such as paper and dry grass, ignite; skin becomes red and tender (1 point of damage); wood becomes dark.

- **Two rounds of heat.** Wood smoulders and smokes; metal becomes hot to the touch; skin blisters (Id4 damage); hair melts; paint shrivels.
- **Three rounds of heat.** Wood ignites; metal scorches (Id4 damage); skin burns away (Id6 damage); water boils, lead melts. Damage doesn't intensify beyond this round, but it does continue.
- **Four rounds of heat.** Steel grows soft.
- **Five rounds of heat.** Steel melts.

A heated item must be cooled down to its starting temperature before it can suffer effects from cooling:

- **One round of cold.** Embers and coals are extinguished; metal becomes cold to the touch; skin becomes clammy; water condenses on object.
- **Two rounds of cold.** Small fires are reduced to embers; bone and chitin become brittle; skin becomes frostbitten (Id3 damage); liquids freeze.
- **Three rounds of cold.** Large fires reduced to embers; metal and wood become brittle; flesh freezes (Id8 damage). Damage does not increase after this round, but does continue at the rate of Id8 per round.
- **Four rounds of cold.** Stone and obsidian become brittle.

Most items are not automatically destroyed by being frozen and then thawing out, but may be more prone to breakage. Armour and weapons that become brittle must save vs. crushing blow when they deliver or receive blows in combat. (Thri-kreen struck while their chitin is brittle suffer double damage from any physical blow.) Magical items receive saves vs. magical fire or cold, but a +10 penalty is applied to the number needed.

Items are not required to make saving throws until they could actually be damaged. For example, a steel sword is not threatened until the fourth round, but a scroll must make a saving throw after only one round.

20 - Weakening occurs at twice the rate listed above.

I - An item belonging to the psionicist (choose at random) is affected for one round.

Control Wind

Psychokinesis

Level: 5

Power Score: 15

PSP Cost: 9/4

Range: 500 yards

Area of Effect: 1,000 yards

With this power, a user can gain limited control over wind speed and direction. The speed of any existing wind can be increased or decreased by 10 miles per hour or 25%, whichever is greater. The direction of the wind can also be changed by up to 90°. These changes are temporary, lasting only as long as the PSP cost is paid. The changes occur in the round that the power is successfully manifested. The wind returns to its original course and speed the round that the PSP cost isn't paid.

Moderate wind (over 20 miles per hour) prevents anything smaller than Medium size from flying and imposes a -4 modifier on missile fire. Such wind makes sailing difficult. Strong winds (over 30 miles per hour) cause minor damage to vessels and buildings. This wind also kicks up clouds of dust and prevents all but the largest creatures from flying. Storm winds (over 55 miles per hour) prevent all flight, knock down trees and wooden buildings, and may swamp skimmers with walls of silt. Winds more than 70 miles per hour are a hurricane gale or sirocco.

20 - The psionicist gains total direction control and can change speeds by up to 25 mph or 50%.

I - The wind surges out of control; the psionicist and anyone with 100 feet of him must make a Dexterity check or be knocked down.

Convergence

Telepathy

Level: 8

Power Score: 18

PSP Cost: 15/7

Range: 10 yards

Area of Effect: 10 yards

Convergence allows psionicists to link their minds into one synergetic being entity more powerful than the sum of the individual parts. There is no limit to the number of psionicists who can join minds. Each participating psionicist must know the *convergence* power, however, and each must make a successful power check in the same round. Then they are linked.

All their PSPs flow into a single pool, from which each draws his strength. If one participant knows a power, now anyone in the group can use it. Each participant can use psionic powers at the normal rate.

If the group is attacked psionically, the attack must overcome every working defence. If it does, the attack

affects every character in the *convergence*, or as many as possible. When the *convergence* is discontinued, PSPs that remain in the pool are evenly divided among all participants. Fractions are rounded down. No individual can exceed his usual maximum (extra points are lost).

20 - Each participant is refreshed by the union and regains all PSPs when the power ends.

I - All participants lose 1d20 PSPs.

Cosmic Awareness

Clairsentience

Level: 9

Power Score: 19

PSP Cost: 17/8

Range: 10+ feet

Area of Effect: Personal

Cosmic awareness allows a psionist to perceive all things occurring within the area of effect. The character gains x-ray vision that extends into the Astral and Ethereal Plane, sees all inanimate features, can see what is on the other side of the hill, detect hidden caves, see secret doors and traps, and even detect lodes of unusual minerals or other geological phenomena.

In addition to inanimate objects, the psionist also perceives forces such as winds and water currents, spell effects such as *glyph of warding*, areas of reversed gravity, and so forth.

All living creatures larger than a microbe are perceived. *Cosmic awareness* detects invisibility, detects evil/good, and detects magic without fail. Illusions are perceived for what they are. Creatures who are shapechanged or polymorphed are noted and their true forms understood. Ethereal, astral, phased, ectoplasmic or gaseous creatures are seen as well. Details of the creatures' equipment are detected down to the number of ceramic pieces in their pouches. The character also hears all sounds and detects all smells within the area.

On the first round that this power is used, the psionist perceives everything within a 10-foot radius around her. For each additional round, she may extend her perception radius by another 10 feet.

20 - The psionist begins with an extended perception radius of 30 feet.

I - The psionist is overwhelmed by the amount of information being pumped into her brain and must save versus spells or be struck deaf and blind for 1d4 hours.

Create Object

Psychokinesis

Level: 3

Power Score: 13

PSP Cost: 5/2

Range: 20 yards

Area of Effect: Special

This power allows a user to assemble matter from air and the surrounding area to create a solid object; only materials within 20 yards of the user can be used in the construction. The object remains in existence for every round that the user continues to pay the PSP cost. During the round that the PSP cost isn't paid, the object breaks apart. An object created with this power can have any shape, colour, and texture the user desires, provided it fulfils at least one of these conditions:

- fits in a sphere no more than 4 feet in diameter
- fits in a cylinder no more than 20 feet high and 1 foot in diameter
- fits in a cylinder no more than 2 feet high and 6 feet in diameter
- weighs no more than 10 pounds.

20 - The object is permanent. No maintenance cost is needed.

I - The power backfires and a personal mundane item (choose at random) is destroyed.

Create Sound

Psychokinesis

Level: 2

Power Score: 12

PSP Cost: 3/1

Range: 100 yards

Area of Effect: Special

Unlike *control sound*, this power allows a psionist to create sound from silence. That means the psionist can choose the source or location of the sound. For example, he can make rocks sing, weapons cast insults, and trees sound as if a battle is occurring inside. The sound can be as soft as a whisper or as loud as several people shouting in unison. Once the sound is created, the psionist can control it without expending additional PSPs (other than normal maintenance). Created sounds cannot have any magical effect.

20 - Sound volume can be as loud as a dragon's roar.

I - A loud boom erupts near the psionist.

Danger Sense

Clairsentience

Level: 3

Power Score: 13+

PSP Cost: 5/2

Range: 50 yards

Area of Effect: Personal

This power alerts the user whenever a threat is near. The DM makes the power check in secret and informs the player whether the roll is successful, but not the result. For every round of the power's duration, he receives advance warning about the general direction of a threat.

No details about the type of danger are learned, or how or when it will strike. How much warning depends on the power check. Normally the psionicist receives warning just moments before danger strikes. This allows him to act before the danger strikes in the round, but no time to warn others. If the power check is 20 or higher, the user knows whether danger is lurking within the area of effect a full round before it shows itself.

In addition to the above benefits, the power gives the user a +2 bonus to surprise rolls.

20 - The psionicist learns how far away the danger is.

I - The psionicist can't use the power for 1d6 hours.

Daydream

Telepathy

Level: 2

Power Score: 12/MAC

PSP Cost: 3/1

Range: 100 yards

Area of Effect: 1 creature

By using this power, the telepath causes someone's mind to wander. This is only effective against characters with Intelligence 14 or less who are not concentrating hard on the task before them, but are just going about their business in a casual, relaxed manner.

Once affected, the daydreamer pays little attention to his surroundings, making it much easier for someone to pick his pocket, slip past him unobserved, or otherwise escape his notice. Thieves gain a 20% bonus on their pick pockets, move silently, and hide in shadows scores. Other characters can perform these tasks as an average 4th-level thief (pick pockets 45%, move silently 33%, hide in shadows 25%). The DM can assign chances for success to other types of skulking and skulduggery.

20 - Increase the bonuses to 30% for thieves and 5th level for others.

I - The victim realises someone is toying with his mind.

Death Field

Psychometabolism

Level: 5

Power Score: 15

PSP Cost: 9

Range: 0

Area of Effect: 20-yard radius

A *death field* is a life-sapping region of negative energy. If a non-evil psionicist tries to learn the *death field*, his alignment will gradually be twisted toward evil as he explores this very dark portion of his psyche. A successful *death field* takes its toll on everyone inside it, including the psionicist. Before he manifests this power, he must decide how many hit points he will sacrifice. If the power works, this loss is inevitable; he receives no saving throw.

Every other living thing within the *death field* must make a saving throw vs. death. Those who succeed escape damage. Those who fail lose the same number of hit points as the psionicist. For the weak, that can mean death.

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

I - The power fails, but the psionicist loses the hit points anyway.

Deceleration

Psychoportation

Level: 1

Power Score: 11

PSP Cost: 1/1

Range: 30 yards

Area of Effect: 1 creature

This power warps space around an individual, hindering the subject's ability to move. The subject's speed (in any movement mode it possesses) is halved. A subsequent use of *deceleration* on the subject does not further decrease its speed.

20 - The target's movement rate is reduced by 75%.

I - The psionicist moves at half speed for 1d4 rounds.

Deflect

Psychopotation

Level: 2

Power Score: 12

PSP Cost: 3

Range: 60 yards

Area of Effect: I weapon

This power allows a psionist to deflect a missile in flight or a weapon in mid-swing in order to make it miss its target. He may attempt this on a weapon targeted at himself or someone else. The psionist must have a better initiative than the attacker and hold his action until the attacker actually fires a missile or swings a weapon. If the psionist makes his power check, the weapon misses its target automatically.

Deflect can be used on any thrown, fired, or hand-held weapon, including giant-thrown boulders or ballista bolts. It has no effect on creatures attacking with their own natural weaponry such as teeth or claws.

20 - The defence is involuntary and the psionist may make a separate attack (psionic or physical) in the same round.

I - The attack automatically hits the psionist and does maximum damage.

Detect Ethereal

Clairsentience

Level: 3

Power Score: 13

PSP Cost: 5/2

Range: 120 feet

Area of Effect: Personal

By using this power, the character extends his vision through the Gray and into the Border Ethereal with a range of 120 feet. He is able to detect any ethereal creatures or objects. When the power is in use, the character sees both the Ethereal Plane and the Prime Material Plane simultaneously.

In addition to ethereal creatures, the psionist can see phased or displaced creatures and creatures using the *dimension walk* power. *Dimensional doors* appear to the psionist as bright threads linking two shimmering portals.

Note that even though the psionist can perceive the Border Ethereal, he must cross the Gray in order to reach or interact with it.

20 - The character can see out to the full range of his normal vision.

I - The character can see nothing but the swirling vapours of the Gray for 1d4 hours

Detect Life

Clairsentience

Level: I

Power Score: 11

PSP Cost: 1/1

Range: 100 yards

Area of Effect: Special

This power allows the user to scan for the presence of living, thinking creatures within a limited area. If he is scanning at short range, he can cover a large angle. At long range, the angle is significantly reduced. He can scan 180° to a range of 40 yards, 90° to 60 yards, or 30° to 100 yards. One round of scanning detects humans, demihumans, humanoids, mammals, and monsters with 8 or more Hit Dice. A second round detects all creatures with less than 8 Hit Dice. In either case, the user receives an accurate count.

The DM makes the power check and keeps it secret from the player. If the user doesn't detect anything, he won't know whether nothing's there or the power failed.

20 - The psionist can instantly detect everything within 100 yards, in every direction.

I - The psionist detects 1d6 creatures which aren't there.

Detect Magic

Clairsentience

Level: I

Power Score: 11

PSP Cost: 1/1

Range: 20 feet

Area of Effect: Personal

The psionist can use this power to perceive wizardly magic, including magical items, effects, and potential. Any enchanted items, scrolls, spellbooks, or potions glow faintly in the psionist's vision. He can see continuing spell effects such as a *fire trap*, *wall of stone*, or even a character under the influence of a *charm person* spell. *Detect magic* does not allow the user to determine what kind of magic is being used; all he would know is that the item or person radiates magical energy.

On a power check of 21 or higher, the psionist can also see the spell potential of a magic-using character. A high-level defiler who has used up all of his spells would not have much potential, but one who had not expended any prepared spells would glow very brightly. This ability cannot detect priestly magic of any kind.

20 - The character discerns the type of enchantment on an item or area. For example, he can tell that a *fire trap* is a trap of some kind.

1 - The psionist mistakenly believes a random item is highly magical.

Detect Moisture

Clairsentience

Level: 2

Power Score: 12

PSP Cost: 3/1

Range: 90 yards

Area of Effect: Personal

This power allows the psionist to detect the presence of water within the area of effect. The power indicates all characters, creatures and plants in the area as having moisture, plus any concentration of one gallon or more. The psionist can feel the rough nature of the water, plus its direction and distance. The amount and its accessibility depend on the terrain and what the DM knows about the local water supply.

20 - The psionist retains the power without a maintenance cost for the next four hours.

1 - The psionist receives false feelings that most likely don't indicate water.

Detect Poison

Clairsentience

Level: 1

Power Score: 11

PSP Cost: 1/1

Range: 1 yard

Area of Effect: Personal

This power enables a user to detect the presence of poison and identify its location within 1 yard of his body (or presence, if he uses *scrying* or *astral projection*). The type of poison and how it can be negated aren't revealed, only its presence.

20 - The psionist determines the exact type of poison.

1 - If poison is present, it mentally overwhelms the psionist. The psionist suffers the effects of the poison (but receives a saving throw as normal).

Detect Psionics

Clairsentience

Level: 1

Power Score: 11

PSP Cost: 1/1

Range: 200 yards

Area of Effect: Personal

This power allows the user to detect psionic activity anywhere within 200 yards of his location. Any expenditure of PSPs or use of innate powers constitutes psionic activity. The first successful use of this power reveals to the psionist whether someone or something is psionically active within range.

The following rounds reveal how powerful the activity is and where the psionic activity is taking place (direction and distance). If psionic activity is occurring in more than one location within the range of the power, the psionist is able to detect all of it.

Power levels are as follows:

- **Low psionic activity:** 1 to 5 PSPs per round
- **Moderate psionic activity:** 6 to 12 PSPs per round
- **High psionic activity:** 13+ PSPs per round

20 - The psionist determines the disciplines used.

1 - The psionist is dazed for one round and cannot use the power for 24 hours.

Detect Spirits

Clairsentience

Level: 1

Power Score: 11

PSP Cost: 1/1

Range: 0

Area of Effect: 15 yards

Using this power allows the psionist to sense the presence of "spirits" within 15 yards. This includes dhaots, shadow giants, raaigs, racked spirits (including dwarven banshees), sand brides, wraiths, and any unique incorporeal undead. If a spirit frequently haunts the location at hand, the psionist will know it. He will also know when a spirit is within 15 yards, but he won't be able to pinpoint its location.

20 - The psionicist knows the exact location of the spirits he senses.

I - The psionicist has aggravated the spirit (DM determines exact result).

Detection

Clairsentience

Level: 3

Power Score: 13

PSP Cost: 5/2

Range: 30+ yards

Area of Effect: Personal

Detection is the art of finding substances or items by their psychic vibrations. To use this power to locate a substance (such as water, gold, or cheese), the psionicist must have a sample of what he is searching for. To locate an item, he must have seen the item himself or successfully used *object reading* on its owner.

The initial range is 30 yards, but the psionicist can expand the radius of the search by 10 yards per round. At first, the character only detects the nearest location of what he is seeking, but with each round, he can detect more sources at the rate of one per round, working from nearest to farthest.

20 - The character detects all sources in range and also gets a rough idea of their numbers or concentrations.

I - The character imagines a concentration of what he is looking for in a random direction.

Detonate

Psychokinesis

Level: 3

Power Score: 13+

PSP Cost: 5

Range: 60 yards

Area of Effect: 1 item of 8 cubic feet

With this power, the psionicist can destroy non-sentient (0 Intelligence) plants and inanimate objects. The power works against animated undead (skeletons and zombies), but not incorporeal undead. It can't be used against animals, intelligent creatures, or free-willed undead.

The explosion causes damage to the target, based on the power check. If the power check is 13, 10% of the target is destroyed. For every point above 13 on the power check, an additional 10% is destroyed, up to a total of 8 cubic feet of with a power check of 22.

Monsters such as skeletons and golems targeted by the *detonate* power take damage based on the percentage of their mass that was destroyed, losing an equal percentage of hit points. Magically animated material, like golems, gets a save vs. spells to resist detonation.

Weapons and armour that have been detonated receive penalties of -1 to attack rolls and AC values for each 10% destroyed. Magical items receive a save vs. disintegrate to resist detonation. Vulnerable objects or living things within 10 feet of the resulting explosion take 1d10 points of damage.

20 - Excess damage and range are doubled (2d10 damage to all within 20 feet).

I - The air surrounding the psionicist detonates; everyone within 10 feet of him takes 1d10 damage.

Dimensional Blade

Psychoportation

Level: 5

Power Score: 15

PSP Cost: 9/4

Range: Touch

Area of Effect: 1 weapon

This power makes a sword into an infinitely sharp blade by making it two-dimensional. Almost any hand-held weapon can be altered with this power, even bludgeoning weapons such as hammers or maces. Only jointed, chain, or rope weapons (such as whips, flails, or cahalaks) cannot be made into *dimensional blades*.

While this power is in effect, the psionicist's weapon ignores any armour worn by the victim. Only Dexterity and magical protections apply. For example, a gladiator with an 18 Dexterity in chitin armour is AC 13 instead of AC 19. In the case of monsters, the DM must decide if the creature's Armour Class is due to thick, armour-like hide or natural quickness. In addition, the blade gains a +2 to hit and a +2 to damage rolls. The *dimensional blade* can also be used to cleanly sever inanimate objects, such as an opponent's weapon, a stone pillar, or the axle of a wagon. Any object struck by a *dimensional blade* must make an item saving throw versus disintegration or be sliced in half.

20 - The *dimensional blade* scores double damage in addition to all other benefits.

I - The weapon the psionicist is trying to affect shatters, inflicting 1d4 damage on the psionicist.

Dimensional Door

Psychportation
 Level: 3
 Power Score: 13+
 PSP Cost: 5/2
 Range: 150 yards
 Area of Effect: Special

With this power, the user opens a human-sized portal that leads to the edge of another dimension. The dimensional edge acts as a lightning-quick transit system, carrying travellers from their current location to a destination chosen by the user. A gleaming portal appears in front of the psionicist, one to four feet from his body. At the same time, an identical portal appears wherever the psionicist wants it (within the power's range). The door can have any orientation desired. Stepping into either portal allows a character to immediately step out of the other. Both doors remain in place as long as the power is active.

A door has only one side and no thickness; it doesn't exist from the "back" and can't be used to screen missile attacks. Up to five characters each round can use a door. If a group lines up, 10 can step through a round.

Commuting via this power is disorienting. Indeed, a traveller emerges dazed and can't attack or move for a round - even just poking a head through a door has this effect. Attacks made through a door suffer a -4 penalty. Distances between doors increase the power score, as shown below:

Distance between Doors	Power Score
50 yards	13
75 yards	15
100 yards	18
150 yards	20

If a psionicist tries to place a *dimensional door* in a position that will force another character to fall or step through it unwillingly, the victim gets a save vs. paralysis to step around the portal and avoid the trip.

20 - Transit through the dimension does not cause disorientation.

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

Dimensional Screen

Psychportation
 Level: 5
 Power Score: 15
 PSP Cost: 9/4
 Range: 0
 Area of Effect: Special

This power allows the psionicist to wrap a *dimensional door* around his body to protect him from his enemies' attacks. The screen is a shimmering cylinder as tall as the psionicist that surrounds him at a range of two feet. Any missile or hand-held weapon that strikes the screen is instantly transported to a corresponding point on the other side - so arrows and spears pass through the space occupied by the psionicist without harming him, or even being impeded in their flight.

The protection of the screen also applies to creatures trying to attack with tooth or claw, or other characters trying to grapple the psionicist. They pass through the screen, emerging on the opposite side. Most forms of energy, such as *lightning bolts* or flames, will also be diverted by the screen.

The *dimensional screen* has two limitations. First, the psionicist can't pierce his own screen with any weapon or form of energy (although some psionic powers may be used to mount indirect attacks on opponents outside the screen). Secondly, the screen fails if an object larger than the screen moves into contact with it.

Clever opponents may find ways to attack the psionicist inside his screen. Magical spells like *charm person*, *sleep*, or *cloudkill* project no energy. Psionic powers also may penetrate the screen, as described above.

20 - The psionicist is protected from large objects or creatures which are harmlessly "bounced" away by the *dimensional screen*.

I - The psionicist is *dimension-doored* 30-300 (3d10x10) yards in a random direction and stunned for 1d10 rounds if he fails a save versus spells.

Dimensional Swap

Psychportation
 Level: 2
 Power Score: 12
 PSP Cost: 7
 Range: 30 yards
 Area of Effect: 2 willing creatures

With this power, the psionicist instantly swaps positions between his current position and that of a designated ally in range. Alternatively, he can swap the positions of any two allies in range. This power affects creatures of Large or smaller size. The recipients can bring along objects, but not other creatures.

20 - The psionicist can affect three creatures.

I - The psionicist is teleported 50 yards in a random direction.

Dimensional Walk

Psychopotation

Level: 4

Power Score: 14

PSP Cost: 7/3 per turn

Range: 0

Area of Effect: Personal

With this power, the user opens a vaguely shimmering portal, which lets him travel from place to place in his own dimension by passing through the Gray. This has two advantages over a *dimensional door*. The first being that a *dimensional walk* isn't physically traumatising, and the second being that the range of travel is greater. The user can actually travel through the Gray at the speed of 2I miles per turn. However, this power allows only the user to travel, and the portal closes behind him instantly.

The user finds himself engulfed in a featureless, inky grayness. He can't see where he is or where he's going. He has only his instinct to guide him, and he must make a Wisdom check every turn. If these checks succeed, he'll find himself at his chosen destination when he steps out of the Gray. If any check fails, he strays off course by several miles. The DM can place the character in any location within the maximum distance he travelled from his starting point. It's up to the user to figure out his location, as the power does nothing to help him gain his bearings. The psionicist should note that entities dwell in the Gray that may take an interest in lost travellers.

The user can take with him whatever he can carry, though *bags of holding* and other dimensional devices spill their contents if taken into the Gray.

20 - The psionicist gains a +2 bonus on Wisdom checks to navigate the Gray.

I - The psionicist becomes lost in the Gray for 1d6 hours.

Disintegrate

Psychokinesis

Level: 6

Power Score: 16

PSP Cost: II

Range: 50 yards

Area of Effect: 1 item of 8 cubic feet

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

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

Gargantuan creatures may survive such injuries, however. Creatures of this size are not automatically slain if they fail their save against death magic. Instead, the creature takes 10d10+20 points of damage.

20 - The power affects 16 cubic feet, and saves are made at -5. Damage against Gargantuan creatures increases to 20d10+40

I - The power backfires and the psionicist must save at +5.

Displacement

Psychometabolism

Level: I

Power Score: II

PSP Cost: I/I

Range: 0

Area of Effect: Personal

With this power, the psionicist appears to be a few feet away from where he really is. He receives a +2 bonus to AC for as long as the power remains active. *True seeing* or a similar ability will reveal his true location.

20 - The AC bonus increases to +4.

I - The psionicist's vision is filled with ghost images and he suffers a -2 to attack rolls for 1d4 rounds.

Domination

Telepathy

Level: 5

Power Score: 15/MAC

PSP Cost: 9/4+

Range: 30 yards

Area of Effect: 1 creature

This power allows the psionicist to project mental commands into the mind of one other being. The dominated target knows what's happening, but he can't resist the user's will, so he is forced to do nearly anything the user wishes. The target's abilities remain unaffected by this power, and he can be made to use any power he possesses - assuming the user knows about it. *Domination* doesn't reveal facts or secrets about the target.

When *domination* is attempted, the target makes a saving throw vs. spell. If successful, the target isn't dominated. If the save fails, the target falls under the user's control for as long as the user pays the PSP cost. The PSP cost is dependent on the target's level, as shown below. Later, if the target is forced to do something against his alignment, he can attempt another saving throw to regain his free will.

Target's Level	PSP Cost
1-5 levels or Hit Dice	9/4
6-10 levels or Hit Dice	18/9
11-15 levels or Hit Dice	28/14
16-20 levels or Hit Dice	38/19
21+ levels or Hit Dice	48/24

20 - The maintenance cost is halved.

1 - The victim dominates the psionicist for 1d4 rounds.

Domination, Mass

Telepathy

Level: 8

Power Score: 18/MAC

PSP Cost: 15/7+

Range: 40 yards

Area of Effect: Up to 5 creatures

This power is identical to *domination* except the psionicist can control up to five creatures simultaneously. Each target receives a saving throw and the PSP cost must be paid for each dominated figure:

Target's Level	PSP Cost
1-5 levels or Hit Dice	15/7
6-10 levels or Hit Dice	25/12
11-15 levels or Hit Dice	35/17
16-20 levels or Hit Dice	45/22
21+ levels or Hit Dice	55/27

20 - The range is extended to 100 yards.

1 - The highest level target dominates the psionicist for 1d4 rounds.

Double Pain

Psychometabolism

Level: 3

Power Score: 13

PSP Cost: 5/2

Range: Touch

Area of Effect: 1 creature

By touching another person, the psionicist greatly lowers that character's pain threshold and causes any physical contact to feel agonising. Even a little scrape will feel like a serious injury. While the power is active, all damage scored against that character is doubled. However, only half of this damage is real; the extra damage represents the amplified pain. When the character's total of real damage and pain reduces his hit points to zero or less, he passes out.

The victim will regain consciousness 1d10 rounds later, the excess damage removed. If the victim does not pass out before the power ends, damage scored against him is no longer doubled. Additional damage vanishes after 1d6 rounds.

20 - The target must save against death magic with each successful blow or pass out from the pain.

1 - The power backfires and affects the psionicist for 2d10 rounds.

Dream Travel

Psychoportation

Level: 7

Power Score: 17

PSP Cost: 13 plus 6 per 100 miles

Range: 500 miles

Area of Effect: Special

Dream travel is a powerful but unreliable means of getting from here to there. The traveller journeys in his dreams, and awakes wherever his nocturnal wandering

carried him. The psionist can even take other characters with him, although it's more difficult than travelling alone. (See "Passengers" below.)

To use *dream travel*, the psionist must be asleep. Once asleep, he pays 13 PSPs and begins fashioning a dream that involves travelling from his present location to his intended destination. At the beginning of the journey, the DM secretly makes a power check for the character. If the check succeeds, the psionist will reach his destination. If the check fails, the character will fall short 10% for each point that the die roll missed the power score. The psionist pays an additional cost immediately: 6 PSPs per 100 miles travelled.

This power check is sufficient to handle *dream travel*, however, it's far more satisfying to actually role-play the dream. The player creates the setting and describes his intentions, with the DM interrupting to change things arbitrarily and throw obstacles in the character's path. If the player overcomes the obstacles and solves problems inventively the DM is justified in giving a bonus to the character's power check. If the dream is dull and lifeless, the DM can also penalise the power check.

The DM should remember that this is a dream; terrain on the journey may not resemble actual terrain, the character may be completely different, and the world may be completely strange. The length of the dream journey should be approximately the same as the real distance and the destination should be at least similar to the real destination. Such dream adventures should minimise combat and maximise problems, puzzles, and surreal atmosphere. If combat occurs, it has no effect on the character physically, but if he is killed, he wakes up, right where he started. All dream journeys take approximately eight hours to complete, successful or not.

Passengers: The psionist can bring other characters along with him in the dream. His power check is reduced by -1 for each passenger. Passengers must be sleeping. A single power check launches everyone on the dream journey. If the check fails, they still attempt the dream journey but fall short of their target. The psionist must pay the cost per 100 miles of the trip individually for each character accompanying him in the dream.

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

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

20 - The journey only takes four hours.

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

Duo-dimension

Psychoportation

Level: 3

Power Score: 13

PSP Cost: 5/2

Range: 0

Area of Effect: Personal

This power allows a psionist to alter her own physical dimensions so that she has height and width, but no depth. She becomes a two-dimensional image that has no thickness; her third dimension is transferred to another plane and remains there as long as the power remains active.

The advantage of this lies in the fact that she simply does not exist if seen from the side, and is thus completely invisible and immune to any attacks from that direction. She can fit through the thinnest cracks by edging sideways, as long as there is vertical clearance for her.

The psionist can move and attack as normal, and she is not invulnerable - she can be attacked normally by any opponent in front of or behind her. While she is two-dimensional, she suffers double damage from any successful attack.

20 - The psionist's weapon is affected by the *dimensional blade* power at no additional cost.

1 - The psionist vanishes into a weird pocket dimension for 1d6 rounds.

Ectoplasmic Form

Psychometabolism

Level: 3

Power Score: 13

PSP Cost: 5/2

Range: 0

Area of Effect: Personal

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

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

A character using this power can only be struck by magical weapons of a +1 or better enchantment, and by any monster of 4+1 Hit Dice or more. The psionist's equipment must remain ectoplasmic as long as he does. An ectoplasmic character falls as if affected by a *feather fall* spell.

20 - The maintenance cost is 1 PSP per round.

1 - The psionist's items become ectoplasmic for 2d6 rounds. The psionist does not.

Ego Whip

Telepathy

Level: 1

Power Score: 11/MAC

PSP Cost: 1

Range: 120 yards

Area of Effect: 1 humanoid creature

This is a lashing attack that clouds the mind of a humanoid with an open mind and 4 or fewer Hit Dice. The creature so affected can take no actions for one round and can only move at half their normal movement rate. Humanoids of 5 or more Hit Dice are not affected. Against a closed mind, it drains 1d6 PSPs.

20 - The attack drains 2d6 PSPs from a creature with a closed mind. Against a creature with an open mind, the effect lasts for 1d4 rounds.

1 - The psionist loses 1d6 PSPs.

Elemental Composition

Psychometabolism

Level: 9

Power Score: 19

PSP Cost: 17/8

Range: 0

Area of Effect: Personal

This power allows the psionist to transform into any element. The psionist can change his body into dense materials such as iron or obsidian, sand or earth, water, or even air. While he is in elemental form, the psionist gains any natural immunities or vulnerabilities of that element. For example, a sword cut simply can't harm a watery or gaseous body, while iron bodies need not breathe - but they can be rusted.

The psionist retains his limbs and senses. Very dense bodies (stone or metal) increase his base AC to 20 and give him an effective Strength of 21. Amorphous bodies give him the ability to slither under doors and elongate limbs. Gaseous bodies allow the psionist to drift with the winds. Normal weapons may be unable to harm some forms, but magical weapons (and monsters capable of striking creatures hit only by magical weapons) can always harm the psionist, regardless of his form.

The psionist may change his form once per round without being forced to use an action. If he changes his form a second time, he must forego any other actions for that round.

In addition to the combat abilities of the various forms, the psionist can always move in the element his body is composed of. For example, by changing to sand he gains the ability to burrow through sand at his normal movement rate. Some elemental bodies may be excellent camouflage; it's hard to see a character made out of nitrogen gas, for example.

20 - The psionist gains the combat ability of an elemental of the appropriate type.

1 - The psionist botches the transformation and must make a system shock roll or suffer 3d10 damage.

Empathy

Telepathy

Level: 1

Power Score: 11/MAC

PSP Cost: 1/1

Range: 0

Area of Effect: 20-foot cube

By using *empathy*, a psionist can sense the basic needs, drives, and/or emotions generated by any mind. Thirst, hunger, fear, pain, rage, hatred, uncertainty, curiosity, hostility, friendliness, love - all these and more can be sensed, at the rate of one emotion per mind per round.

20 - The subject of the emotion is revealed.

1 - The target senses the attempt.

Empower

Telepathy

Level: 7

Power Score: 17

PSP Cost: 13+

Range: Touch

Area of Effect: 1 item

This power allows a psionicist to imbue an item with rudimentary intelligence and psionic ability. The process, which requires time and effort, is described below.

Item Requirements: An item must meet two requirements before it can be empowered. First, it must be of exceptional quality – worth 250% to 500% of the normal cost for an item of its type. Second, it must be new. The process of empowering must begin within 48 hours after the item is manufactured. If it is delayed longer, the item cannot be empowered. (If the psionicist still tries, he automatically fails Step One below, expending 13 PSPs.) If the item meets these two requirements, the psionicist can begin the empowerment.

Step One: At the start of each day, the psionicist must first prepare the item to receive psionic power. This costs 13 PSPs and requires a power check. If this check fails, the day is wasted; no further progress can be made until the next day.

Step Two: If the item has been prepared, the psionicist can give it access to a discipline. It can have access to only one discipline, never more, and the psionicist himself must have access to it. This step costs 26 PSPs and requires a power check.

Step Three: The psionicist can attempt to *empower* the item with any single power he knows within the chosen discipline. (The item must have been properly prepared on the same day.) The psionicist must make two successful power checks: first, a check for the chosen power, and second, another *empower* check. If both succeed, the item has that psionic power. If Step Three is successful, the psionicist expends another 26 PSPs.

Step Four: The psionicist can imbue the item with other powers by repeating Step Three. The item can acquire one power per day if it has been properly prepared (see Step One).

Step Five: When the item has acquired all the powers which the psionicist intends to give it, the psionicist can seal those powers within the item. To do this, he must prepare the item one more time (expending 13 PSPs), and make an *empower* power check one last time. If

the item is sealed successfully, it can never gain any additional powers – but it can't lose them, either. An item that has not been sealed will lose one power per month until it is just a normal object again.

The item makes power checks with a power check equal to half the psionicist's level. Each power gives the empowered object PSPs equal to three times the power's initial cost. So an object with a 3rd-level power (5 PSPs) and a 6th-level power (11 PSPs) will have 48 PSPs.

The empowered item has Intelligence equal to its maker's Intelligence minus 1d6 points, with a minimum of 12 – the item's Intelligence score is used in its power checks. Its ego is 2 points per power. Unless it was empowered with another telepathic power, it communicates as indicated on Table 113, "Weapon Intelligence and Capabilities" in the *Dungeon Master's Guide*. Its alignment matches its creator's. The item has its own personality and, like all intelligent items, it will try to assert its independence at every opportunity.

The empowering process must be unbroken. If a day passes in which the psionicist does not at least try to prepare the object, it is finished as is. He cannot even try to seal the powers; they will wear off over the course of time.

It is possible to magically enchant a psionically empowered item. The item's creator must perform both actions, so a dual- or multi-classed psionicist/wizard is required. The empowering and enchantment are completely independent of each other, so if one fails the other may still take effect.

20 – For each 20, the psionicist pays half the PSP cost for that step.

1 – If three 1s are rolled during the process, the item is ruined.

Empower, Lesser

Telepathy

Level: 6

Power Score: 16

PSP Cost: 11/5+

Range: Touch

Area of Effect: 1 item

This power is similar to *empower*, serving a purpose in creating and maintaining psionic and magical items. Unlike *empower*, this power is used to create items that produce psionic effects and recharge these devices.

It does not imbue psionic devices with intelligence or extraordinary abilities. Furthermore, this version of *empower* is not a skill that is easily accessible to the general psionic population of Athas. This skill is rarely learned by those outside of the tutelage of a sorcerer-killing or powerful psionic mentor.

Each item takes a set number of days to create, and each item is different, and the secrets behind fabricating each item are usually taught by a powerful master. It can take a decade for a psionicist to learn the methods of creating one psionic item. The creation of these items is never left to random chance.

Like any item to either be enchanted or psionically enhanced, the device must be of superior quality. The exact cost of the item is left to the DM. Even if the item, such as a wand, does not have a great cost, other items such as material components used to assist the process should be expensive.

At the beginning of each day needed to create the item, a set number of PSPs are funnelled into the item. This process takes place for a predetermined number of days, after which the item is typically empowered and can be used. There is an initial PSP cost when beginning the process, and a cost which must be expended each day until the item is finished. If one day is missed, and any of the power checks fail, the creator must start over. PSP costs and number of days required are listed below:

Item Type	Days	PSP Cost
Rings	20	25/12
Rod/staff/wand	18	20/10
Miscellaneous jewellery	15	15/7
All other items	10	11/5

Recharging Items: Non-intelligent psionic items can be recharged using this power. Each charge is equal to a number of PSPs, and once the charges are expended all PSPs are gone. With many items, when the last PSP is used the item becomes useless. The cost for recharging a psionic item is one-quarter the initial cost per day for half as many days as would be needed to create the item. A power check is required each day. This will fully recharge it. If a day is missed or a power check failed, the process must begin again.

20 - The item takes half as long to create.

I - If three Is are rolled during the process, the item is ruined.

Energy Containment

Psychometabolism

Level: 4

Power Score: 14

PSP Cost: 7

Range: 0

Area of Effect: Personal

This power allows the psionicist to transform energy into harmless light. If the psionicist makes a successful power check, he can double the result of his die roll when saving against an energy attack. If the character makes a successful saving throw, he suffers no damage from the attack.

If he fails, he suffers only half damage, regardless of what the spell description (if applicable) states. When the character absorbs energy, he radiates visible light for a number of rounds equal to the points of damage he absorbed. If he suffered half damage, he radiates for that many rounds.

If he suffered no damage, roll for damage anyway to see how long he glows. This glow is definitely noticeable, but it is soft, and illuminates no more than an area with a two-yard radius.

This power is reflexive; whenever subjected to an energy attack, the psionicist may try to make a power check to avoid the damage. He need not state that he is manifesting the power before a round begins. If the psionicist has not yet taken his action in a round when he uses this power, he must abort his intended action to manifest this power.

20 - The psionicist suffers quarter damage on a failed saving throw.

I - The psionicist fails all saving throws against energy attacks for 1d6 rounds.

Enhanced Strength

Psychometabolism

Level: 2

Power Score: 12

PSP Cost: 3/1+

Range: 0

Area of Effect: Personal

A psionicist can increase his Strength score to his racial maximum through this power. The base PSP cost raises Strength by one point. For each point of Strength above

that, the base costs increases by one. The maintenance cost is always half the initial cost (round down). Strength cannot be raised above the psionist's racial maximum using this power.

20 - The psionist can raise his Strength above his racial maximum.

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

Enhancement

Psychometabolism

Level: 3

Power Score: 13

PSP Cost: 5/2

Range: 0

Area of Effect: Personal

When a psionist learns this power, he selects one discipline to enhance. As long as the power remains active, the psionist receives a +2 bonus to all power checks in the chosen discipline. At the same time, he receives a -1 penalty to power checks in all other disciplines.

20 - The psionist does not suffer the -1 penalty to power checks in other disciplines.

I - The psionist suffers a -1 penalty to power checks in the chosen disciplines for 24 hours.

Environmental Adaptation

Psychometabolism

Level: 5

Power Score: 15

PSP Cost: 9/4

Range: 0

Area of Effect: Personal

This power allows the user to adapt his body to a hostile environment. The change must be keyed to a specific surrounding: water, acid, extreme heat, extreme cold, an elemental plane, etc. If the power works, the user not only survives, he behaves like a native organism. He can breathe and move normally, suffering no damage from the environment. However, a character who can survive extreme cold is still vulnerable to a *cone of cold* spell.

A character could use this power to survive in a sandstorm or the Sea of Silt without taking any damage.

20 - The psionist can change the environment he is adapted to while maintaining the power.

I - The character becomes more vulnerable to the environment and takes 1d4 damage per round (which can be halted by a successful use of this power).

Environmental Awareness

Clairsentience

Level: 3

Power Score: 13

PSP Cost: 5

Range: Unlimited

Area of Effect: Personal

This power provides the psionist with an image of the present surroundings of a particular unliving item. The psionist need not have any idea where the object is when the power is used, but he must concentrate on a specific, familiar item. For instance, "my friend's metal dagger" is fine, but "the nearest metal dagger" is not.

The psionist receives an all-round sensory snapshot from the item's surroundings: visual, olfactory, aural, and temperature signals. The power itself gives no notion of direction or distance to the item in question, though the character can often deduce its location from the sensory signals.

If the item has been destroyed before the power is used, the power automatically fails. A concealed item (for example, in a pocket) gives a black visual image and insignificant olfactory, aural, and temperature signals.

20 - The psionist receives a full minute of observation, getting all the same sensory images listed above.

I - The psionist gets images from a similar item, but not the one he wishes.

ESP

Telepathy

Level: 2

Power Score: 12/MAC

PSP Cost: 3/I+

Range: 100 yards

Area of Effect: 1 creature

Extrasensory perception (ESP) allows the user to read someone else's mind. The user can perceive surface or active thoughts. He can't use *ESP* to explore a target's memories or to delve into his subconscious. Intelligent creatures sometimes think in words, so language can be a barrier to understanding. Unintelligent creatures think

in pictures. Magical thought, such as when a wizard casts a spell, is unintelligible to this power. However, the user can recognise such thoughts as part of the spellcasting process. The PSP cost is shown below:

Target's Level	PSP Cost
I-5 levels or Hit Dice	3/1
6-10 levels or Hit Dice	4/2
11-15 levels or Hit Dice	5/2
16-20 levels or Hit Dice	6/3
21+ levels or Hit Dice	8/4

20 - The first round of maintenance is free.

I - The psionicist develops a splitting headache and suffers a -1 penalty on all telepathic power checks for one hour.

Ethereal Traveller

Psychopotation

Level: 5

Power Score: 15

PSP Cost: 9/4

Range: 0

Area of Effect: Personal

With this power the psionicist can psionically teleport himself to the Deep Ethereal or to any Border Ethereal region. He must first pass through the Gray. If the power is successful and the psionicist is able to breach the Gray, he ceases to exist in the Prime Material Plane and begins to exist in the Ethereal, but only in an ethereal form. The psionicist's physical form is temporarily lost. In ethereal form, the psionicist cannot be harmed. Ethereal objects pass through one another easily. The psionicist cannot, in turn, harm other creatures or objects, or even pick them up or move them about. The psionicist cannot directly teleport to the Inner Planes beyond the Ethereal, but he can move there in ethereal form by simply crossing the Border Ethereal. Once he leaves the Ethereal he regains his physical form and the power is ended. Otherwise, the power ends when its duration expires or the psionicist stops paying maintenance, and his body re-materialises exactly where it was before.

20 - The psionicist can maintain ethereal form for 24 hours without paying maintenance.

I - The psionicist collides unexpectedly with a demiplane in the Ethereal; the power fails and the psionicist takes 4d4 points of damage.

Expansion

Psychometabolism

Level: I

Power Score: 11

PSP Cost: 1/1

Range: 0

Area of Effect: Personal

The psionicist can expand his own body proportions in any dimension: height, length, width, or thickness. He can increase any or all of these proportions by up to 50% of their original size per round. Maximum expansion possible with this power is limited to four times the psionicist's original size.

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

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

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

Evade Blast

Psychokinesis

Level: 7

Power Score: 17

PSP Cost: 13

Range: 0

Area of Effect: Personal

This power allows the psionicist to throw himself out of range of a damaging effect. Whatever the effect is - *fireball*, breath weapon, explosion - so long as it has a physical manifestation and is a blast of some kind, the psionicist can avoid it completely with this power. He does not need to make a saving throw.

This power is reflexive. The psionicist can manifest *evade blast* with an instant thought, quickly enough to save himself if he unexpectedly comes within range of a dangerous effect. He can even manifest this power when it isn't his turn.

20 - The psionicist can designate one other willing person to be protected by the power.

I - The power backfires, and the psionicist takes full damage from the effect he was trying to avoid.

False Sensory Input

Telepathy

Level: 1

Power Score: 11/MAC

PSP Cost: 1/1

Range: 30 yards

Area of Effect: 1 creature

This power allows the psionicist to falsify someone's sensory input, making the victim think that he sees, hears, smells, tastes, or feel something other than he really does. The falsehoods are somewhat limited. Nothing can be completely hidden or made to disappear, and everything must retain its general size and intensity. For example, a human could be made to look like a dwarf, but not like a parrot. A slamming door could be made to sound like a thunderclap or a cough, but not like rustling paper. Oil could be made to taste like garlic, but not like water.

20 - Almost any false perception can be achieved in time.

1 - The psionicist cannot see, hear, or otherwise sense the intended victim for 1d4 rounds, except psionically.

Fate Link

Telepathy

Level: 4

Power Score: 14/MAC

PSP Cost: 7/3

Range: 2 miles

Area of Effect: 1 creature

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

The only two damaging effects that can pass through a *fate link* are the direct loss of hit points and death. Effects such as poisoning, paralysis, petrification, disease, or unconsciousness cannot. However, if the effect causes a loss of hit points (poison that inflicted 20 points of damage, for example) the hit point loss would be conveyed to the other person.

20 - The range is unlimited.

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

Fate of One

Clairsentience

Level: 7

Power Score: 17

PSP Cost: 13

Range: 0

Area of Effect: Personal

This power grants the psionicist limited omniscience, allowing them to reroll a saving throw, attack roll, or ability check. Whatever the result of the reroll, the psionicist must use it, even if it is worse.

This power is reflexive and can be manifested quickly enough to gain its benefits in an emergency. If used to reroll a saving throw, the psionicist can manifest this power even when it is not their turn.

20 - The psionicist can re-roll the next two dice rolls.

1 - The psionicist automatically fails the task he is attempting.

Fighting Trance

Psychometabolism

Level: 2

Power Score: 12

PSP Cost: 3/1

Range: 0

Area of Effect: Personal

With this power, the psionicist learns how to focus his attention for maximum effectiveness in combat. Reflexes and agility are increased to their sharpest level, and the psionicist can track all combatants in the immediate area. While *fighting trance* is in effect, the psionicist reduces any rear attacks to flank attacks, and any flank attacks are treated as frontal attacks. The psionicist in *fighting trance* gains a -1 bonus to initiative, and a +1 to AC, saves, and all attack rolls.

The psionicist's focus on his physical actions makes it difficult for him to concentrate on manifesting any psionic powers. He suffers a -1 penalty to all power checks he attempts while *fighting trance* is active.

20 - The bonuses increase to -2 initiative and +2 on AC, saves, and attack rolls, and no rear or flank attacks can be made against the psionicist.

1 - The psionicist becomes so attuned to his surroundings that he picks up nearly everything and becomes distracted by annoying details, suffering a -1 penalty to all attack rolls for 2d6 rounds.

Flesh Armour

Psychometabolism

Level: 2

Power Score: 12

PSP Cost: 3/1

Range: 0

Area of Effect: Personal

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

Power Check	Armour Type
12	Giant hair (+1 AC)
13	Leather (+2 AC)
14-15	Hide (+3 AC)
16-17	Scale (+4 AC)
18-19	Shell (+5 AC)
20-21	Chitin (+6 AC)
22+	Half-plate (+7 AC)

Because this armour is part of his body, the psionicist can enjoy its benefits without suffering any penalty he might have if he were actually wearing that type of armour. The armour created by this power weighs nothing, has no magnetic properties, and in no way slows the psionicist's movement or otherwise encumbers him.

The Armour Class bonus granted by this power does not stack with that granted by worn armour. Dexterity bonuses contribute to the character's new AC, as well as any magical protection that works in conjunction with regular armour, such as a *ring of protection*.

20 - The psionicist gains a +1 bonus to the AC listed above.

1 - The power just grows ugly hair over the psionicist's body, which must be shaved off or he loses 2 points of Charisma.

Float

Psychopotration

Level: 1

Power Score: 11

PSP Cost: 1/1

Range: 0

Area of Effect: Personal

The psionicist can mentally support himself in water, silt, or a similar substance. He can swim at a speed of 3 using the power alone, or use it to boost his swim speed by 3.

20 - The psionicist can move at his normal movement rate in the substance.

1 - The psionicist sinks like a stone for 1 round.

Focus Forgiveness

Telepathy

Level: 2

Power Score: 12/MAC

PSP Cost: 3/1

Range: 30 yards

Area of Effect: 1 dwarf

This power acts on one dwarf, temporarily suppressing his need to pursue a focus. While it is in effect, the dwarf forgets his current focus, and even the need to work toward a focus; very un-dwarflike behaviour. The dwarf loses all benefits he had for pursuing his focus while under the influence of this power. If the target dwarf encounters other, focused dwarves, he considers their behaviour bizarre. Other dwarves see him as insane, but the target politely ignores suggestions that he is acting abnormally.

No dwarf willingly submits to this power. If the power check fails or when it is no longer active, he most likely reacts with violence toward the psionicist, if he can identify the culprit.

20 - The dwarf is unable to identify the psionicist as the originator of the power.

1 - The dwarf knows exactly who the psionicist is and immediately attacks.

Forced Symmetry

Psychometabolism

Level: 4

Power Score: 14

PSP Cost: 7/3

Range: 20 yards

Area of Effect: 1 creature

With this power, the psionicist can force a creature into perfect symmetry in order to temporarily cause or heal damage. Most creatures, including all the player character races, are laterally symmetrical in arrangement; that is, they have two halves that are roughly identical.

This power lets the psionicist choose one of the halves and make it identical to (a mirror image of) the other. For instance, a psionicist can choose to make a one-eyed man completely blind or sighted in both eyes with this power.

In terms of existing combat damage, a creature probably has more damage to one half than the other; the psionicist can take advantage of this and increase the overall damage to the victim, but can no more than double the original damage. In reverse, the psionicist can duplicate the less damaged half, healing (2d4 x10) % of the target's wounds. When the power ceases, these injuries return; however, damage inflicted by the power does not fade.

Generally, any character who has been injured has sustained 10 to 100% of that damage (d10x10) to one side of his body. For example, Frenla has 30 hit points and has taken 12 points of damage. A d10 roll shows she has sustained 80% to one side and 20% to the other, or 9 points and 3 points respectively. Her total damage can be increased to 18 or decreased to 6 with *forced symmetry*.

This power can have greater effect on creatures that are radially symmetrical (a starfish, for example). The psionicist can pick one portion and make all the others duplicate it, temporarily.

20 - Injuries do not return when the power ends.

I - The psionicist duplicates the wrong half with the opposite effect to that intended (heal instead of harm, for example).

Free Action

Psychokinesis

Level: 4

Power Score: 14+

PSP Cost: 7/3 per turn

Range: Touch

Area of Effect: 1 creature

This power enables the creature touched to move and attack normally for the duration of the power, even under the influence of magic that impedes movement (such as *web* or *slow* spells) or while underwater or wading in silt. It even negates or prevents the effects of paralysis and *hold* spells.

Underwater or in silt, the individual moves at normal (surface) speed and inflicts full damage, even with such cutting weapons as axes and swords and with

such smashing weapons as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled.

20 - The psionicist can affect two creatures.

I - The psionicist's movement is reduced by half for one hour.

Fusion

Psychometabolism

Level: 8

Power Score: 18

PSP Cost: 15/7

Range: 0

Area of Effect: Personal

The psionicist and another willing, corporeal, living creature of the same or smaller size fuse into one being. The psionicist controls the actions of the fused being but can give up this control to the other creature. Once he gives up control, the psionicist cannot regain it unless the other creature relinquishes it.

The fused being has hit points equal to the psionicist's current hit points plus the other creature's current hit points. The fused being knows all the powers both creatures know, has the sum of their PSPs, and knows or has prepared any spells both possess (if any).

Likewise, all racial abilities and class features are pooled (if both creatures have the same ability, the fused being gains it only once). For each of the six ability scores, the fused being's score is the higher of the psionicist's and the other creature's, and the fused being also has the higher Hit Dice or psionicist level - this effectively means the fused being uses the better saving throws, attack bonus, and non-weapon proficiencies of either member, and it manifests powers at the higher of the psionicist levels that the psionicist or the other creature possessed before becoming fused.

The psionicist decides what equipment is absorbed into the fused being and what remains available for use. These fused items are restored to their respective owners once the power ends.

When the power ends, the fused being separates. The psionicist determines where the other creature appears, but it must be adjacent to the psionicist. If separation occurs in a cramped space, the other creature is expelled through the Gray, materialising in the nearest empty space and taking 1d6 damage for each 10 feet of solid material passed through.

Damage taken by the fused being is split evenly between the psionist and the other creature when the power ends. The psionist does not leave the *fusion* with more hit points than he entered it with unless he was damaged prior to the *fusion* and the fused being was subsequently healed. In a like manner, the fused being's remaining PSPs are split between the psionist and the other creature (the psionist can leave with more PSPs than he entered with, as long as he doesn't exceed the maximum for his level and ability score).

Ability damage and lost levels are also split between both creatures. (If an odd number of lost levels or ability score reductions must be split, the psionist decides who receives the additional loss.) If a fused being is killed, it separates into its constituent creatures, both of whom are also dead.

20 - The psionist and the other creature are healed of all damage when the power ends.

I - The psionist and the other creature are left with only one hit point each when the power ends.

Ghost Writing

Psychokinesis

Level: 2

Power Score: 12

PSP Cost: 3/I

Range: Unlimited

Area of Effect: I page

With this power a psionist can write on blank paper, parchment, or papyrus at a distance. The sheet can lie by itself, among many others, rolled into a scroll, etc. The psionist must know of the sheet's existence and its present location. (If the sheet is no longer where the psionist remembers it, the power fails.) The psionist mentally darkens the sheet in a thin, continuous line, forming, with time and effort, letters, words, and sentences. After a successful power check, the character can form up to five words per round.

The psionist receives no clairvoyance during the power's use - he does not get an impression of whether or not the intended people read his message, only that it has been so written. Anyone can read the message once transmitted.

20 - The psionist can write 15 words per round.

I - The psionist believes the power is working correctly, but is actually writing gibberish. Initial cost and maintenance points are lost.

Gird

Psychometabolism

Level: 5

Power Score: 15

PSP Cost: 9

Range: 0

Area of Effect: Personal

Each time a psionist *girds* another power, he can maintain that power automatically, ie, without mental concentration. Thus, a psionist who is maintaining only girded powers can sleep without disrupting those powers. To use *gird*, the psionist must manifest the power he intends to affect. Then he makes a *gird* power check. If he succeeds, he can maintain the girded power beyond its normal duration without concentration, but pays twice its maintenance cost, or a minimum of 1 PSP per hour. To remove the girding, he must consciously decide to do so (no power check is required). Otherwise, the girding remains in place until the psionist runs out of PSPs. That means a psionist who is unconscious or sleeping could awaken to find all his psionic strength girded away. If the psionist wishes to re-establish a *gird* that he discontinued, he must make a new power check.

20 - The psionist can maintain the girded power at its normal maintenance cost.

I - Both powers fail and the psionist loses the full amount of PSPs.

Graft Weapon

Psychometabolism

Level: 3

Power Score: 13

PSP Cost: 5/2

Range: 0

Area of Effect: Personal

With this power the psionist can graft any one-handed melee weapon directly onto his body. He picks up the weapon, manifests this power, and the weapon becomes an extension of the character's arm.

Assuming the character is proficient with the weapon, he gains a +1 bonus to attack rolls and damage. If he is not proficient with the weapon, he suffers the usual non-proficiency penalties, but still gets the +1 bonus.

20 - The attack and damage bonus increases to +3.

I - The weapon is weakened and will break on an attack roll of 1.

Hallucination

Telepathy

Level: 3

Power Score: 13/MAC

PSP Cost: 5/2

Range: 100 yards

Area of Effect: 1 creature

This power allows the psionicist to project visions or images into the victim's mind. In effect, it is like a psionic *phantasmal force*. The psionicist can make his victim believe he is seeing, hearing, or feeling almost anything. The psionicist can attack the victim with hallucinatory monsters or spells, deceive the victim by making a company of soldiers resemble a grove of palms, or even make him think that a flagon full of sand actually contains cool, refreshing water.

In general, the rules for adjudicating illusions in the **Player's Handbook** are appropriate for determining the effects of any hallucinations. If the psionicist carefully constructs the *hallucination* and provides the victim with what he expects to see, the victim may not even receive a saving throw. The physical effects of hallucinations are psychosomatic; the victim may believe he is being mauled by a tembo, but he is not really being harmed physically.

Manifesting and maintaining a *hallucination* require full concentration on the part of the psionicist. If he makes a physical attack or manifests another psionic power while this power is active, the victim instantly receives a saving throw versus spells with a +4 bonus to break free of the *hallucination*.

20 - The *hallucination* is so real that the victim suffers a -4 penalty on any saving throws and suffers 20% of any damage as real.

1 - The psionicist believes his own *hallucination* for 1d6 rounds.

Heightened Senses

Psychometabolism

Level: 2

Power Score: 12

PSP Cost: 3/1

Range: 0

Area of Effect: Personal

This power allows the user to sharpen all five of his normal senses: sight, hearing, taste, smell, and touch.

With *heightened senses*, the user has a good chance to notice thieves hiding in shadows or moving silently. This is represented by a thief's skill chance being cut in half if someone with *heightened senses* is observing him. Even if the thief is already hidden, he must roll again when the user of this power enters the area.

Someone with *heightened senses* can also track by sense of smell. He must make a Wisdom check every turn to stay on the trail or to recover it if he loses it.

While tracking, the user's movement rate is reduced by 50%. The trail can be no more than 24 hours old. Ranges for the user's hearing and seeing are tripled while this power is in effect.

Further, he can ingest small quantities of possibly poisoned or impure foods, identifying the substance without causing himself harm. The user can identify almost anything by touch. He can identify any item he has previously handled and can also tell if an item was handled in the last five minutes.

DMs may allow other applications as they see fit. In general, the psionicist can reduce darkness-related penalties by 2 points and receive a +4 on any appropriate check or roll.

20 - One of the psionicist's senses (chosen randomly) remains heightened for 24 hours.

1 - The psionicist loses one of his senses for 1d12 hours.

Hive Mind

Telepathy

Level: 2

Power Score: 12

PSP Cost: 3/1

Range: 60 yards

Area of Effect: Personal

This power is only available to thri-kreen characters, other insects with psionic powers, and psionicists who use the *insect mind* telepathic power. With *hive mind*, the psionicist can draw upon the mental energies of a host of his insect comrades to temporarily increase his PSPs. Thri-kreen can gain PSPs from other thri-kreen of the same pack within range. Other insects gain PSPs from their own kind within range. Characters using *insect mind* can choose one variety of insect within range to draw upon. All those within range lend an immediate bonus to the psionicist's PSPs, according to their size:

Size	PSPs
Tiny	1/10
Small	1/2
Medium	1
Large	2
Huge	4
Gargantuan	8

Smaller insects contribute fewer PSPs, but their numbers often more than make up for this. PSPs are gained instantaneously; even if the insects move away before they are all used, the psionicist keeps them. The psionicist is taking advantage of the species-mind common among insects; insects within range do not lose any psionic PSPs when the psionicist uses this power.

20 - The psionicist gains double the normal number of PSPs.

I - All other insects within range immediately seek out the psionicist and attack.

Hypercognition

Clairsentience

Level: 8

Power Score: 18

PSP Cost: 15/7

Range: Personal

Area of Effect: Personal

This power allows the psionicist to make lightning-fast deductions based on only the slightest clue, pattern, or scrap of memory resident in his mind. He can make reasonable statements about a person, place, or object, seemingly from very little knowledge. However, his knowledge is in fact the result of a rigorously logical process that he forces his mind to undertake, digging up and correlating every possible piece of knowledge with any bearing on the topic.

The nature of the knowledge the psionicist gains concerning the subject of his analysis is subject to the DM's discretion but might include the answer to a riddle, the way out of a maze, stray bits of information about a person, legends about a place or an object, or even a conclusion concerning a dilemma that his conscious mind is unable to arrive at.

20 - The psionicist can gain two items of knowledge per round, instead of one.

I - The psionicist suffers a mental information overload and he loses Id4 points of Intelligence and Wisdom for 24 hours.

Id Insinuation

Telepathy

Level: 4

Power Score: 14/MAC

PSP Cost: 7

Range: 180 yards

Area of Effect: I creature

This power is a stealthy telepathic attack that bewilders and confuses an open mind for one round per level of the psionicist. Against a closed mind, it drains 6d6 PSPs. The attack is so stealthy, however, that the target does not notice the loss of PSPs or realise the source of its confusion - thus a psionicist can be stripped of his PSPs without his knowledge.

A confused victim behaves as follows (roll Id10):

- 1 Wander away (unless prevented) for duration of power
- 2-6 Stand confused one round (then roll again)
- 7-9 Attack nearest creature for one round (then roll again)
- 10 Act normally for one round (then roll again)

Creatures forced to wander away move as far from the psionicist as possible, according to their usual mode of movement (characters walk, fish swim, bats fly, etc.). Actions are checked at the beginning of each round. Confused creatures that are attacked see the attacker as an enemy and act according to their basic nature.

20 - The attack drains 8d6 PSPs from a closed mind. Against an open mind, the power lasts for an additional Id4 rounds.

I - The psionicist loses 5d6 PSPs and the target becomes aware of the attack.

Identity Penetration

Telepathy

Level: 4

Power Score: 14/MAC

PSP Cost: 7

Range: 100 yards

Area of Effect: I creature

Identity penetration allows the user to determine the target's true identity in spite of polymorphs, illusions, disguises, etc.

20 - The psionicist may ask one probing question of the target - see *probe*.

I - Until he gains another level, the telepath cannot penetrate the identity of the current target.

Immovability

Psychometabolism

Level: 4

Power Score: 14

PSP Cost: 7/3

Range: 0

Area of Effect: Personal

When a psionicist makes himself immovable, he is exactly that. A tremendous amount of force is required to uproot him from his spot. Moving the psionicist requires a combined Strength total that is at least 10 times greater than his level. If a character is pushing the psionicist, and makes a successful bend bars roll, that character can double the Strength he's contributing to the total. Even if a group manages to move the psionicist once, they may not be able to move him any easier the next time. The psionicist remains immovable until the power ceases.

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

20 - The psionicist cannot be moved at all.

I - The psionicist attaches himself so well that even he can't break free simply by shutting off the power. He must pay the initial cost again (7 PSPs) to free himself.

Impossible Task

Telepathy

Level: 5

Power Score: 15/MAC

PSP Cost: 9/4 per hour

Range: 10 yards

Area of Effect: I creature

This power forces the victim to think that a given goal is unachievable, regardless of the reality of the situation. The psionicist must be familiar with the victim and what he is trying to accomplish. The power must be directed at one particular task, something easily described. The task can be simple, like "travel from Tyr to Altaruk is impossible" or more complicated, such as "further study in magic will be fruitless". The victim acts accordingly.

Other characters cannot convince him that his task is possible. If the psionicist cannot narrow down the task

effectively, describing it in just a few words, the DM can nullify the effects. This power can have no effect on a dwarf's focus. However, other tasks the dwarf is undertaking can be affected.

20 - The power lasts for a day without maintenance cost.

I - The victim is instead made to believe that his goal is easily accomplished and redoubles his efforts to complete the task.

Incarnation Awareness

Telepathy

Level: 3

Power Score: 13/MAC

PSP Cost: 5/2

Range: Touch

Area of Effect: I creature

By applying this power to another character, the psionicist can gain knowledge about their past lives. One past life can be explored per round, starting with the most powerful personalities (usually these are also the most famous, but not always). The psionicist also knows immediately how many times this particular personality has been killed and raised from the dead. It is up to the players to put this information to use.

20 - All past life information is gained in a quick mental blast.

I - Overwhelmed, the psionicist lapses into a trance until jolted, or for 1d4 hours, whichever comes first.

Inertial Barrier

Psychokinesis

Level: 3

Power Score: 13

PSP Cost: 5/2

Range: 0

Area of Effect: 3-yard radius

This power creates a barrier of psionic energy around the user and anyone within 3 yards of him. This barrier softens missile blows, shielding the user from damage. However, the barrier also slows outgoing missile attacks - a drawback the user should consider.

The power protects against damage from these forms of attack: any non-magical missile weapon; any physical missile created by magic; any missile with magical bonuses; flames; some breath weapon attacks (depending

on the nature of the breath); acid; gas; all forms of disintegration; and falling (damage is halved).

Inertial barrier can't stop missiles conjured from pure magic or protect against raw heat or cold, pure energy or light, or gaze weapons. An *inertial barrier* can't keep enemies out, but it does slow them. Anyone trying to cross a barrier in either direction must stop moving when contact is made. In the next round, the barrier can be crossed (either entering or exiting).

The barrier reduces the damage from all affected missiles passing into the barrier to zero. Missiles exiting the barrier inflict half damage.

20 - The barrier grants the psionist a +2 bonus to AC.

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

Inflict Pain

Telepathy

Level: 4

Power Score: 14/MAC

PSP Cost: 7/3+

Range: Touch

Area of Effect: I creature

This power is a particularly nasty form of torture that convinces the target that they are in excruciating pain, although no actual harm is inflicted on the target, and the power leaves no physical scars or marks. Only evil characters can learn this power freely; others find their alignments twisting toward evil if they learn and use *inflict pain*.

If the target is an NPC who is being questioned, he is allowed a saving throw vs. paralysis to withstand the agony. If he fails, he begs for mercy and answers questions as the DM sees fit. If the user finds a way to employ this power in combat, the target is still entitled to a saving throw. Success means he grits his teeth and keeps on fighting. Failure means the pain imposes a -4 penalty to his attack rolls that round or disrupts and ruins spellcasting. PSP costs depend on the target's level:

Target's Level	PSP Cost
1-5 levels or Hit Dice	7/3
6-10 levels or Hit Dice	8/4
11-15 levels or Hit Dice	9/4
16-20 levels or Hit Dice	10/5
21+ levels or Hit Dice	12/6

20 - The pain is so excruciating that the victim passes out for 1d10 rounds.

I - The psionist is wracked with psychic agony and collapses for 1d10 rounds.

Insect Mind

Telepathy

Level: I

Power Score: 11

PSP Cost: 1/1

Range: 0

Area of Effect: Personal

This power attunes the psionist's mind to those of insects. This makes dealing with insects easier, psionically and personally. The psionist does not suffer the -6 penalty for contact with an insect or arachnid mind but suffers a -6 penalty for contact with non-insect minds; they suffer that same penalty when contacting him. With a greater understanding of insect thinking, the psionist gains a +2 bonus to his Charisma when dealing with insects, but suffers a -2 penalty to his Charisma when dealing with non-insect minds.

This power is commonly used when dealing with thri-kreen. Ambassadors to thri-kreen nations usually bring along a psionist with this power. The power does not confer the ability to communicate, but can be maintained while other powers are being used.

20 - The psionist gains the benefit of this power without maintenance cost for 24 hours.

I - The psionist attains insectoid intellect, but is perceived as a drone or worker. Insects simply won't listen and may attack if the psionist is persistent.

Intellect Fortress

Telepathy

Level: 6

Power Score: 16

PSP Cost: 11/5

Range: 0

Area of Effect: 15-foot radius sphere

This power extends an aura of mental protection to all creatures within 15 feet of the psionist, granting them a +9 MAC bonus while the power is active.

20 - The MAC bonus rises to +12.

I - All creatures in the area of effect suffer a -9 MAC penalty.

Intensify

Psychometabolism

Level: 2

Power Score: 12

PSP Cost: 3/1

Range: 0

Area of Effect: Personal

The *intensify* power allows the psionicist to improve either his Intelligence ability score or his Wisdom, ability score, purely for psionic purposes. To improve one score, he must weaken the other. Each point of increase in the targeted ability score decreases the other score by the same amount.

Changes in the psionicist's Intelligence ability score affect his power checks, and changes in the psionicist's Wisdom ability score affect his bonus PSPs. The changes have no other effects (lowering the psionicist's Wisdom score does not affect the character's Will Bonus, for example).

A psionicist can raise one of his ability scores as high as 25, provided the other ability score is not lowered to zero.

20 - The psionicist does not have to lower one ability score to gain an increase in the other.

I - The psionicist loses points from one ability but score does not gain them on the other. Lost points return after 24 hours.

Invincible Foes

Telepathy

Level: 6

Power Score: 16/MAC

PSP Cost: 11/5

Range: 100 yards

Area of Effect: 1 creature

The victim of this power believes that any blow struck against him will cripple or kill him. Even if the blow actually causes just one point of damage, the victim thinks he's dying, and that he can no longer fight. He falls to the ground in horrible pain.

A character who is struck while under the effect of this power won't recover until a turn later, even if the psionicist stops concentrating on him and turns his attention elsewhere. As long as the character was under this effect when the blow was struck, he's out for 10 rounds.

Even if the victim of this power is never actually struck, his behaviour is likely to change. Fully expecting the next blow to kill him, he may stop attacking and simply parry or try to flee, or even surrender and beg for quarter. If the character has not been struck, however, the psionicist must make sure the power remains in effect; otherwise future blows will affect him normally.

Invincible foes can also work in reverse. In other words, an attacker can be made to believe that every blow he strikes is fatal. The belief is strong enough to create an illusion: even if the attacker barely scratches his foe, he sees the "victim" lying down, mortally wounded. He will continue to imagine that opponent lying on the ground until the opponent attacks again (it doesn't matter whom he attacks; any attack breaks the illusion).

This reversal has several consequences. Characters who have been "killed" - ie, struck - can simply walk away from the fight, leaving their "corpses" behind. Or they can move into position and attack again, gaining a +2 bonus to hit. After this happens three times, the affected character must make a saving throw vs. spells. If it fails, he becomes convinced that his foes are unkillable and reacts accordingly. (PCs, of course, are free to react as they see fit.)

20 - Characters who pass out because of this power remain unconscious for one hour.

I - The power backfires and affects the psionicist for 1d10 rounds.

Invisibility

Telepathy

Level: 2

Power Score: 12/MAC

PSP Cost: 3/1+

Range: 100 yards

Area of Effect: 1 Medium or smaller creature

This power differs significantly from the spell *invisibility*. This is a delusion that affects specific minds, not an illusion that affects everyone; the only real change occurs in those whose minds were targeted. Thus, the psionicist can see himself, and so can anyone not targeted by the power. Only beings within 100 yards can be affected. The psionicist can make someone else invisible instead - any creature of Medium size or smaller is eligible. The psionicist makes a single power check but pays a separate PSP cost for each target, as shown on the table below.

Note that this power affects vision only; observers may still be able to hear or smell “invisible” characters. PSP costs are as follows:

Target's Level	PSP Cost
1-5 levels or Hit Dice	3/1
6-10 levels or Hit Dice	4/2
11-15 levels or Hit Dice	5/2
16-20 levels or Hit Dice	6/3
21+ levels or Hit Dice	8/4

20 - The power functions like *superior invisibility*.

I - The psionicist cannot perceive one randomly-selected creature within range for 1d6 rounds.

Iron Will

Psychometabolism

Level: 3

Power Score: 13

PSP Cost: 5/2

Range: 0

Area of Effect: Personal

A psionicist with this power has the ability to focus his willpower to extraordinary levels, persevering through conditions that would overcome lesser characters. While this power is in effect, the psionicist can temporarily ignore accumulated wounds that would reduce him to 0 hit points or less. Due solely to his mental strength, he can force himself to remain conscious and fully active until reduced to -10 hit points, at which point he dies, just as anyone else would. Up until that point, though, he can fight and use his powers normally with absolutely no interruption at all except for manifesting and maintaining the *iron will* power.

While *iron will* is in effect, the psionicist does not lose a hit point every round when at negative hit points, but he will begin to lose hit points once the power ends. Smart psionicists bind their wounds before losing consciousness, or they may never wake up.

The psionicist can use his *iron will* to resist losing consciousness or control of himself through other means. If the effect the psionicist is struggling against normally allows a save (a *charm person* spell or a psionic *domination*, for example) the psionicist gains a +4 on his save while *iron will* is in effect. If the effect does not usually allow the victim a save (a *command* or *sleep* spell, for instance), the psionicist gains the chance to attempt a saving throw versus spells with a -4 penalty.

20 - The psionicist can survive to -15 hit points or automatically make any saving throws to avoid unconsciousness or control. Once the power is dropped though, if the character still has less than -10 hit points remaining, he will instantly fall over dead. Clever psionicists will make sure to heal their wounds (or have them healed by someone else) beforehand.

I - The psionicist suffers a -4 on all willpower-related saving throws for 2d6 rounds.

Kinetic Blast

Psychokinesis

Level: 4

Power Score: 14

PSP Cost: 7

Range: 400 feet +40 feet/level

Area of Effect: 20-foot radius spread

This power brings into being a ball of kinetic force that detonates at a specified location within range. The resulting explosion deals 7d6+7 points of damage to every creature and object within the target area.

20 - The damage is 10d6+10.

I - The ball of force detonates next to the psionicist.

Kinetic Control

Psychokinesis

Level: 5

Power Score: 15

PSP Cost: 9/4

Range: 0

Area of Effect: Personal

This is the power of absorbing, storing, and redirecting kinetic energy. The psionicist can remove kinetic energy from one moving object by touch, stopping it instantly, and bestow it on another object immediately or at some point in the future.

While this power is active, the psionicist is immune to all physical impacts. A sword slash stops instantly when it touches his skin, arrows drop harmlessly at his feet, and monsters' talons and fangs can't harm him. The psionicist absorbs the damage of the blow and saves it for later use. Note that the psionicist can still be harmed by attacks that inflict their damage by contact, such as the energy-draining touch of an undead creature or the slow crushing attack of a giant python constricting its coils.

Using the stored energy requires the psionicist to make a physical attack. He can deliver any damage he has absorbed previously by touch, punches, or even through a hand-held weapon such as a sword. If he hits his opponent, the absorbed damage is added to any other damage the psionicist causes.

If the psionicist fails to hit a target before the power ceases, the additional damage is lost. Once the energy is expended, the power must be re-manifested. A character may never store more energy than they have total hit points +10.

This power can't be used to absorb damage from a fall. To do so, the psionicist would have to absorb his own kinetic energy (in this case, he is the moving object) which is something that the power is not capable of doing. This might be a valid subject for psionic meditation and research, however.

20 - Any object struck by the psionicist's energy discharge is *detonated*. Living opponents suffer an additional Id10 damage.

I - The psionicist must save vs. spells or *detonate* an object he is wearing or holding, suffering Id10 points of damage.

Kinetic Cyclone

Psychokinesis

Level: 9

Power Score: 19

PSP Cost: 17

Range: 400 feet +40 feet/level

Area of Effect: 40-foot radius spread

This power creates a slender vortex of fiercely swirling kinetic force. The psionicist can control the vortex and aim it at a target, dealing 9d6 points of damage to the target (no saving throw permitted). As soon as the vortex strikes the target, it explodes into a whirling cyclone with a 40-foot radius.

All creatures in that area (including the initial target) are picked up and violently dashed about, taking 18d6 points of damage. Creatures that make a successful save against breath weapon take half damage.

After being dashed about, each creature that was affected finds itself situated in a new space Id4x10 feet away from its original space in a random direction. Walls and other barriers can restrict this relocation; in such a case, the creature ends up adjacent to the barrier.

20 - The cyclone persists for another round, dealing the same damage in the same area.

I - The cyclone erupts where the psionicist is standing.

Kinetic Rebound

Psychokinesis

Level: 7

Power Score: 17

PSP Cost: 13

Range: 100 yards

Area of Effect: 1 attack

This power reflects one attack back against its originator. So long as the attack has a physical aspect (a *lightning bolt*, a *kinetic blast*, a catapult stone) and targets the psionicist, it rebounds against its originator.

Should the psionicist rebound a power back against a target who also is protected by *kinetic rebound*, the power rebounds once more upon him.

20 - The psionicist can direct the attack against someone other than its originator.

I - The attack hits the psionicist and deals maximum damage/has full effect.

Know Course

Clairsentience

Level: 2

Power Score: 12

PSP Cost: 3/I per hour

Range: 90 yards

Area of Effect: Personal

This power allows the psionicist to hold an accurate course without deviation. The psionicist must know his current location and where he is going. This can be any place he has been before or can reference to a place he has been. For example, if he knows that the village of Kled is 35 miles northeast of Tyr, he can use this power to get to Kled even though he had only been to Tyr before.

Once the power is active, the character gets a strong feeling of which way to go. This awareness continually updates as long as the power is active.

20 - The character can retrace his steps as if he had been using *radial navigation*.

I - The psionicist becomes obsessed with a minor landmark along the way and forgets where he is going.

Know Location

Clairsentience

Level: 1

Power Score: 11+

PSP Cost: 1

Range: 0

Area of Effect: Personal

This power reveals general information about the character's location. The character immediately knows which way is north. Further information is no more detailed than the response of a simple farmer when asked, "Where am I?" Typical answers include "a few miles south-west of Tyr," "in the house of Kesik the templar," or "on an island in the Silt Sea".

The higher the power check, the more precise the location. A roll of 13 to 16 specifies a location within 10 miles. A roll of 17 or 18 targets an area within a mile. A roll of 19 or higher gives the location in a planar context ("the Astral Plane").

20 - The psionist determines his exact location and the power is automatically maintained for 24 hours.

1 - The psionist is disoriented and cannot use the power again for 1d6 hours.

Lend Health

Psychometabolism

Level: 4

Power Score: 14

PSP Cost: 7/3

Range: Touch

Area of Effect: 1 creature

This power allows the psionist to transfer his hit points to someone else he is touching. Each hit point transferred heals one point of damage. The character can transfer up to twice his level in hit points every round. If the psionist tries to transfer hit points when he has fewer than five remaining, he must make another power check. If this fails, he cannot transfer the points. In any case, he cannot transfer hit points if he has only one remaining. The beneficiary of this power can never exceed his normal, healthy total of hit points.

20 - Every point drained from the psionist heals two in the beneficiary.

1 - The psionist suffers the target's wounds - neither is healed.

Levitation

Psychokinesis

Level: 2

Power Score: 12+

PSP Cost: 3/1

Range: 0

Area of Effect: Personal

This power allows the user to float. The user can lift himself at the rate of 1 foot per second, or 60 feet per round. He can descend as quickly as he wants by simply letting himself fall, then slowing down as he nears the ground. The user can always levitate his own weight. Additional weight, such as equipment or passengers, is a hindrance. Every 25 pounds of added weight raises the power score by +1.

Levitation isn't flying. The power provides no horizontal movement. The user can hover motionlessly and drift with the wind if he wants, or he can push off a fixed object and drift up to 60 feet per round in a straight line. He can't stop until he meets another solid object, lowers himself to the ground, or stops paying the PSP cost. Two powers - *control wind* and *project force* - can help the levitating user propel himself forward and change direction. These additional powers require the extra expenditure of PSPs and power checks.

20 - *Levitation* rate doubles to 120 feet per round.

1 - The psionist's weight doubles for one round. If he falls, he suffers an extra 1d6 damage.

Life Draining

Psychometabolism

Level: 3

Power Score: 13

PSP Cost: 5/2

Range: Touch

Area of Effect: 1 creature

With this power, a psionist can drain hit points from another character and use them to recover his own. This transfer occurs at the rate of 1d6 points per round. The character can absorb up to 10 more hit points than his healthy total, but the bonus points last only one hour. After that, if the psionist still has more hit points than he should, the excess points vanish.

20 - The rate of transfer is 2d6 hit points per round.

1 - The transfer is reversed and the psionist loses 3d6 hit points to his target.

Magnetise

Psychokinesis

Level: 2

Power Score: 12

PSP Cost: 3/I+

Range: 30 yards

Area of Effect: 1 metal object weighing 10 lbs. or more
A psionist using *magnetise* can change the magnetic orientation of a metal object, strongly magnetising it. The power affects up to 10 lbs. For every pound above that, the psionist must spend an additional 2 PSPs, so a 20 lbs. item costs 23 PSPs to *magnetise*. Maintenance costs are unaffected by this.

The effects of this power are simple: the psionist can make the item attracted to other metal objects or repelled by other metal objects. Any metal objects within 20 feet of the magnetised object are within its magnetic influence. Metallic creatures gain a saving throw versus spells to avoid being magnetised.

In deciding how *magnetise* affects an object, remember that a heavier, object remains stationary, while a lighter object moves toward or away from it. If a character's short sword is magnetised and his friend standing beside him is wearing plate mail, the short sword will go flying over to stick to the armoured fellow, not the other way around.

A creature holding or wearing an object under magnetic influence may attempt a Strength check to retain control of the item.

A character wearing metal armour can be immobilised if he fails his Strength check. Other effects are left to the DM's imagination, but small objects such as daggers can reach impressive speeds when attracted or repelled by magnetism

20 - All Strength checks made by opponents to keep control of metal items fail.

I - All metal objects on the psionist's person are scattered 2d10 feet in random directions.

Martial Trance

Clairsentience

Level: I

Power Score: 11

PSP Cost: I/I

Range: 50 yards

Area of Effect: Personal

This power helps the user in psionic combat. By entering a trance before combat, the user focuses his attention on psionic activity, tuning out other distractions. While in the trance, the user gains a +I bonus to all power checks in addition to any other modifiers that apply.

The trance ends when the user chooses to end it, by any moderate physical contact (a blow, shake, or slap), or when his PSPs are reduced to 0. As his attention is completely focused on the psionic battlefield, melee attacks against him hit automatically and cause maximum damage.

20 - The psionist receives +3 to all power checks for the duration of this power.

I - The psionist receives -I to all power checks for 24 hours.

Mass Manipulation

Psychokinesis

Level: 3

Power Score: 13+

PSP Cost: 5/2

Range: 20 yards

Area of Effect: 1 object

This power influences the way in which gravity affects an item. The weight of the item can be increased to 200% normal or reduced to 25% normal. The effect remains as long as the power remains active.

Creatures wearing armour that is made heavier suffer a -2 penalty to attack rolls and AC and are reduced to 1/2 of their normal movement. Weapons made heavier or lighter suffer -2 to hit and damage. Light objects can be thrown or fired twice as far as normal. Very heavy objects can be lightened to make them easier to move. Some objects may be drastically affected by this power - a roof doubled in weight may collapse its supports, while a lightened anchor may not hold any longer. The DM should use his best judgment in deciding the exact effects of any particular *mass manipulation*.

The more massive the object the power is used upon, the more difficult it is to affect. Apply the following power scores for heavy objects:

Weight of Object	Power Score
20 lbs. or less	13
21-50 lbs.	15
51-100 lbs.	17
101-500 lbs.	19
500 lbs. or more	21

20 - The item can be reduced to 10% of its normal weight or increased to 400% normal.

I - The psionist increases his own mass exponentially and collapses beneath his own staggering weight. He cannot move or attack for 2d10 turns.

Megakinesis

Psychokinesis

Level: 9

Power Score: 19

PSP Cost: 17/8+

Range: 60 yards

Area of Effect: 1 object or creature

Megakinesis is *telekinesis* on a truly grand scale. The psionist can perform incredible feats of psychokinesis, moving objects that weigh thousands of pounds with the power of his mind.

The psionist may move an object weighing up to 500 pounds for the initial cost of 17 PSPs and the maintenance cost of 8 PSPs per round. For each 25 pounds of additional weight, the psionist must pay 1 more PSP for the initial cost. The maintenance cost remains half the initial cost. For example, if the psionist decides to pick up a 1,500 pound half-giant, the cost will be 57 PSPs for the initial duration and 28 PSPs per round thereafter.

Objects levitated by the psionist can be moved at the rate of 60 feet per round - too slow to be used as weapons, although heavy objects can be dropped on top of enemies who aren't paying attention to the psionist. Living creatures picked up by *megakinesis* receive a saving throw versus spells to avoid the effect if they do not wish to be moved around by the psionist.

The psychokineticist may also use these enormous forces to open doors, pin an enemy in place, or bend or break things. For these purposes, he has an effective Strength score that varies with the amount of weight he wants to be able to move:

Weight	Initial PSP Cost	Maintenance Cost	Effective Strength
500 lbs.	17	8	19
650 lbs.	23	11	20
850 lbs.	31	15	21
1,050 lbs.	39	19	22
1,250 lbs.	47	23	23
1,450 lbs.	55	27	24
1,750 lbs.	67	33	25

20 - The psionist only pays half the normal PSP cost for the object he was trying to move.

I - The psionist overtaxes his brain and suffers 2d10 damage. If he fails a saving throw versus death, he falls unconscious for 2d6 days.

Mental Barrier

Telepathy

Level: 5

Power Score: 15/MAC

PSP Cost: 9

Range: 0

Area of Effect: 1 creature

This power closes a mind for one round per psionist level. The target mind remains closed, even if the psionist runs out of PSPs before its duration expires.

20 - The power lasts an additional 2d4 rounds.

I - The psionist's mind is opened for 1d6 rounds.

Metafaculty

Clairsentience

Level: 9

Power Score: 19

PSP Cost: 17/8

Range: Personal

Area of Effect: Personal

This power elevates the psionist's mind to a near-universal consciousness, cogitating countless impressions and predictions involving any creature he has seen before, personally or by means of another power such as *scrying*. The psionist learns the following facts:

- its name, race, alignment, and character class
- a general estimate of its level or Hit Dice - low (5 HD or lower), medium (6 to 11 HD), high (12 to 20 HD), very high (21 HD to 40 HD), or extreme (41 HD or higher)
- its location (including place of residence, town, country, world, and plane of existence)
- significant items currently in its possession
- significant activities undertaken in the previous 8 hours, including locales travelled through, names or races of creatures fought, spells cast, items acquired, or left behind (including their location)
- a current mental view of the creature, as described in the *scrying* power, which the psionist can maintain for up to 1 round per level.

The DM determines what items or activities are significant to the envisioned creature. For instance, a high-level character probably pays little attention to a *potionfruit of cure light wounds* on her belt, but a low-level character might regard it as a significant possession. Similarly, no one regards a routine meal as noteworthy, but attending a court banquet most likely would be seen as significant.

Metafaculty can defeat spells, powers, and special abilities such as *mind blank* (or even a *wish* spell) that normally obscure clairsentience powers. Psionics wishing to defeat these sorts of otherwise impervious defences must engage in a psychic contest.

Metafaculty is defeated by psionic enchantments and high-magic special abilities that obscure divinations and clairsentience powers.

20 - The psionicist gains insight into the creature's activities over the last 24 hours.

I - The psionicist gains wildly inaccurate information about the target creature.

Metamorphosis

Psychometabolism

Level: 4

Power Score: 14

PSP Cost: 7/3

Range: 0

Area of Effect: Personal

This power resembles *polymorph*, but it has a wider application. The user can change himself into anything with approximately the same mass as his body: a kank, a chair, or even a tree. While in this form, the user retains his own hit points and attack bonus, but he gains the AC of the new form. He also gains all physical attacks the form allows, but no magical or special abilities (including poison, gaze attacks, or weapon immunities).

A new attack ability depends on the form chosen; a tree, for example, can't attack, so it has no attack bonus. Non-magical movement is also gained. If the user metamorphs into another character race, use that race's standard statistics.

Some forms have intrinsic advantages. Changing into a fish or rock renders the user immune to drowning, though he doesn't retain any senses not normally associated with his new form. He may opt to keep some of his own senses when he transforms, but these are likely to give him away.

Like any massive change of shape, *metamorphosis* causes great physical stress. The user must make a system shock roll. If the roll fails, he expends 7 PSPs, changes form only for 1 round, and immediately passes out for 2d6 turns.

20 - The system shock roll automatically succeeds and the new form can be up to three times the psionicist's mass.

I - The psionicist must save vs. polymorph or the change is permanent.

Mind Bar

Telepathy

Level: 8

Power Score: 18

PSP Cost: 15/7

Range: 0

Area of Effect: Personal

Mind bar is a magician's bane and the telepath's boon. When this power is active, it gives the psionicist 75% magic resistance against *charm*, *confusion*, *ESP*, *fear*, *feeblemind*, *magic jar*, *sleep*, and *suggestion* spells. It also offers complete protection against possession of any sort.

In addition, *mind bar* protects a psionicist against all telepathic powers. A telepathic power can't affect a barred mind unless the telepathic attacker prevails in a psychic contest.

20 - The telepath gains a +5 bonus to his power check when defending in a psychic contest.

I - The telepath's saving throw vs. the spells listed above suffers a -4 penalty for one hour.

Mind Blank

Telepathy

Level: 4

Power Score: 14

PSP Cost: 7/3

Range: 0

Area of Effect: Personal

This power is a psionic defence that hides the psionicist's mind from contact. While the power is active, the psionicist receives a +7 MAC bonus.

20 - The maintenance cost is halved.

I - The psionicist's mind is opened for 1d4 rounds.

Mind over Body

Psychometabolism

Level: 2

Power Score: 12

PSP Cost: 3 per day

Range: Touch

Area of Effect: Personal

Mind over body allows the user to suppress his body's need for food, water, and sleep. In exchange for one hour of meditation per day, all of the psionist's physical needs are overcome. He does not feel hunger, exhaustion, or thirst, nor does he suffer any ability reductions for starvation.

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

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

20 - The psionist need not rest after using this power.

1 - The power fails and the psionist must rest for 24 hours.

Mind Thrust

Telepathy

Level: 3

Power Score: 13/MAC

PSP Cost: 5

Range: 90 yards

Area of Effect: 1 creature

Mind thrust is a stabbing telepathic attack that causes a target with an open mind to lose the use of one psionic power for 1d6 days. The psionic power lost is determined randomly. Against a closed mind, it drains 5d6 PSPs.

20 - A target with an open mind loses one randomly determined psionic power for 2d6 days. A target with a closed mind loses 8d6 PSPs.

1 - The psionist loses 5d6 PSPs and the use of one randomly determined power for one day.

Mindflame

Telepathy

Level: 7

Power Score: 17/MAC

PSP Cost: 13/6

Range: 30 yards

Area of Effect: 50-foot x 20-foot cone (up to 6 creatures)

Mindflame is a wave of deadly mental force that can destroy lesser intellects. It strikes up to six creatures in the area of effect with a mental barrage that can incapacitate or even kill its victims. The area of effect is a cone with dimensions as noted above, with its apex at the psionist.

Victims who are psionists are safe so long as they have PSPs remaining, but any creature with an open mind can be affected. The effects vary with the victim's level or Hit Dice:

Target's Level	Effect
Less than 1 level or Hit Dice	Comatose for 1d6 days, lose 1d3 points of Intelligence
1 to 2 levels or Hit Dice	Unconscious for 2d4 turns, lose 1 point of Intelligence
2+1 to 4 levels or Hit Dice	Paralysed for 1d4 turns
4+1 to 8 levels or Hit Dice	Stunned for 1d6 rounds
8+1 or more levels or Hit Dice	Dazed for 1d3 rounds

Regardless of the effect, the victim is entitled to a save vs. death to avoid the *mindflame*. Creatures rendered comatose by the *mindflame* must make a second save vs. death or die at the end of their unconsciousness. Creatures rendered unconscious must make a second save or lapse into a coma (without the risk of death).

Stunned creatures may not move, attack, manifest psionic powers, or cast spells, and suffer a -2 penalty to Armour Class. Dazed creatures may move at half normal speed, attack with a -2 penalty, and defend normally. They must make a successful saving throw versus spells to manifest a psionic power or cast a spell.

The effects of the *mindflame* can be corrected by *psychic surgery*, a *limited wish*, or a *cure serious wounds* or more powerful healing spell (although this latter will not restore lost ability points).

Mindflame is exhausting to the psionist; if invoked more than once in a day, the psionist suffers a -4 penalty on his power check. It is also a very dark use of one's inner strength, and psionists who maim lesser intelligence find their alignments moving toward evil.

20 - The effects are advanced one category, so creatures of 8+I Hit Dice or more would be stunned instead of dazed, and so on.

I - The psionist is affected by his own power.

Mindlink

Telepathy

Level: 3

Power Score: 13/MAC

PSP Cost: 5/2+

Range: 100 yards

Area of Effect: I creature

This power allows wordless two-way communication with any intelligent creature. The user receives only those thoughts the target wants to send. Language isn't a barrier to *mindlink*. If the recipient is unwilling, the PSP cost is determined by the target's level:

Target's Level	PSP Cost
1-5 levels or Hit Dice	5/2
6-10 levels or Hit Dice	6/3
11-15 levels or Hit Dice	7/3
16-20 levels or Hit Dice	9/4
21+ levels or Hit Dice	10/5

20 - The *mindlink* allows one probing question - see *probe*.

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

Mindwipe

Telepathy

Level: 5

Power Score: 15/MAC

PSP Cost: 9/4

Range: Touch

Area of Effect: I creature

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

victim saves vs. spell. If he succeeds, the *mindwipe* is thwarted for one round but next round the psionist can try again.

Each round of mindwiping has two important, immediate effects. First, it reduces the victim's Intelligence and Wisdom scores by I point. Second, it reduces his experience level or Hit Dice by I point. These reductions have considerable impact. All characters may lose non-weapon proficiencies and their Insight and Will Bonuses. Experience level and Hit Dice losses affect everything except hit points, which are unchanged, regardless of what is wiped from the target's mind. Intelligence and Wisdom losses affect characters as if they were permanent. Priests lose bonus spells, their chance of spell failure rises, and eventually they cannot cast spells. Wizards lose bonus spells and suffer reductions in their maximum spell level, their chance to learn spells, and their maximum spells per level.

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

The telepath may use this power to seal off memories, instead of Intelligence or Wisdom. Memories are lost from most recent to most distant. The first round seals off the previous day, the second round the previous week, the third the previous month, the fourth the previous year, and the fifth and subsequent rounds 10 years each. The victim still loses one level for each round.

At the psionist's option, he can try to bar a specific memory or skill (like picking locks or a specific spell). Work of this precision requires a second power check. If the psionist fails this precision power check, he blots out a month surrounding the event or the most recent use of the skill in question.

Losses are permanent, even after the power ends, but *mindwipe* only seals off information; it doesn't erase it. All of a character's lost Wisdom, Intelligence, and experience level can be restored through *psychic surgery*. This power has no effect against creatures with neither stats nor Hit Dice.

20 - No saving throw is allowed.

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

Mindwreck

Telepathy

Level: 4

Power Score: I4/MAC

PSP Cost: 7

Range: 50 yards

Area of Effect: I creature

Mindwreck is a nasty mental attack that is analogous to a vandal wrecking a building. This is a brutal assault that is aimed destroying the part of the brain devoted to sanity.

When an opponent is attacked with the *mindwreck*, power, the attacker must first defeat the victim's psionic defences (if any). Then the victim must make a saving throw versus paralysis. If the saving throw is failed, this means the victim has gone mad, and is unable to cast spells, or think clearly. All spells are wiped out of the victim's mind. Memory and reasoning abilities work erratically.

A *mindwreck* victim attempting to use psionics operates at half his attribute, . Thus, a victim with a I2 Wisdom effectively has a 6 Wisdom. Anyone attempting to read a victim's mind finds only a confused jumble of images which make no sense at all. Recovery from *mindwreck* requires two weeks of bed rest, followed by *psychic surgery*.

20 - The victim receives no saving throw and is automatically driven mad.

I - The psionist cannot use any psionic powers save defence modes for Id6 rounds.

Molecular Bonding

Psychokinesis

Level: 2

Power Score: I2

PSP Cost: 3/I

Range: IO yards

Area of Effect: 6 square inches

Molecular bonding allows the psionist to join two surfaces together at the molecular level. An enemy's boots can be joined to the floor, his sword to its sheath, or the joints of his armour fused together. *Molecular bonding* can be used to repair damaged items, such as joining two shards of a sword together or repairing a broken bowstring. The power does not affect living creatures.

The rate of joining is approximately 6 square inches per round. If used on someone's armour, this will suffice to freeze one joint or fix one boot to the ground. A character immobilised in this fashion can usually wriggle out or tear free in one round, but a character wearing a chitin warsuit is probably immobilised for quite some time.

20 - The rate of bonding increases to 24 inches per round.

I - The psionist bonds his own boots to the ground and becomes stuck.

Molecular Manipulation

Psychokinesis

Level: 2

Power Score: I2

PSP Cost: 3/I

Range: I5 yards

Area of Effect: 2 square inches

This power allows the user to weaken the molecular bonds within an object. When stress is applied to the object or a blow is struck, it snaps. The user can create one "weak point" of approximately 2 square inches per round. Deterioration occurs across a plane (in two dimensions, not three).

One round's application is enough to fatally weaken most small objects (knives, ropes, saddle straps, bows, etc.). Larger objects require more time and are subject to the DM's discretion.

The DM must decide how vulnerable *molecular manipulation* makes larger, oddly shaped items (such as doors and shields). An object need not be in two pieces to be useless. A small boat, for example, is unsafe if it has a crack in its hull.

20 - Molecular weakening occurs at 4 square inches per round.

I - The item is strengthened and takes twice as much manipulation to weaken.

Molecular Rearrangement

Psychokinesis

Level: 4

Power Score: I4+

PSP Cost: 7/3 per hour

Range: 2 yards

Area of Effect: I item

Molecular rearrangement allows the psionicist to change an item's fundamental nature or properties. This power cannot create matter or mass from nothing, Nor can it change a material's state from liquid to solid, gas to liquid, and so on. It is best suited to converting one sort of element into another, but can also be used for more complex operations – neutralising a poison, for example.

Converting one element to another is usually a simple operation, in which one ounce of material can be changed each hour. The initial PSP cost covers the first hour – the psionicist pays the maintenance cost for the remainder of the duration. Typical conversions of this type include steel to lead, or any metal to gold. More complex rearrangement, like changing a metal to glass or changing a wooden goblet to a ruby goblet, takes four times longer.

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

Molecular rearrangement is often used to create superior weapons. A psionically tempered weapon may receive a +1 on damage rolls. The process is time-consuming. For example, a typical short sword takes at least 40 hours to temper psionically. (The average short sword weighs 3 pounds, or 48 ounces, most of which is the blade.) A psionically tempered weapon does not automatically offer a +1 attack roll bonus. In order to receive that bonus, the psionicist must have the craft (weaponsmithing) proficiency and make a successful proficiency check when he fashions the weapon.

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

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

20 – The new material has some extraordinary quality, as determined by the DM (exceptionally light or durable, for example).

1 – The item is seriously flawed and the psionicist must start over.

Momentum Theft

Psychokinesis

Level: 3

Power Score: 13

PSP Cost: 5+

Range: 30 yards

Area of Effect: 1 creature or object

This power allows a psionicist to drain a target of its momentum, causing it to stop moving. The stolen momentum is dissipated harmlessly in the ground at the psionicist's feet. Arrows, catapult missiles, and even flying creatures can be halted in mid-air and begin to fall. Winged creatures can usually break their fall after a drop of 10 to 20 feet, however.

Creatures walking or fighting are temporarily thrown off-balance and must make a Dexterity check to avoid stumbling and losing their action for the round. A running or charging creature must make a Dexterity check with a –4 penalty or take a running tumble for 1d4 points of damage and be stunned for 1–2 rounds.

If this power is used on a falling character, it stops him instantly – and then he begins to fall again. However, since his speed was reduced to 0, falling damage is only counted for the distance he fell after his momentum was neutralised.

It is hard to remove the momentum of heavy and fast-moving objects. The larger and faster an item, the more PSPs it costs to arrest its movement. The base cost of 5 PSPs will stop a Medium creature (200 pounds) with a movement rate of 12, which is equal to walking at about four miles per hour.

Each doubling of speed or weight costs an additional 5 PSPs, so it costs 25 PSPs to stop a charging half-giant in his tracks.

20 – The removal of momentum immobilises the target for one full round.

1 – The psionicist knocks himself sprawling and must save vs death magic or be stunned for 1d3 rounds.

Mysterious Traveller

Telepathy

Level: 4

Power Score: 14

PSP Cost: 7

Range: 60 yards

Area of Effect: Personal

This power begins a contagious rumour about the psionist's whereabouts and direction of travel. The subjects take extraordinary notice of the psionist's dress, appearance, mannerisms, and spend an entire day remarking about the traveller they have seen. Their memory is entirely accurate except when it comes to his direction and mode of travel. A subject may say he was an "extraordinary elf, who made his way south out of town on the caravan" to one acquaintance, then insist an hour later that he "ran from town to the northwest".

All characters within the power's area of effect continue these rumours all day, except that characters who personally know the psionist are unaffected. Unaffected people who hear the rumour may pass it along normally. The power can throw pursuers off the right track. Used in a city's market, the collective rumours quickly place the psionist all over town. Used among nomadic elves, the psionist might be rumoured to be anywhere among the Seven Cities in a matter of days.

20 - The "mysterious traveller" rumour continues for three full days.

I - People in the area of effect are so taken with the psionist that they try to follow him for 24 hours.

Nerve Manipulation

Psychometabolism

Level: 5

Power Score: 15+

PSP Cost: 9

Range: Touch

Area of Effect: 1 creature

This power allows the psionist to do terrible things to the nervous system of another creature. With a touch, he can inflict wracking pain, unconsciousness, or even death. This power works best on creatures of the psionist's own species; there is a -2 penalty to the power check if the psionist uses the power on a creature of a different species, and a -4 penalty if the psionist uses the power on a creature of a different order such as an insect or a plant.

The psionist must touch the skin of the victim, which can be a difficult proposition in combat - a normal attack roll to hit the victim is required. If he attacks successfully, the effect on the victim is determined by the psionist's power check, as shown on the following table:

Power Check	Result
15-17	Spasms: -2 penalty to victim's attacks and AC for 1d3 rounds
18-19	Pain: -4 penalty to victim's attacks and AC for 1d3 rounds
20-23	Stunning: the victim is stunned and unable to act for 1d4+1 rounds
24-26	Unconsciousness: the victim is out cold for 2d6 full turns
27+	Death: the victim collapses and dies in 1d3 rounds

The victim may attempt a save vs. poison to avoid the effects. Any effects can be neutralised by a *neutralise poison* spell or the successful use of the antidote function of *poison simulation*. If the psionist wishes, he can "pull his punch," using a lesser effect on the victim than that indicated by the power check result.

20 - Even if the victim makes his saving throw he is still stunned for 1d2 rounds.

I - The psionist must save versus poison or suffer one of the above effects, determined randomly.

Object Reading

Clairsentience

Level: 2

Power Score: 12+

PSP Cost: 3

Range: Touch

Area of Effect: One item

This power allows the user to detect psionic impressions left on an object by a previous owner. These impressions include the owner's race, sex, age, and alignment. The power can also reveal how the owner came to possess the item and how he lost it. An object can be read successfully only once per experience level. Additional readings at the same level reveal no new information.

The information gained depends on the power check. The user learns the information listed at his power check result, plus all results at preceding levels:

Power Check	Information Gained
12	Last owner's race
15	Last owner's sex
17	Last owner's age
19	Last owner's alignment
20	How last owner gained and lost object

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

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

Obsidian Form

Psychometabolism

Level: 8

Power Score: 18

PSP Cost: 15/7

Range: 0

Area of Effect: Personal

This power transforms the psionicist's body into living obsidian, which grants him several powerful resistances and abilities. The psionicist can only be hit by +1 or better weapons. He is immune to blindness, ability score damage, deafness, disease, drowning, electricity, poison, stunning, and all spells, powers or attacks that affect his physiology or respiration, because he has no physiology or respiration while this power is in effect. The psionicist takes only half damage from acid and fire of all kinds. However, he also becomes vulnerable to all special attacks that affect obsidian golems. The DM will provide more information on this when appropriate.

The psionicist gains a +4 bonus to his Strength, but suffers a -4 penalty to Dexterity as well (to a minimum Dexterity score of 1), and his movement rate is reduced to half normal. He cannot cast spells, cannot drink (and thus can't use potions), or play wind instruments.

His unarmed attacks deal 1d6 points of damage. His weight increases by a factor of ten, causing him to sink in water or silt like a stone. However, he could survive the crushing pressure and lack of air at the bottom of an ocean - at least until the power's duration expires.

20 - The maintenance cost is halved.

I - The psionicist is turned to obsidian but cannot move. After 1d6 hours he returns to normal.

Opposite Reaction

Psychokinesis

Level: 3

Power Score: 13

PSP Cost: 5

Range: 90 yards

Area of Effect: 1 missile

Acting upon a single missile attack, this power blasts energy of equal power from the missile in the opposite direction, striking the attacker.

The missile must be physical, not magical. The psionicist must see the missile and use the power as it is being fired - this usually means that the psionicist

must win initiative and hold his action until his target fires. If the psionicist makes his power check, the target takes damage equal to the damage he rolls for the missile attack.

This power has no effect on the physical missile fired - the missile functions normally. If the physical missile is flaming or magically enhanced, the blast of energy does not gain those attributes.

20 - The blast of energy is so great that it destroys the missile and the psionicist takes no damage.

I - The force is instead added to the missile and the psionicist takes double damage.

Overland Flight

Psychokinesis

Level: 6

Power Score: 16

PSP Cost: 11/5 per hour

Range: 0

Area of Effect: Personal

This power functions exactly the same as *psionic flight* but has a duration measured in hours, not rounds. The psionicist can fly at a movement rate of 18, can manoeuvre horizontally or vertically in any fashion desired with a manoeuvrability class of B, and can attack or manifest other powers while flying. When the power ceases or the psionicist runs out of PSPs, she drops like a rock. She would be wise to land before this occurs.

To find a creature's approximate hourly movement rate in miles, divide their movement rate by 3.

20 - The psionicist is able to fly at twice her normal speed.

I - An abortive attempt at flight hurls the psionicist 10-40 (d4x10) feet in a random direction, including straight up.

Phase

Psychoporation

Level: 4

Power Score: 14

PSP Cost: 7/3

Range: 0

Area of Effect: Personal

This power allows the user to shift his body into a different frequency of motion, making him transparent

to the unphased world around him. While this power is in effect, the user can walk through solid matter. No physical force or energy can harm him, though other phased objects or creatures can do so.

A phased character can move vertically at 10 feet each round; over solid ground at his normal movement rate; over water or silt at half normal; and through solid matter at one-fourth the normal rate. If a character fails to pay the cost while moving through solid matter, he suffers 3d10 points of damage, falls into a coma for 1d6 hours, and phases immediately into the Gray. Note that a phased character isn't affected by gravity. If a psionicist is falling off a cliff and manifests this power, he retains any momentum he had and phases into the ground 2 1/2 feet for every 10 feet he falls. He must then have enough PSPs to reverse his fall and phase out of the ground or suffer the consequences noted above.

A phased character receives a +2 bonus to his MAC during psionic combat and a +2 bonus to all saving throws vs. mind-affecting magic or effects. Conversely, his power checks to make mental attacks suffer a -2 penalty.

20 - The psionicist can move at his normal movement rate in any direction or terrain while phased.

I - One of the psionicist's items is phased for 1d6 turns.

Phase Object

Psychopotation

Level: 5

Power Score: 15

PSP Cost: 9/4+

Range: 20 yards

Area of Effect: 1 object

With this power, the psionicist can extend her phasing powers to an object. A boulder blocking a tunnel can be phased in order to allow passage, an enemy's sword can be rendered harmless, or a building can be forced to collapse by reducing its supports to an insubstantial form.

The larger an object, the more difficult it is to phase. The rule of thumb is 1 PSP per 10 pounds, with a minimum cost of 9 PSPs. Phasing an object does not harm it. An object being phased cannot be affected by any physical force, but can be affected by other phased objects. A psionicist can use this power on his own sword to make it capable of harming another phased character.

Phased objects retain any momentum they had when they were affected, so a catapult missile will continue in its trajectory - it just won't do any damage when it strikes its target. Phased objects that were not moving stay where they were.

If the object is being worn or carried by an unwilling subject, the victim may attempt a saving throw versus spells to avoid the effect.

20 - The psionicist may *disintegrate* the item if he so chooses.

I - The psionicist must save versus spells or *disintegrate* a random piece of his own equipment.

Pheromone Discharge

Psychometabolism

Level: 2

Power Score: 12

PSP Cost: 3/1 per hour

Range: 0

Area of Effect: Personal

The *pheromone discharge* power causes the psionicist's skin give to off beneficial odours that affect lower insects. Only insects of animal Intelligence are so affected, but their impressions of the psionicist can be controlled to a great degree. The psionicist can use this power to masquerade as any type of insect, or any class of insect within a society. In a hive, the psionicist can impersonate a worker, soldier, even a queen, changing whenever he likes.

Changing his odour to that of another insect species usually draws an attack, which may be useful to the psionicist as a diversion. Any insect of greater than animal Intelligence immediately sees the psionicist for what he really is.

The psionicist can also perform rudimentary communication with controlled pheromone releases. He can send rudimentary information but has no means to interpret the answers received.

Thri-kreen regard this power as most distasteful, a savage abuse of psionics against the near-perfect order of common insect life. They respond with hostility when aware of its use.

20 - The psionicist can maintain the power without PSP cost for 4d6 hours.

I - The insects are enraged by the pheromones they detect, and attack the psionicist and his allies without cease until destroyed.

Phobia Amplification

Telepathy

Level: 5

Power Score: 15/MAC

PSP Cost: 9/4

Range: 100 yards

Area of Effect: 1 creature

This power allows the psionicist to reach into someone's mind and discover his greatest fear, then amplify it to the point of irrationality. A victim who fails a saving throw vs. spell believes he is imminently threatened by the object of this fear, even if it is completely absurd. A character with a fear of falling, for example, is convinced he could pitch over a cliff at any moment – even while on an endless prairie – unless he stands absolutely still.

The reaction of the frightened character depends on the fear. He will defend himself if attacked (unless defending himself is tied in to his phobia). A wizard may *teleport* away or use other spells to guarantee his safety. Other characters might freeze in place or flee for their lives. But all of their actions will be geared toward protecting against the fearsome object or situation.

This fear lasts as long as the power remains active. Once the power ends, the fear fades back to its normal proportions, probably leaving the character lightly shaken and more than slightly changed.

20 – The target's save vs. spells automatically fails.

I – The subject has no detectable phobias.

Photosynthesis

Psychometabolism

Level: I

Power Score: 11

PSP Cost: 1/1

Range: 0

Area of Effect: Personal

A psionicist can gain energy and rejuvenation from the energy of the sun by using this power. For each round that he rests in a sunny area while using *photosynthesis*, he heals one hit point from any damage he may have sustained. If *photosynthesis* remains active for a turn or more, the psionicist satisfies his need for one meal that day and only requires half of the water he would normally have to drink.

The psionicist must remain still while using the power, or he gains no benefit from it.

20 – The psionicist fulfils his daily water requirements with one turn of *photosynthesis*.

I – The psionicist lapses into a light doze and sleeps until awakened or until nightfall.

Planar Transposition

Psychoportation

Level: 9

Power Score: 19

PSP Cost: 17/8+

Range: 150 yards

Area of Effect: 30-foot cube

This power allows the psionicist to switch a portion of the Prime Material Plane for a portion of another plane. If the psionicist transposes his surroundings with one of the Inner (elemental) Planes or the Ethereal or Astral Plane, the initial cost is 17 PSPs. If he actually summons a portion of an Outer Plane, the initial cost is 50 PSPs. Attempting to transpose the Ethereal, Astral or Outer Planes requires the psionicist to first breach the Gray.

The psionicist may attempt to switch a larger area than the normal 30-foot cube. For each additional 30-foot cube he attempts to transfer, he suffers a -1 penalty to his power check. The psionicist may instead transpose a doughnut-shaped ring 10 feet in diameter on the inside and 10 feet wide. The transposed planes remain switched for as long as *planar transposition* remains active.

The exact effects of this power are left to the DM, but some guidelines apply. Inanimate objects can be partially transposed, so a castle may be half in the Prime Material Plane with the psionicist and half in the Elemental Plane of Fire. However, living creatures are either all in or all out. If a creature wanders away from its transposed area into the new surroundings, it doesn't return when the psionicist drops the power. Note that the psionicist may accidentally transpose an extraplanar creature when he grabs a chunk of its home plane and brings it to Athas.

The planes are not interrupted by their transposition; a piece of the Elemental Plane of Fire remains a roaring source of heat, transposing the base of a tower will not cause its top to fall, and so on. However, the new surroundings may affect the transposed areas eventually. A portion of Athas sent to the Paraelemental Plane of Magma would return a scorched wasteland.

Some possibilities with *planar transposition* include: creating a temporary oasis by transposing bare desert for a piece of the Elemental Plane of Water; opening a passage through a mountain by transposing a portion of the Ethereal Plane; sending a tower filled with enemy soldiers to the Abyss for a time (no telling what'll be in it when the tower comes back...); or hiding by surrounding oneself with a doughnut-shaped area of the Black or the Paraelemental Plane of Silt.

20 - The area of effect can be doubled if the psionicist desires.

I - The psionicist blasts himself into the plane he was trying to transpose.

Plant Mind

Telepathy

Level: I

Power Score: II

PSP Cost: I/I

Range: 0

Area of Effect: Personal

With this power the psionicist attunes her mind to plant life. She gains a better understanding of the plant's existence and can better deal with any intelligent or psionic plants she encounters. Normally, there is a -8 penalty for telepathic contact with a plant but, while *plant mind* is in effect, the psionicist instead has a -8 penalty for contacting non-plant minds.

Plant mind does not allow the psionicist to communicate with plants, but it does give her a +2 bonus to her Charisma score when dealing with plants.

20 - The psionicist is especially well attuned to plant life and gains the benefits of the power for 24 hours without maintenance cost.

I - The psionicist slips into a vegetative slumber, remaining rooted to the spot for 2d10 hours.

Pocket Dimension

Psychopotation

Level: 5

Power Score: 15

PSP Cost: 9/4

Range: 10 yards

Area of Effect: Special

This power allows a psionicist to create a small storage area in extra-dimensional space. This storage area is

a 5-foot cube, and can contain any amount of weight that will fit in the space provided. The storage area is accessed by a glowing doorway or hatch about 2 feet square. The access always stays in the same place relative to the psionicist, much like a *Tenser's floating disk* follows a wizard around. The access can be changed in size from fully closed to 5 feet square at will by the psionicist.

Any objects placed in the *pocket dimension* have no weight or bulk; the psionicist could carry 1,000 pounds of rock in his belt pouch, if he desired. However, when the power ceases, the contents of the *pocket dimension* appear at the location of the access and drop to the ground. It is possible to damage things by placing a large object in a *pocket dimension*, putting the access in a tight space, and then ending the power.

Living creatures in the *pocket dimension* exhaust the air supply in about 15 minutes; however, the psionicist can leave the access partially open to allow air to circulate. The psionicist cannot enter his own *pocket dimension*, but can reach in and retrieve anything inside.

20 - The *pocket dimension* may be up to 10 feet on a side, if the psionicist desires.

I - Anything the psionicist places in the pouch drifts off into an alien dimension and is lost forever.

Poison Simulation

Psychometabolism

Level: 4

Power Score: 14

PSP Cost: 7/3

Range: Touch

Area of Effect: Personal

The psychometabolist can use this power to produce natural toxins from her own body. The psionicist can only simulate poisons that she has experienced or tasted herself; if she had survived the sting of a giant scorpion at some point in the past, then she can reproduce the scorpion's venom. (If the psionicist purposely tastes or injects a small amount of poison in order to learn how to simulate it, she suffers half the normal effect and gains a +2 on her saving throws against that dose.)

The psionicist can create the poison in her bloodstream or saliva. If she creates the toxin in her bloodstream, she can nick herself with a blade to get to it. Poisons the psionicist simulates can be used in their normal fashion; contact poisons can be used to poison victims with a

touch, injury poisons can be smeared on weapons, and so forth. If the psionicist has an ingested poison in her bloodstream and is bitten by a monster, that creature is affected normally by the venom.

An attack roll is required to hit an opponent with poisoned spittle or an envenomed blade, and the victim gets a saving throw appropriate to that poison type. A dose of the psionicist's poison remains potent for a number of rounds equal to her level or until it has been applied once.

This ability also has two secondary uses. First, the psionicist also learns how to construct antidotes for poisons she has been exposed to. If the power is active when the character is poisoned, or manifested during the onset time, the psionicist gains a +4 on her saving throw against poison. This bonus increases to +8 if it is a poison she can manufacture herself. Secondly, the psionicist can produce an antidote to treat someone else if that person has been poisoned with a toxin that the psionicist knows how to create.

20 - The poison is concentrated - the victim saves at -2.

I - The psionicist must make a saving throw or suffer the effect of the poison.

Post-Hypnotic Suggestion

Telepathy

Level: 3

Power Score: 13/MAC

PSP Cost: 5

Range: 100 yards

Area of Effect: 1 creature

Any creature with an Intelligence between 7 and 17 can receive a *post-hypnotic suggestion*. (Very dim or very brilliant creatures aren't susceptible.) The psionicist plants a suggestion of some reasonable course of action in the creature's subconscious, along with the situation that will trigger this action. When that situation arises, the DM makes a power check with a -1 penalty for each day that has passed since the suggestion was planted. A "reasonable course of action" is one that does not violate the creature's alignment or class restrictions. It can be something that he would not normally do, but if it is too strange, he just won't do it.

The effects of this power are far less powerful than those of the 3rd-level wizard spell *suggestion*. The victim can't be convinced that her sword is a snake, or that

her armour is covered with stinging scorpions. She can be convinced that a particular battle is very dangerous and that she should try to withdraw, or that she will require lots of water on her next journey. How the victim responds to an effective suggestion is up to the DM, but this shouldn't be an instant-kill power.

20 - The psionicist's power check is not reduced for the passage of time.

I - The intended victim is aware of the attempt.

Precognition

Clairsentience

Level: 2

Power Score: 12+

PSP Cost: 3

Range: 0

Area of Effect: Personal

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

The DM makes the power check secretly. If it fails, the character gains no information. If the check succeeds, the character sees the most likely outcome of the actions described. The DM has some liberty in describing the scene and should use the power check as a guide to how much detail to include. High rolls get more detail.

Even when it's successful, *precognition* offers no guarantees. The psionicist sees only one possible (albeit likely) outcome to a specific course of action. If the characters involved deviate from the actions the psionicist describes, then they are changing the conditions and the lines of time, thereby making other outcomes more likely.

Die rolls (particularly for surprise, initiative, and normal combat) also play a large part in a *precognition's* inaccuracy. The DM cannot be expected to engineer die rolls to the players' advantage, and even events with 95% certainty fail to occur 5% of the time. Anyone who relies on *precognition* to the exclusion of caution and common sense is asking for trouble.

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

20 - The psionicist may reroll three die rolls to maintain the *precognition's* validity.

I - The psionicist sees himself meeting his own death in a particularly nasty and grisly way and must make a saving throw vs. petrification. If the character fails the saving throw, he is so completely shaken up by the vision that he suffers a -3 power check penalty for 1d6 hours.

Predestination

Clairsentience

Level: 5

Power Score: 15

PSP Cost: 9

Range: Touch

Area of Effect: 1 creature

This power lets the psionicist predict the general destiny of a single creature. That destiny is based on the current situation only; future actions may change the target's predicted destiny.

Before manifesting the power, the psionicist must spend a full hour alone with the subject (or isolated if he is using the power on himself). The two converse about the past and present, and the subject makes known his plans for at least the immediate future. If the subject is not completely honest with the psionicist, the power automatically fails.

The DM makes the power check secretly. If successful, the psionicist gains a broad understanding of the target creature's prospects for one year in the future. The DM evaluates the target and provides the psionicist with a general statement of one or two words. "Favourable" or "great riches" are appropriate responses, as are "little change" or even "possible death". The power gives no greater detail.

When the DM does not clearly understand the target's future, broader statements must be applied. The subject creature and the psionicist are both aware that these predictions are subject to change. The psionicist's impressions are based solely on "plot inertia" generated by past and present events.

20 - The psionicist may peer two years into the future.

I - Character sees either great fortune or certain death (DM's option) regardless of the present campaign situation.

Probability Manipulation

Clairsentience

Level: 6

Power Score: 16

PSP Cost: 11

Range: 0

Area of Effect: Personal

This power grants the psionicist a +6 (30%) bonus on all rolls for the next turn, except for power checks.

20 - The power affects an additional three dice rolls beyond the power's duration.

I - The psionicist suffers penalties instead of bonuses for the next 1d6 rolls.

Probability Travel

Psychopotation

Level: 5

Power Score: 15

PSP Cost: 9/4 per hour

Range: 0

Area of Effect: Personal

With *probability travel*, a psionicist can traverse the Astral Plane physically as if he's in astral form. The psionicist must pass through the Gray first. This power has an advantage over normal astral travel. When a wizard uses the *astral spell* or a psionicist uses *astral projection*, he forms an astral body, which remains connected to his material body by a silvery cord. In contrast, a psionicist using *probability travel* never leaves his physical form; he brings it along. He has no cord, so can never die because his cord has been severed. (On the other hand, he can still be blown to bits.)

The psionicist can take other persons (as defined by the *charm person spell*) along on his probability trip. Each passenger costs 9 extra PSPs initially, plus 4 extra PSPs per hour, and adds one-half hour to the time needed to find the correct colour pool. Passengers must travel voluntarily; this power cannot drag a character into the Astral Plane against his will.

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

See the sidebar **Astral Travel** on page 315 for more information on traversing the Astral Plane.

20 - Any colour pool sought is right where the character wants it to be.

I - The character attracts the attention of an astral creature, which may or may not be hostile.

Probe

Telepathy

Level: 5

Power Score: 15/MAC

PSP Cost: 9/4

Range: 2 yards

Area of Effect: I creature

This power allows the user to dig deeply into a target's subconscious. If the target fails a saving throw vs. spell, then all of his memories and knowledge are accessible to the user - from memories deep below the surface to those still fresh in the target's mind. The information is true (or at least the target believes it to be true).

A *probe* can be tried during melee if the user is close enough and the target's mind is accessible. The user knows when a probed spellcaster is casting a spell and what the general effects of that spell are. The user can learn the answer to one question per round, though DMs can alter this rate. Complex questions and answers may take longer than a round to resolve. The PSP cost is per the target's level, as shown below:

Target's Level	PSP Cost
1-5 levels or Hit Dice	9/4
6-10 levels or Hit Dice	10/5
11-15 levels or Hit Dice	11/5
16-20 levels or Hit Dice	12/6
21+ levels or Hit Dice	14/7

20 - Two questions may be asked per round.

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

Project Force

Psychokinesis

Level: I

Power Score: II

PSP Cost: I

Range: 200 yards

Area of Effect: Personal

This power allows the user to focus a psychokinetic "punch" against a target up to 200 yards away. If used offensively, this punch causes 1d6 points of damage. No attack roll is needed.

Project force can also be used to trigger traps, throw levers, open doors (not locked or latched), break windows, etc. No attack roll is needed, just the power check to manifest it.

20 - The blow also knocks down the target if it is Medium or smaller.

I - The blow strikes the psionist.

Psionic Blast

Telepathy

Level: 6

Power Score: 16/MAC

PSP Cost: II

Range: 60 yards

Area of Effect: I creature

A target of a *psionic blast* with an open mind must save vs. death or believe he has lost 80% of his remaining hit points. The hit points are still there - he only believes they are gone and will pass out for 1 hour if he loses the other 20% (but only dies if all hit points are actually lost). Against a closed mind, it drains 10d6 PSPs.

20 - The attack strips 90% of hit points from an open mind and drains 12d6 PSPs from a closed mind.

I - The psionist loses 10d6 PSPs.

Psionic Inflation

Telepathy

Level: 5

Power Score: 15

PSP Cost: 9/4

Range: 0

Area of Effect: 100-foot radius

When a psionist invokes this power, he sends out a powerful ring of psionic noise (extending to 100 feet). All psionic activity within this area requires twice the normal initial cost and maintenance. The psionist is not affected; the noise actually begins about an inch beyond his aura, creating a bubble of relative quiet around him.

Other psionists in the area of effect will not realise anything is wrong until they have actually used a power. If they are maintaining a power, they discover the

inflated rate after paying twice the normal maintenance cost. If two psionicists manifest *psionic inflation* in the same area, they must conduct a psychic contest. The loser's *psionic inflation* ceases. If both characters fail, then both *psionic inflation* powers cease functioning. Reroll any ties.

20 - All psionic activity within the area requires three times the normal initial cost and maintenance.

I - The psionicist cannot recover PSPs for 24 hours.

Psionic Residue

Telepathy

Level: 3

Power Score: 13

PSP Cost: 5

Range: 0

Area of Effect: 30 yards

This power lets a psionicist collect PSPs after expenditure of PSPs by other creatures. Whenever PSPs are spent, a residue remains in the area for five rounds. When the power is used, the psionicist immediately adds PSPs to his total equal to 1/10 of all PSPs expended by other characters within the area of effect within the preceding five rounds (round down). PSPs expended by the psionicist himself aren't counted.

20 - The psionicist gains 10 bonus PSPs.

I - The psionicist instead gives back 1/10 of the PSPs spent to the characters who spent them.

Psionic Vampirism

Telepathy

Level: 4

Power Score: 14/MAC

PSP Cost: 7/3

Range: 10 yards

Area of Effect: 1 creature

Psionic vampirism is the much-feared ability to steal another's psionic strength in order to replenish the psionicist's own.

Although it resembles *psychic drain*, *psionic vampirism* is different in three important ways: first, PSPs are directly drained; secondly, the victim need not be asleep; and third, the victim need not be humanoid - it only has to have a PSP score. *Psionic vampirism* is a very painful process, but is not debilitating as *psychic drain* can be.

To begin draining PSPs from the victim, the psionicist must be able to access the victim's mind. With access, she can begin draining PSPs. The power check for *psionic vampirism* determines the rate of drain:

Power Check	Rate of Drain
14-15/MAC to MAC +1	3 PSPs/round
16-17/MAC +2 to MAC +3	5 PSPs/round
18-22/MAC +4 to MAC +8	7 PSPs/round
23-25/MAC +9 to MAC +11	9 PSPs/round
26-27/MAC +12 to MAC +13	11 PSPs/round
28+/MAC +14 or higher	15 PSPs/round

Although no permanent damage is caused by this power, it is unpleasant in the extreme and the victim will almost certainly want to fight back. Since the power only works against creatures with PSPs (psionicists, wild talents, or psionic monsters), the victim is probably not helpless and may know a psionic defence.

PSPs drained by this power return normally, just as if the victim had expended those points himself. If a victim is drained to 0 PSPs by *psionic vampirism*, he must save vs. death or fall unconscious for 2d6 turns.

Draining a victim of mental energy is usually an evil act, and psionicists who make extensive use of this power will find their alignments twisting toward evil.

20 - The psionicist *psychic drains* the victim at the same time he uses *psionic vampirism* on him.

I - The psionicist provides his intended victim with full access to his own mind while severing any contact he had established with the victim.

Psychic Blade

Telepathy

Level: 3

Power Score: 13/MAC

PSP Cost: 5/2+

Range: 0

Area of Effect: Personal

With this power, the psionicist creates a semi-tangible manifestation of his psychic attack shaped like a sword that can be wielded as a weapon in physical combat.

Any living creature struck by the *psychic blade* suffers 1d6 points of damage, plus 1 additional point per extra 2 PSPs the psionicist wishes to spend, up to a limit of 1 PSP per level. The victim must also make a saving throw versus death or be stunned and unable to act for 1d6 rounds.



The *psychic blade* is an extension of the psionicist's own life energy, and it is treated as a +2 weapon for purposes of striking monsters immune to normal weapons. Because the blade is drawn from the psionicist's very life energy, it conveys special touch attacks back to his own body. Creatures that drain energy levels automatically drain a level from the psionicist each time he strikes them with a *psychic blade*.

Monsters without minds (oozes, slimes, jellies, elementals, and golems) cannot be harmed by the *psychic blade*.

If the victim has a closed mind when struck by the *psychic blade*, the psionicist must win a psychic contest against the victim for this power to cause any harm.

20 - The damage increases to Id10, and the victim receives a -2 penalty on his saving throw.

1 - The psionicist weakens himself in the attempt to create the blade, suffering Id4 points of damage.

Psychic Clone

Clairsentience

Level: 8

Power Score: 18

PSP Cost: 15/7

Range: 60 feet

Area of Effect: Personal

When this power is manifested, a clone of the psionicist steps out of his body. It is in every way identical to the original form, except that it has no substance. The psionicist can see and hear what the clone sees and hears. The clone will do anything the psionicist wants it to (as if it were actually him). Furthermore, the psionicist's psyche goes with the clone, thus enabling it to perform all of his psionic powers.

This power has a serious drawback. As long as the clone exists, the psionicist himself is practically a turnip. He retains only three senses: smell, taste, and touch. He cannot move, see, or hear. All his psionic powers are transferred to the clone. In effect, the immobile character is no longer a psionicist; not even psionic senses will reveal his true nature. He can be slain without any combat rolls if an opponent wishes to do so.

The clone can travel up to 60 feet from the psionicist. It can go anywhere the psionicist himself could go. For example, it can walk down a corridor, walk across acid (the clone has no substance and cannot be hurt), and swim (provided the psionicist can). Because the psionicist could walk through an unlocked door, so can the clone - although the clone passes through like a ghost. However, a clone cannot travel through walls or walk on water, because the psionicist could not either.

The clone is immune to all forms of attack and damage except psionic attacks (which affect the psionicist).

20 - The clone can travel through walls and other solid objects.

1 - The psionicist's psyche goes on an uncontrolled jaunt, leaving the psionicist comatose for 24 hours.

Psychic Crush

Telepathy

Level: 8

Power Score: 18/MAC

PSP Cost: 15

Range: 50 yards

Area of Effect: 15-foot radius sphere

Psychic crush is an overwhelming blast of mental agony hurled outwards. It drains 8d10 PSPs from closed minds in the area of effect. It also deals 8d8 points of damage to all targets in the area of effect.

20 - The attack drains 10d10 PSPs and deals 10d8 damage.

1 - The psionicist loses 6d6 PSPs and passes out for Id6 rounds.

Psychic Drain

Telepathy

Level: 5

Power Score: 15/MAC

PSP Cost: 9/4

Range: 30 yards

Area of Effect: Up to 6 minds

This power enables the psionicist to tap into the personal, psychic energy of other people to augment his own psionic strength. Up to six people can be tapped at one time. Each subject, who is often called a host, must first be asleep. Next, the psionicist expends 9 PSPs and makes a *psychic drain* power check. If he succeeds, the host falls into a trance which lasts for 4-9 (1d6+3) hours. The character can be awakened with some difficulty before then, but he'll be groggy and disoriented for another hour.

While the host is in the trance, the psionicist can siphon psychic energy. Just as a vampire draws blood to grow strong, the psionicist drains Wisdom, Intelligence, and Constitution points. He can drain as much as he desires. For every ability point the psionicist drains, he gains 10 PSPs. Any PSPs gained cannot be banked (added to the psionicist's total). They cannot be siphoned any faster than they are used.

In other words, when the psionicist expends PSPs, he automatically draws these points from his host(s), unless he specifies otherwise. The psionicist must remain within range of the entranced characters in order to draw PSPs from them. If he exercises moderation, the psionicist does not harm his hosts. A host only begins to suffer ill effects when he loses more than 50% of his ability points. The table below shows the effects of excessive depletion. *Psychic surgery* can correct these problems.

Ability Loss	Effect on Host
51-60%	Temporary amnesia (2d6 weeks)
61-70%	Permanent amnesia
71-80%	Intelligence reduced to 4
81-90%	Intelligence reduced to 4, comatose for 1d12 days, system shock every day or die Save vs. death or die; if subject lives,
91-100%	Intelligence, Wisdom and Charisma reduced to 3 permanently

20 - The psionicist does not harm the subject(s) this time, regardless of how much he drains.

1 - The psionicist loses 1 point from Intelligence, Wisdom, and Charisma.

Psychic Impersonation

Telepathy

Level: 4

Power Score: 14

PSP Cost: 7/3 per hour

Range: 0

Area of Effect: Personal

This power enables a psionicist to change his aura and thought patterns to match someone else's. The psionicist must first *probe* the subject he wishes to impersonate. *Psychic impersonation* does not alter any of the psionicist's other features. It only changes his identity to other creatures with psionic powers. A psychic contest with *identity penetration* or *probe* can penetrate the disguise. While *psychic impersonation* is in effect, the psionicist's power checks are reduced by one.

20 - The disguise cannot be detected psionically and power checks are not decreased.

1 - Until the psionicist reaches a new experience level, he cannot impersonate that subject.

Psychic Messenger

Telepathy

Level: 3

Power Score: 13

PSP Cost: 5/2

Range: 200 miles

Area of Effect: 1 square yard

This power creates an insubstantial image of the psionicist anywhere within 200 miles which delivers a message. Everyone present can see and hear the messenger. Communication is one-way. The telepath has no idea what is happening around his messenger without another power.

20 - The psionicist can make the messenger's appearance differ from his own.

1 - The psionicist's message conveys a meaning other than that intended.

Psychic Restoration

Psychometabolism

Level: 6

Power Score: 16

PSP Cost: 11

Range: Touch

Area of Effect: 1 creature

This power cures all temporary ability damage, and it restores all points permanently drained from a single ability score (psionicist's choice if more than one score is drained). It also eliminates any fatigue or exhaustion suffered by the target. *Psychic restoration* does not restore levels or Constitution points lost due to death.

20 - The power restores points permanently drained from two abilities.

I - The psionicist permanently loses one point from one randomly determined ability score.

Psychic Surgery

Telepathy

Level: 9

Power Score: 19/MAC+

PSP Cost: 17+

Range: Touch

Area of Effect: I creature

This power allows the user to repair psionic damage. He can operate on himself if need be, but the power score increases to 20. Phobias, aversions, idiocy, comas, seizures - all these mental ailments and more can be treated and cured. However, curses or magical conditions such as *charms* can't be cured by this power. Nor can the surgery cure possession, though it can identify such a condition and force psionic combat. If the power check fails, the problem is too great for the user; he can try again when he gains a new experience level.

This power has two special uses. First, it can help characters unleash their wild talents. If the user performs this kind of operation successfully, the patient gains a +I bonus to his roll to determine the power level of his wild talent.

Second, the user can make the effect of any telepathic power permanent without any PSP costs. The power isn't bestowed upon the recipient, only the effect. This has the following restrictions:

- the power must have a range greater than 0
- the surgeon must know the power and successfully use it on the patient
- the user can't perform this type of operation on himself or another psionicist
- only one power can be made permanent per use of *psychic surgery*.

Likewise, this power can also remove a permanently implanted power. The PSP cost is determined by the target's level, as listed below:

Target's Level	PSP Cost
1-5 levels or Hit Dice	17
6-10 levels or Hit Dice	18
11-15 levels or Hit Dice	19
16-20 levels or Hit Dice	20
21+ levels or Hit Dice	22

20 - The psionicist can make two alterations per use of the power.

I - The attempt fails and the psionicist cannot use this power again for 4 days.

Radial Navigation

Clairsentience

Level: 4

Power Score: 14

PSP Cost: 7/3 per hour

Range: 0

Area of Effect: Personal

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

He cannot necessarily tell someone how to get back to that starting point, however. If he is in a maze or dungeon, for example, he may know the starting point is 500 yards north, but he cannot retrace his steps through the maze automatically. *Radial navigation* does enhance his ability to do so, however. Every time the character comes to a decision point, the DM rolls a power check for him. If the check succeeds, the character knows which way he came. If the roll fails, he isn't sure. (The power still remain active, however.)

Radial navigation can be helpful in several ways that are not obvious. For example, teleportation and other extraordinary means of travel become simpler. If a character cannot see a particular location because he's blindfolded, *radial navigation* allows him to retain a fix on his point of origin so he can *teleport* back there. Furthermore, if the character has a fix on a place, he can reach it through the Astral Plane in just seven hours, the minimum possible (assuming of course that he can reach the Astral Plane). And he can reach the same location by *dimensional walking* with no chance of getting lost. *Radial navigation* can aid in telepathy, too. If the psionicist wants to make telepathic contact, and he has a fix on the target's location, he doesn't suffer any penalties for range.

If the power ceases to be active, the psionicist loses his fix on the location. He can get it back by resuming this power within six hours. After six hours, the location is lost. Only one location can be fixed at a time unless the character pays the cost individually for each such location.

20 - The psionicist can automatically retrace his steps to his starting point.

I - The psionicist forgets where he is for 1d4 rounds.

Receptacle

Telepathy

Level: 4

Power Score: 14

PSP Cost: 7

Range: Touch

Area of Effect: 1 item

This power allows a psionicist to store psionic energy in a special *receptacle*. The psionicist can draw upon the energy later to fuel his other psionic powers. He cannot use these points when his total pool of psionic strength is at its maximum. However, he can keep the stored PSPs on hand until he's running low on psionic energy, and then use them immediately.

Before powers can be stored, a *receptacle* must be prepared. Two types of containers are appropriate for use with this power: a vessel prepared with *empower*, or a valuable gem that has been specially prepared using the *receptacle* power.

Empowered Vessel: Any vessel can serve as a *receptacle* for psionic energy if it is empowered first. The psionicist must perform the initial preparation and final sealing described under *empower*. He does not do anything further; the vessel needs no additional powers. The vessel can hold PSPs equal to his maximum PSP total.

Valuable Gem: A gem can hold 1 PSP for every 100 ceramic pieces of its worth, rounded down. For example, a gem worth 650 ceramic pieces can hold 6 PSPs, and a gem worth 1,000 ceramic pieces can hold 10 PSPs. The gem still requires preparation, however. To do this, the psionicist must slowly fill the gem with PSPs - 1 per turn - until the gem reaches maximum capacity (1/100 of its value). The psionicist can do nothing while filling the gem. When the task is complete, the psionicist must make a power check. If he fails, only one-half of the gem's capacity is usable.

Storing Points: Using his *receptacle* power, the psionicist can automatically place 1 PSP into a properly prepared container per round. When he is finished, the psionicist must make a *receptacle* power check. If it succeeds, all is well; if it fails, only half the points he expended are stored in the *receptacle*, while the rest are merely spent.

Using Stored Points: The psionicist can retrieve stored points automatically. The *receptacle* must be in contact with his flesh. He can never retrieve more points than the *receptacle* currently holds, nor can he retrieve so many that it raises his current psionic point total above his maximum. No matter how many *receptacles* he has, a psionicist can never store more PSPs than his maximum total. (For example, if his usual maximum is 100 PSPs, he can store no more than 100.) Only the psionicist who placed the points in the item can use them.

The danger of this power is *receptacle* loss. If the *receptacle* is damaged or destroyed, its contents (PSPs) are instantly subtracted from the psionicist's total possible points. This loss is temporary, but until the psionicist is once again back up to his full PSP score he recovers PSPs only half as fast as normal.

20 - The psionicist can take other actions while using this power.

I - The psionicist loses the PSPs he was seeking to store and the storage item is destroyed.

Reduction

Psychometabolism

Level: I

Power Score: II

PSP Cost: I/I+

Range: 0

Area of Effect: Personal

This power is the reverse of *expansion*. The psionicist can reduce his body's dimensions along any or all axes: height, length, width, or thickness. The change amounts to 1 foot per PSP spent, until the dimension being affected is 1 foot or less. After that, the psionicist can halve his dimensions each time he spends a PSP. The psionicist's gear is not affected.

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

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

20 - Each PSP spent results in twice the reduction, if desired.

I - The psionicist doubles in size and stays that size for an hour or until he uses this power again successfully.

Regenerate

Psychometabolism

Level: 7

Power Score: 17

PSP Cost: 13/6 per turn

Range: Touch

Area of Effect: 1 creature

With this power the psionicist can repair permanent injuries that natural healing could not restore. Severed limbs can be regrown, blindness or deafness repaired, and even paralyzing injuries to the brain or spinal cord can be healed. The psionicist is capable of healing such injuries in himself as well as in others if the need arises.

Regeneration is a slow and tedious process. It requires one full turn to repair minor damage such as the loss of a finger, a broken bone, or non-destructive loss of eyesight or hearing. Three full turns are required to heal a badly broken bone or *regenerate* a mangled hand or foot, and as many as six turns to *regenerate* an arm severed at the elbow or eyes that were physically destroyed. The DM should use his best judgment in deciding how long it will take to repair any given injury.

Regenerate can be used to repair damage caused by a disease, but cannot cure a disease. It can also restore ability points that may have been lost to the ravages of disease or injury at the rate of one per turn. *Regenerate* can't improve a person beyond his original condition, so growing extra arms, for example, is not possible.

20 - The healing proceeds twice as fast as would be normally expected.

I - The psionicist suffers Id12 points of damage but the patient is unaffected.

Reptile Mind

Telepathy

Level: I

Power Score: 11

PSP Cost: 1/1

Range: 0

Area of Effect: Personal

This power lets the psionicist suppress his higher thinking processes, allowing his primitive, reptilian brain to take over. While this power is active, the psionicist does not suffer the -4 penalty for contacting a reptile mind. He does suffer a -4 penalty when trying to contact non-reptilian minds, as they do trying to contact him. The psionicist's outward intelligence is severely reduced while the power is active. He cannot converse normally, and only responds to stimuli such as hunger, danger, territoriality, and reproduction. Among his reptilian peers, however, he is a genius. The power does not let the psionicist communicate with reptiles; this requires other powers. This power can be maintained while other powers are being used.

20 - Reptiles of animal Intelligence in the area of the psionicist immediately accept him as their superior. They openly submit to his will for the duration of the power.

I - The psionicist is automatically noticed by all reptiles in the area, regardless of intelligence, and they see him as an intruder on their territory.

Repugnance

Telepathy

Level: 5

Power Score: 15/MAC

PSP Cost: 9/4

Range: 200 yards

Area of Effect: 1 creature

With this power, a psionicist makes something - a particular person, place, or object - completely repugnant to another character. That character is overwhelmed with loathing for the "thing," and he will seek to destroy it as completely and quickly as possible. If this destruction is strongly against the character's alignment (such as making a temple repugnant to its cleric) the character receives a saving throw vs. spells to shake off the effect.

20 - No save is allowed.

I - The victim is aware of the attempt.

Return Flight

Psychokinesis

Level: 2

Power Score: 12

PSP Cost: 3

Range: 0

Area of Effect: 1 missile weighing 10 lbs. or less

This power lets the psionist make a single missile automatically return if it misses its target. Any common missile weapon may be affected, from an arrow or crossbow bolt to a spear, chakcha, or even ballista bolt. The maximum weight of the missile is 10 pounds, so most catapult missiles are ineligible. The power relies on the aerodynamics of the missile, so unbalanced objects (chairs, mugs, small characters) don't work.

The psionist must touch the missile and then fire it within two rounds, otherwise the power is lost. The psionist must fire the missile using his regular attack score.

If the missile is usually thrown, it returns to the psionist's hand if it misses its intended target. If the missile is fired from a weapon, such as a bow or ballista, the missile returns and gently lands at the psionist's feet. This power removes the chance for an accidental hit on other enemies near the intended target; once the missile fails to hit the intended victim, it veers off for its return flight.

20 - The missile continues to home on its target, making a new attack each round with the psionist's attack score, without ever returning to the psionist.

1 - The missile automatically misses the target and instead attacks the psionist using his attack score.

Retrospection

Clairsentience

Level: 4

Power Score: 14+

PSP Cost: 7

Range: 0

Area of Effect: Personal

This power allows the psionist to delve into the past and locate memories that have been loosed from other minds. The psionist taps into a universal, pervasive memory and can use this to gain insight on one subject of the psionist's choice. The amount of information that comes to mind depends on the power check:

Power Check

14

Information Gained

extremely vague and fragmentary

15

vague or incomplete

16-18

complete but not very specific

19

reasonably complete and specific

Memories bear the mark of the personality who created them. The DM should role-play the memories accordingly, not just recite information. If the psionist's alignment differs significantly from the memories' alignments, reaction rolls are in order. Memories can be polite and helpful, or they can be cantankerous and downright rude. Memories which have lain undisturbed for centuries may be angered by the intrusion, or they may be delighted for the chance to air themselves out and bring the truth to light.

20 - The psionist may seek insight on two separate topics.

1 - The character receives alarmingly erroneous information.

Revivify

Psychometabolism

Level: 6

Power Score: 16

PSP Cost: 11

Range: Touch

Area of Effect: 1 creature

Revivify lets a psionist reconnect a corpse's psyche with its body, restoring life to a recently deceased creature. The power must be manifested within 1 round of the victim's death. Before the psyche of the deceased has completely left the body, this power halts its journey while repairing somewhat the damage to the body.

The victim's body must be whole, or otherwise missing parts are still missing when the person is brought back to life. Likewise, other ills, such as poison and disease, are not negated. The revived person must roll a successful resurrection survival check to survive the ordeal. They do not lose a point of Constitution. Further, the revived person has -1 hit points (but is stable) after being restored to life.

20 - The victim does not have to roll a resurrection survival check.

1 - The target stays dead and cannot be *revivified*, *raised*, or *resurrected*.

Rigidity

Psychometabolism

Level: 3

Power Score: 13

PSP Cost: 5/2

Range: 30 yards

Area of Effect: 1 creature

This power stiffens the joints and musculature of the affected creature, slowing it gradually until it can barely function. Only Medium creatures or smaller can be affected. Most undead, such as skeletons and zombies, are affected, but non-corporeal creatures are not.

The power's effectiveness is measured in stages. The first stage is attained after the initial cost and successful power check. The second stage is reached on the second round, and the third stage on any subsequent rounds after that.

Stage	Attack	Initiative	AC
1	-1	+2	-1
2	-3	+4	-4
3	-6	+7	-7

After the power ends, the creature gradually recovers its agility, one stage per round, until normal.

Affected creatures have difficulty communicating physically, and their powers of observation are severely impaired. Spellcasters cannot perform somatic and verbal components if beyond stage one.

20 - The power reaches stage three immediately.

I - The power affects the psionicist for three rounds.

Safe Path

Clairsentience

Level: 3

Power Score: 13

PSP Cost: 5/2

Range: Special

Area of Effect: Personal

This power enables a psionicist to pick the safest route through a series of obstacles, or difficult or dangerous terrain. She gains +4 (or +20%) to all relevant rolls when the power is active. The character could use this ability to walk across a room full of traps and receive the bonus on chances to avoid the traps by Dexterity checks or saving throws. The psionicist gains a +2 AC bonus and a +4 save bonus while the power is active.

20 - The character automatically succeeds with her first saving throw or ability check.

I - The character's reactions are mistimed and she suffers penalties equal to the bonuses she would have received had she successfully manifested the power.

Scrying

Clairsentience

Level: 4

Power Score: 14+

PSP Cost: 7/3

Range: Unlimited

Area of Effect: Special

This power allows the user to hear sounds and see images from a distant area. The user picks a location he knows, makes a power check, then gets to see and hear everything that he would be able to hear normally if he were standing in that spot. The user's field of vision is the same as normal, and turning his head allows him to scan the area. If the user has enhanced hearing, that ability also applies.

The power doesn't screen out noise around the user's physical body, which may make it difficult to hear sounds elsewhere. The power doesn't provide any abilities to understand languages or interpret sounds. Nor does the power replace normal vision. The user still sees what's around his physical location, with the distant scene superimposed. Closing one's eyes blocks the double vision and leaves only the distant scene in sight. This power doesn't enhance vision, so hidden or invisible objects remain so.

The distance of the observed spot modifies the power score, as shown below. For example, a user trying to scry something 10,000 miles away would require a roll against a power score of 24.

Power Score	Range
14	100 yards
16	1,000 yards
18	10 miles
20	100 miles
22	1,000 miles
24	10,000 miles
26	Interplanetary*

* This power cannot reach beyond Athas' crystal sphere.

20 - The scrying cannot be detected by *sensitivity to observation*.

I - The psionist is deaf and blind for 1d12 hours.

Scrying Trap

Clairsentience

Level: 6

Power Score: 16

PSP Cost: 11/5 per hour

Range: Personal

Area of Effect: Personal

When others use *scrying* or similar powers or spells to view the psionist from afar, this power prepares a trap to give them a nasty surprise. If the scryer fails a saving throw against spells, their *scrying* attempt fails and they take 8d6 points of electricity damage. If the scryer makes their saving throw, they take only 4d6 points of electricity damage and are able to observe the psionist normally.

Either way, the psionist becomes aware of the attempt to scry them, but not of the viewer or the viewer's location.

The psionist can extend the duration of this power by paying the maintenance cost once per hour.

20 - Damage increases to 12d6.

I - The psionist takes 4d6 damage and cannot manifest this power for 24 hours.

Send Thoughts

Telepathy

Level: 2

Power Score: 12/MAC

PSP Cost: 3/I+

Range: 100 yards

Area of Effect: 1 creature

This power allows the psionist to send his thoughts to another mind via one-way communication. He can send information or use the power to distract the target. If the target is a wizard casting a spell, he gets a save vs. spell. If the wizard fails his save, his concentration is broken and the spell fails. If the target is distracted while in melee combat, he receives a -2 penalty to all attack rolls.

If the power is used offensively, the PSP cost increases depending on the power of the target:

Target's Level	PSP Cost
1-5 levels or Hit Dice	3/1
6-10 levels or Hit Dice	4/2
11-15 levels or Hit Dice	5/2
16-20 levels or Hit Dice	6/3
21+ levels or Hit Dice	8/4

20 - Wizards do not receive a saving throw.

I - The psionist is distracted by the psychic connection, and suffers a -2 penalty to attack rolls for 1d6 rounds.

Sense Link

Telepathy

Level: I

Power Score: 11/MAC

PSP Cost: 1/I+

Range: 100 yards

Area of Effect: Personal

Only usable against open minds, this power lets the user tap into another's senses, allowing him to see, hear, or taste whatever that being sees. The user's own senses are unaffected. The user can only tap one sense at a time.

If the linked character is subjected to a gaze attack, the user must make an appropriate saving throw or also be affected by the gaze. If the linked creature is subjected to an auditory attack (by sirens, shriekers, etc.), the telepath must make the appropriate saving throw or also be affected. If the linked creature takes poison orally, the telepath must make a saving throw vs. poison to avoid passing out and severing the link. The psionist can't actually be poisoned this way, however.

The more powerful the target, the more expensive the PSP cost:

Target's Level	PSP Cost
1-5 levels or Hit Dice	1/1
6-10 levels or Hit Dice	3/1
11-15 levels or Hit Dice	5/2
16-20 levels or Hit Dice	7/3
21+ levels or Hit Dice	9/4

20 - The psionist can tap two senses at the same time.

I - The psionist suffers sensory overload and passes out for 1d6 turns.

Sensitivity to Observation

Clairsentience

Level: 4

Power Score: 14

PSP Cost: 7/3

Range: 0

Area of Effect: Personal

This power alerts the character to the intense attention of another creature. When the power is active, any time the psionist is under such scrutiny he may make a power check to see if he notices the attention. A successful check does not reveal the watcher's location; it merely confirms the character's suspicion that he is being observed. If the observer is using *scrying* to monitor the psionist, the psionist may attempt to obscure the watcher's *scrying* by winning an opposed power check against his watcher. If successful, the watcher cannot use *scrying* against the psionist for 1d4 hours.

Since the player will know his character is under observation when called upon to make this check, the DM should occasionally provide false alarms or make the character's power check in secret.

20 - The character immediately determines the location of his watcher.

1 - The character becomes certain that everyone is watching him and borders on paranoia for 1d3 days.

Sensitivity to Psychic Impressions

Clairsentience

Level: 2

Power Score: 12

PSP Cost: 3/1

Range: 0

Area of Effect: Personal

With this power, a psionist can examine the residue of powerful emotions experienced in a given area. These impressions offer him a picture of the location's past. Battles and betrayals, marriages and murders, childbirth and great pain - only events which elicited strong emotional or psychic energy leave their impression on an area. Everyday occurrences leave no residue.

The psionist may examine one significant event per round. He may examine a total number of events equal to half his power check (round up). The psionist starts with the most recent event and proceeds backwards through time.

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

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

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

Sensory Suppression

Telepathy

Level: 2

Power Score: 12/MAC

PSP Cost: 3/1

Range: 100 yards

Area of Effect: 1 creature

This power allows the psionist to temporarily blind or deafen an opponent by interfering with the brain's reception of sensory information. The victim's eyes or ears still work fine, but the mind cannot process the information.

The victims remain blinded or deafened for as long as the power remains active, through initial duration or subsequent maintenance. Blinded characters suffer a penalty of -4 to all attacks, saves, and Armour Class. Deafened characters suffer a -1 penalty, but the penalty could be increased depending on the circumstances. (For example, a character trying to use the blind fighting style to engage a foe in total darkness is very susceptible to being deafened.)

20 - The victim loses all sensory information for as long as the psionist maintains the power.

1 - The psionist blinds himself for 2d8 rounds.

Shadow Walk

Psychopotation

Level: 4

Power Score: 14

PSP Cost: 7+

Range: 1,000 yards

Area of Effect: Personal

This power allows the psionist to use the Black to instantly cross a space between two shadows. The psionist can step into any shadow larger than his own body and teleport to any other shadow in range. If he can see the shadow he is teleporting to, the cost

is 7 PSPs; if he is teleporting blindly to a shadow that he cannot see from his current location, the cost is doubled. All of the psionicist's equipment and anything he is carrying is transported as well.

This power is usually ineffective in bright daylight or on very dark nights. It works best in twilight conditions. The psionicist may use his own shadow to *shadow walk*.

20 - The psionicist may travel to any shadow within two miles.

I - The psionicist must save versus spells or accidentally summon Id4 shadows, who appear from his own shadow and attack him.

Shadowform

Psychometabolism

Level: 3

Power Score: 13

PSP Cost: 5/2

Range: 0

Area of Effect: Personal

This power transforms the user into living shadow. The user, his clothing, armour, and up to 20 pounds of equipment all transform. He can blend perfectly into any other shadow. His movement rate, however, is now a 6 (regardless of what it was before), and he can only travel through darkness and shadow. Areas of open light are impassable.

While in *shadowform*, the user can only be noticed by *detect life*, other types of psionic detection, or by a *true seeing* spell. He can't harm anyone physically or manipulate any corporeal objects, but he can use psionic powers.

20 - The psionicist gains all desired powers of the shadow monster for three rounds.

I - The psionicist's most valuable item saves vs. lightning or is turned to shadow and lost.

Share Strength

Psychometabolism

Level: 3

Power Score: 13

PSP Cost: 5/2

Range: Touch

Area of Effect: I creature

The psionicist can lend his physical Strength to another character. The psionicist sacrifices two of his

own Strength points (ability points, not PSPs) for every single point the recipient gains. This transfer remains in effect as long as the power's duration persists or the recipient is killed. At that point, all points return in one round.

20 - The rate of transfer is I:I.

I - The psionicist's Strength points do not return for 24 hours.

Slipstream

Psychoportation

Level: 2

Power Score: 12

PSP Cost: 3/I per hour

Range: 0

Area of Effect: 10-yard radius

This power enables the psionicist alter the flow of time around himself. This temporal alteration enables the psionicist and all creatures within the area of effect to travel greater distances than normal in a shorter time than would otherwise be possible. On the small scale, the effect is almost imperceptible, but over the course of a day it is remarkable. All creatures affected by this power have their hourly movement rate (and thus daily movement rate) increased by 25%.

20 - The movement rate increase is 50%.

I - The psionicist and all in the area of effect have their movement rates cut by 50% for Id4 rounds.

Soften

Psychokinesis

Level: 3

Power Score: 13

PSP Cost: 5/2

Range: 30 yards

Area of Effect: I object weighing 10 lbs. or less

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

Metal: For each round of softening, weapons incur a -I penalty to attack rolls and cause one less point of damage, and armour receives a -I AC penalty. After 10 rounds, any metal becomes soft and rubbery, but retains its shape.

Wood: Weapons with wooden shafts or handles suffer a -1 to hit and damage per round of softening. The same penalty applies to armour and shields made from bark, agafari, or other wood. After six rounds, wood becomes stringy and rubbery but retains its shape. After 10 rounds, the grain can be split easily and a punch can break through even the thickest doors or chests.

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

Magical Items: The item receives a save vs. crushing blow to escape the effect entirely.

Living Tissue: No effect.

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

20 - All effects are doubled.

1 - The item is instead strengthened and can't be affected for 24 hours.

Spatial Distortion

Psychportation

Level: 5

Power Score: 15

PSP Cost: 9/4+

Range: 100 yards

Area of Effect: 20-foot cube or larger

A psionist with this power can affect the dimensions of an area, making it larger or smaller than it appears. The base area of effect is a 20-foot cube, but the psionist can affect a larger area by paying an initial cost of 4 PSPs per extra 20-foot cube he wishes to affect. The maintenance cost is always half the initial cost. The area of effect can be tailored to the surroundings; for example, the base area of effect applied to a 10-foot-wide passage would affect 80 foot of passage.

Within the area of effect, the psionist can choose to make the distance twice or one-half what it should be. In the passage above, he can make it appear to be 40 to 160 feet in length. A chasm could be made smaller, so as to be easily crossable, or greater to act as a defence. A friend's fall could be shortened to cause less damage.

Objects must be wholly in or out of the area of effect. The transition into the area of effect is unnoticeable.

20 - The psionist may alter distances from 25% to 400% normal.

1 - The psionist doubles all distances for himself only for 2d4 hours.

Speed Burst

Psychportation

Level: I

Power Score: II

PSP Cost: I/I

Range: 0

Area of Effect: Personal

This power increases the psionist's movement rate by 25%. No other abilities are affected - purely his speed.

20 - The psionist's movement rate doubles.

1 - The psionist moves at half speed for 1d4 rounds.

Spider Touch

Psychometabolism

Level: I

Power Score: II

PSP Cost: I/I

Range: 0

Area of Effect: Personal

This power allows the psionist to form strong, sticky pads on her fingers and toes and use these to adhere to almost any natural surface. While the power is active, the psionist can climb or move across vertical walls and cliffs at her normal movement rate without falling.

As a secondary effect, the psionist's Strength increases to 20 for the purpose of gripping things.

20 - The psionist gains spider-like agility, receiving a +2 to Dexterity.

1 - The psionist becomes stuck to the ceiling during the climb and cannot free herself for 1d4 rounds.

Spirit Lore

Clairsentience

Level: 5

Power Score: 15+

PSP Cost: 9/4

Range: 0

Area of Effect: Personal

Some psionists are close to the spirits and can gain information from them. *Spirit lore* is a risky method of learning secrets or unravelling mysteries. The psionist must ask specific questions when using this power; the spirits never volunteer information and often seek to distort the truth. Even if the power is successful, the psionist may not receive an accurate answer.

When this power is manifested, the DM should roll the power check in secret. The result determines the quality of the information he receives. However, no matter what the result is, the DM should try to be mysterious and vague in his answers. The spirits possess a lot of knowledge about a lot of different things and matters, but they are not omniscient.

Power Check	Information Gained
15-16	The spirit doesn't know the answer and lies
17-18	The spirit knows only part of the answer and embellishes the truth, hoping to deceive the psionist
19-20	The spirit doesn't know, but admits its ignorance
21-22	The spirit knows the answer, but tries to disguise the truth in deceptive riddles
23+	The spirit knows the answer and answers truthfully

If the result is a failure, the psionist finds no spirits to contact. The psionist may ask one question per round of the spirit world. A clever character will cross-examine a spirit to determine its truthfulness.

20 - The psionist contacts a knowledgeable and helpful spirit and automatically receives accurate and truthful answers.

1 - The psionist contacts a malicious entity that attempts to *magic jar* the psionist out of his body.

Split Personality

Psychometabolism

Level: 7

Power Score: 17

PSP Cost: 13/6

Range: 0

Area of Effect: Personal

This is the power to divide one's mind into two independent parts. Each part functions in complete autonomy, like two characters in one body. Both parts communicate fully. Both can use psionic powers, even at the same time. That means a *split personality* can use twice as many psionic powers per round. (The character's total number of PSPs remains the same, however, with both personalities drawing from it.) Alternately, one personality can use psionic powers while the other does something else - eg, converse, ponder a puzzle, or control the body in melee. Thus, split personality allows a character to fight physically and psionically at the same time.

Mental attacks directed against the psionist affect only half of the mind - the psionist chooses which half is affected. If one half is destroyed, controlled, or subdued somehow, the other half can continue fighting independently and retains control of the body.

Before he attempts to make his personality whole again, the psionist must make a saving throw vs. paralysis if he does not control both portions of his mind or if he has unrepaired psychic damage. A successful save means that his mind returns to complete health and throws off all undesired influences. Failure means that the afflicted portion of his mind becomes dominant and he passes out for 1d6 turns, but regains consciousness free of undesirable influences.

If a psionist has the PSPs to do it, his personalities can split again by manifesting this power. This is handled separately for each personality. If the psionist was maintaining a power or had a girded power in effect, he decides if one or both personalities inherit the power's effects.

If a personality uses *switch personality*, the manifesting personality will be transferred to the victim, taking full control, while the victim's personality becomes the second half of the psionist's mind. They are in contact with each other. The victim can try to assert control over his new body, but must win a psychic contest against the psionist. The psionist uses his *split personality* power check, and the victim uses his level.

20 - The mind splits into three parts instead of two.

1 - The psionist passes out for 1d6 turns.

Stasis Field

Psychokinesis

Level: 8

Power Score: 18

PSP Cost: 15/7

Range: 0

Area of Effect: 1 yard per level

A *stasis field* is a region in which time slows to a crawl and energy is reduced to a meaningless fizzle. When created, the *stasis field* surrounds the psionist like a bubble. It can have any radius he desires, up to a maximum of 1 yard per experience level.

From the outside, the *stasis field* looks like a slightly shimmering, completely smooth silver globe. When something presses against the edge, it gives slight resistance, but the object passes through.

Inside the field, all is murky and dim. Light filters through from the outside, but it turns gray. A light source inside is only about one-fourth as bright as usual.

Time is 60 times slower in a *stasis field*. That is, for every round (or minute) that passes inside, an hour elapses outside. (This dilation is not apparent to those inside the field, however.) Within the field, the maintenance cost rises to 20 PSPs per round.

Energy and motion also change inside a *stasis field*. Energy magic – eg, *fireball*, *magic missile*, *cone of cold*, and *flame strike* – have no effect; the spells appear and then fizzle in mid-air. Movement is slowed down visibly, and swift objects are affected more than slow objects. Character and creature movement rates are halved. A dagger can easily be pushed through someone, but a lightning-like slash with a sword is slowed to a graceful arc, almost like slow motion. A missile weapon is useless; the missile drifts lazily through the air, only to bounce off an unwary target or be dodged by a target who's looking.

If the psionist keeps the *stasis field* centred on himself, it moves with him. He can transfer the focal point of the *stasis field* to anything he touches, however. Then he can move freely within the *stasis field*, or even leave it. If the psionist does choose to leave the *stasis field*, the cost to maintain the power is reduced to normal.

(From one perspective, this is actually an increase in cost, since it equals 420 points for every round which passes inside. Remember, one hour outside equals one round inside.)

While outside the field, the psionist can roam up to 100 yards from it and still maintain the field. However, he cannot move the field from the outside. To move it again, he must re-enter it.

20 – The psionist can maintain the *stasis field* from within for 10 PSP per round.

I – The *stasis field* costs 20 PSP per round to maintain even if the psionist leaves it.

Static Discharge

Psychokinesis

Level: I

Power Score: II

PSP Cost: I/I

Range: Touch

Area of Effect: I creature

A psionist who manifests the *static discharge* power can accumulate a charge of static electricity in his body and then discharge it in the form of violent electrical shocks through a touch attack. The longer the psionist accumulates the charge, the more damaging the discharge will be.

The attack inflicts $1d4+I$ points of damage per two rounds the *static discharge* power remains active (so a psionist who manifests the *static discharge* power and keeps it active for 4 rounds will deal $2d4+2$ points of damage when he delivers his attack).

Manifesting this power doesn't count as an attack, but the discharge does. The psionist must make a touch attack to hit his target. Failure to hit does not discharge accumulated static energy – it continues to accumulate for as long as the power remains active.

20 – Damage increases to $1d6+I$ points of damage per two rounds.

I – The psionist shocks himself for $1d4+I$ points of damage.

Strength of the Land

Psychometabolism

Level: 5

Power Score: 15

PSP Cost: 9/4

Range: 10 yards

Area of Effect: I creature

This power lets the psionist tap into the strength of the local spirit of the land, lending that strength temporarily to one other creature. The affected creature gains 25 “phantom” hit points (the next 25 points of damage taken come off these rather than its own hit points); a +3 bonus to attack and damage rolls, regardless of the weapon used; and an automatic 25% magic resistance. These benefits remain in effect until the power ceases to be active.

There is always the danger of arousing the spirit of the land itself, especially if its strength is being used for destruction of its domain. The base chance of having to explain oneself to the local spirit of the land is 5%. The DM may modify this chance according to the situation. The encounter itself should be role-played.

20 – The psionist may maintain the power for free for five rounds.

I – The land has been recently defiled and has no strength to lend – the psionist still loses the PSPs.

Subjective Reality

Clairsentience

Level: 6

Power Score: 16

PSP Cost: 11/5

Range: 0

Area of Effect: Personal

This power allows the psionicist to ignore the reality of an object or category of objects and make them have no existence for him. He could convince himself that an enemy's sword could not harm him and the sword would simply pass through his body without effect.

The psionicist can only disbelieve inanimate objects or effects with this power, since he finds it impossible to ignore living creatures. Some possible uses of the power include:

- Disbelieving a type of weapon, such as hand-held weapons, bows and crossbows, or hurled weapons. No weapon of that type can harm the psionicist while the power remains active.
- Disbelieving an entire type of magic, such as priestly or wizardly magic.
- Disbelieving a manifestation of an element, such as a bonfire or a rockslide.
- Disbelieving any one object, regardless of size (large or small), such as a boulder, an enemy's armour, or a magical item in an enemy's possession.

The DM will have to decide what the exact effects of *subjective reality* are, but in general the disbelieved objects simply do not exist for the psionicist. He cannot be harmed by them, nor have any effect on them himself. The psionicist's enemies may be quite baffled by their inability to cut him to pieces or blast him to cinders.

20 - The psionicist can alter what he disbelieves from round to round.

1 - The psionicist accidentally creates a whole new reality for himself and must save versus spells or be plane shifted to a randomly selected plane.

Summon Object

Psychportation

Level: 6

Power Score: 16+

PSP Cost: 11+

Range: 10+ yards

Area of Effect: 1 object weighing 100 lbs. or less

This power allows a psionicist to teleport a distant object to him. The item must be a single piece and weigh no more than 100 pounds. Metal is harder to teleport and costs twice as much as normal, while obsidian is very hard to teleport and triples the PSP cost. The actual cost of *summon object* varies with the distance of the item from the psionicist:

Distance	Initial Cost	Power Score
10 yards	11	16
100 yards	15	17
1,000 yards	20	18
10 miles	30	20
100 miles	40	22
1,000 miles	50	24
10,000 miles	100	26

The psionicist must be able to either see the object he is teleporting or know exactly where it is. If the psionicist left a steel sword hanging above the fireplace in his home, he can summon the sword - but if someone had moved the sword across the room, he could not summon it unless he used *scrying* to see where it was.

If the psionicist tries to use this power to remove an object from someone else's person, the victim receives a saving throw versus spells to avoid the effect. Note that any summoned object will appear in the psionicist's hand or on the ground beside him, so it is not possible to use this power to drop boulders on the heads of one's opponents.

20 - The psionicist only pays half the PSP cost.

1 - The psionicist moves the object from its resting place, but it doesn't show up. It is teleported from its current location a distance equal to its distance from the psionicist, but in a random direction.

Summon Planar Creature

Psychportation

Level: 5

Power Score: 15

PSP Cost: 9+

Range: 200 yards

Area of Effect: 1 creature

With this power, the user can reach into another plane, grab whatever creature he happens to find there, and teleport it to his own plane. The creature is disoriented for 1 round after arriving, suffering a +2 penalty on initiative and a -2 on attacks and saving throws.

The psionist can make the summoned creature appear anywhere within 200 yards of his position. If the psionist rolls the power score exactly, the creature appears within 10 yards. The PSP cost is 9 for a creature from the Black or Gray, 18 for one from the Inner Planes and 27 for a creature from the Deep (the Outer Planes).

The user chooses the plane from which the creature comes. He doesn't choose the creature; that's determined at random. A creature from the elemental planes is usually an elemental of the appropriate type. A creature from the Deep could be a native or a visitor.

This power offers no control over the summoned creature and doesn't return it to its home plane after a set amount of time - it merely teleports something from there to here. To be rid of the creature, the user must banish it, teleport it again, kill it, or somehow control it.

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

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

Summon Planar Energy

Psychopotation

Level: 3

Power Score: 13+

PSP Cost: 5

Range: 60 yards

Area of Effect: Special

Some psionists can use their minds to unlock the alien energies of other planes. A character with this ability can summon energy from the planes and use it to attack her enemies. Some planes are more useful than others for this purpose - paraelemental planes, the Gray and the Black deal the most damage - but are correspondingly harder to access.

Plane	Attack Type	Damage	Power Score
Air	Lightning bolt	3d8	13
Earth	Avalanche	2d8 plus knockdown	13
Fire	Flame blast	2d8 plus ignite	13
Water	Cold wave	3d8	13
Magma	Lava burst	4d8 plus ignite	15
Rain	Cold wave	5d8	15
Silt	Dehydration	enfeeblement	15
Sun	Heat rays	2d6/2d6	15
Black	Cold wave	6d8	17
Gray	Negative energy	level drain	17

- **Avalanche** - knockdown affects all creatures in a 30' x 30' cube - a Dexterity check avoids this.
- **Enfeeblement** - as per the spell, save to avoid.
- **Heat ray** - can fire at two different targets.
- **Ignite** - deals an additional 1d8 damage the following round.
- **Level drain** - save vs. spells to avoid.
- **Lightning bolt** - strikes all creatures between psionist and target.

Regardless of the form of energy used, the victim may attempt a saving throw versus spells for half damage.

20 - The psionist taps a particularly potent source of energy; add one die of damage.

I - The psionist accidentally summons a creature native to the plane whose energy she was trying to tap.

Superior Invisibility

Telepathy

Level: 4

Power Score: 14/MAC

PSP Cost: 7/3+

Range: 100 yards

Area of Effect: Personal

Superior invisibility is like *invisibility*, but it masks the character completely. The psionist makes no sound and has no smell, though he can still be felt if touched. If he attacks someone physically, he automatically reveals himself to that character. Use the table for *invisibility* but add 4 to the base PSP cost.

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

I - Everyone targeted becomes aware of the psionist and his desire to be invisible.

Suppress Fear

Telepathy

Level: 2

Power Score: 12/MAC

PSP Cost: 3/1

Range: 10 yards

Area of Effect: 1 creature

A psionist can use this power to bolster a character's courage. The psionist can remove any fear effect that is currently affecting a character, automatically dispelling it. This use of *suppress fear* ends the terror created by

the spells *cause fear*, *emotion*, *eyebite*, *fear*, *scare*, *spook*, and *symbol*, as well as the psionic powers of *invincible foes* and *phobia amplification*.

If the psionist uses this power on a character who has not been frightened yet, the subject gains a temporary bonus of +4 to any morale checks or saving throws against magical or psionic fear effects. If the spell or power would not normally allow a saving throw, the psionist may attempt a second power check to see if his fear suppression defeats the effect anyway. This protection lasts one turn, plus a number of rounds equal to the psionist's level.

20 - The psionist so emboldens the subject to the point of foolhardiness that he gains a +1 to all attack rolls while the power is in effect.

I - Fear can be a contagious thing. The psionist is entirely overwhelmed by the victim's panic and flees as if affected by a *cause fear* spell himself.

Suppress Magic

Psychokinesis

Level: 6

Power Score: 16

PSP Cost: 11/5

Range: 0

Area of Effect: 20-yard radius

This power generates a psychokinetic field that resonates at a fundamental frequency and dampens magic of all types. Within the field, no spells function, weapons lose their enchantments, creatures with magical attacks or powers (such as a dhaot's illusions) cannot use them, magically animated monsters (animated dead, golems, etc.) stop in their tracks, and magical items do not function.

This effect temporarily disrupts enchantments, so a *charmed* person is temporarily freed, *polymorphed* creatures return to their original form, etc. Things that were changed by magic but are no longer magical, such as a stone bench that was created by a *stone shape*, do not change in form. A person petrified by a medusa's gaze remains that way. Once the power ceases, all enchantments resume.

20 - The psionist may choose to dispel any enchantment in the area as a wizard of the same level casting *dispel magic*.

I - A random magical item on the psionist's person is permanently drained of all enchantments.

Suspend Animation

Psychometabolism

Level: 4

Power Score: 14

PSP Cost: 7

Range: Touch

Area of Effect: 1 creature

With this power a psionist can "play dead" - bringing all life functions to a virtual halt. Only the most careful examination will show that the character is still alive. Even psionic powers such as *detect life* and *ESP* will not turn up any evidence of life. Use of the *probe* power will detect life immediately. The psionist can remain in suspended animation for a number of weeks equal to the results of his power check or less. When he wishes to put himself to sleep, he first decides when he wants to wake. Then he makes his power check. If the number rolled is less than the time he hoped to be suspended, he awakens prematurely. Another willing character can also be suspended for the same PSP cost (not at the same time as the psionist, however).

20 - The psionist remains aware of his surroundings and can awaken at any time he chooses.

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

Switch Personality

Telepathy

Level: 7

Power Score: 17/MAC

PSP Cost: 13

Range: Touch

Area of Effect: Individual

This power allows the psionist to switch his own mind with someone else's. In effect, they exchange bodies. The other person's mind inhabits the psionist's body while the psionist's mind inhabits his subject's body. The switch is permanent, and last until the psionist uses this power to reverse it.

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

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

Bodies that have undergone a personality switch tend to degenerate. Both characters must make a Constitution ability check every day. If a check fails, the character loses one point of Constitution. If his Constitution drops to zero, he dies. This Constitution loss is temporary, but it does not reverse itself until the personalities are restored to their proper bodies. At that point, both bodies recover one point of Constitution per day. The psionist does not lose his psionic powers if his Constitution drops below 11, but his hit points are affected accordingly.

Should one of the two bodies be killed, the personalities don't automatically switch back - the personality inhabiting the body which has died dies as well. The second personality will be doomed to eventual death as it weakens in the body that is not its own. Neither personality has any awareness of what is happening to its original body.

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

1 - The psionist lapses into a coma for 100 hours.

Synaptic Static

Telepathy

Level: 5

Power Score: 15

PSP Cost: 9/4

Range: 0

Area of Effect: 20/50/90 yards

Synaptic static interferes with all psionic activity within a given area. Even the psionist is affected; when he creates static, he cannot use any other power simultaneously. However, he may also prevent others from using their powers. Anyone who tries to use a psionic power within the area of effect must fight the static's creator in a psychic contest. If an opponent succeeds, his power functions normally. If not, his power fails.

Exposure to *synaptic static* for more than five rounds will give anyone a splitting headache. This has no game effect but it will make NPCs and animals irritable. This power has three ranges: short, medium, and long. At

medium range, the character's power check is reduced by two. At long range, it is reduced by five.

20 - The psionist receives a +1 bonus in all psychic contests prompted by the current use of *synaptic static*.

1 - The character injures himself trying to create static. He immediately loses 20 PSPs and 6 hit points.

Synesthete

Clairsentience

Level: I

Power Score: 11

PSP Cost: 1/1

Range: 0

Area of Effect: Personal

This power allows the psionist to perceive with one sense when another would be stimulated. In other words, the psionist can see sound, hear light and so forth. When the psionist uses this power, he can choose one of the following manifestations:

- **See sound** - the psionist sees sound with his eyes. Only a character who can see normally can use this power. The character can see normally in darkness but can still be "blinded" by silence.

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

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

- **Feel light** - the psionist can feel what his eyes would normally reveal (his field of vision does not change). This power does not allow him to see in the dark, since there must be light for him to feel, or counter magical darkness. The character gains a +4 bonus on saves vs. gaze attacks.

20 - The character can feel light in all directions.

1 - The psionist becomes overly sensitive to light for 10 rounds. Exposure to light causes 1 point of damage per round, and the character cannot see.

- **Feel sound** - the psionist can hear through his skin even if his ears are disabled. He can't detect sound where there is none, and the power doesn't work in areas of magical silence. The user gains a +2 bonus on saves vs. sonic attacks or effects.

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

1 - For 4 rounds, any sound causes 1 point of damage per round and is garbled.

- **Hear light** – the psionist can “see” with his ears. Any light which reaches him is converted to sound, and he “hears” the image. The image his mind perceives is just like an image offered by normal sight, and the character suffers no penalties for anything requiring vision.

20 – The psionist can “hear” in the dark, as if he had infravision.

I – Bright light causes deafness, and all other light is just a buzz.

Telekinesis

Psychokinesis

Level: 5

Power Score: 15

PSP Cost: 9/4+

Range: 30 yards

Area of Effect: 1 item weighing ten pounds or less

Telekinesis is the ability to move objects through space without touching them. The base cost assumes that the object being moved weighs 10 pounds or less. For heavier objects, add one PSP per additional pound. The maintenance cost for heavier items remains half the initial cost (round down).

A psionist using *telekinesis* can move an object up to 60 feet per round. The object can serve as a weapon. In this case, the character uses his own attack score. Small items will do 1d6 damage – double this for each size category above Small.

It is possible to use *telekinesis* for very fine work such as sewing, writing, or picking a lock. The character attempting to perform the task must be capable of doing the work himself – sewing telekinetically doesn’t help if you know nothing about sewing. The psionist should make a second power check to successfully complete any fine work. In the case of picking a lock, this gives the character an opportunity to roll against his open locks percentage.

If a character wants to engage in a tug-o’-war with someone (for example, trying to yank a sword out of a guard’s hand) resolve the situation with the normal psychic contest rules, comparing the defender’s Strength score against the psionist’s power check.

20 – The character can lift a second item of equal or lesser weight simultaneously for the same cost.

I – The psionist loses control of the item and it flies 2d10 feet in a random direction.

Telekinetic Barrier

Psychokinesis

Level: 5

Power Score: 15

PSP Cost: 9/4

Range: 20 yards

Area of Effect: Special

A *telekinetic barrier* is an immobile field of mental force that resembles the wizard spell *wall of force*. The psionist creates an invisible barrier of force up to 60 feet in length and 10 feet in height (or any other vertical surface of 600 square feet or less) at a range of up to 20 yards. The psionist may instead create a dome of force with a 10-foot radius, centred on himself.

No physical object or any form of energy can penetrate the barrier. It is possible to circumvent the barrier by using abilities such as *teleport* or *dimensional door*. Magical or psionic *disintegration* destroys the *telekinetic barrier*, but the power or spell is cancelled in the process.

The *telekinetic barrier* is immobile once created. If the psionist moves more than 20 yards from the barrier (outside the power’s range), it collapses.

20 – The character can maintain the power for three rounds for free.

I – An uncontrolled surge of force from the psionist knocks down anyone standing within 10 feet of him.

Telekinetic Flight

Psychokinesis

Level: 3

Power Score: 13

PSP Cost: 5/2

Range: 0

Area of Effect: Personal

By using this power, the psionist can fly at MV 18. She can manoeuvre horizontally or vertically in any fashion desired, with MC B. Using *telekinetic flight* requires as much concentration as walking, so the psionist can attack and manifest other powers while flying.

When the power ceases or the psionist runs out of PSPs, she drops like a rock. She would be wise to land before this occurs.

20 – The psionist can fly with a movement rate of 24 and a manoeuvrability class of A.

I – An abortive attempt at flight hurls the psionist 10–40 (d4x10) feet in a random direction, including up.

Telekinetic Sphere

Psychokinesis

Level: 8

Power Score: 18

PSP Cost: 15/7

Range: 20 yards

Area of Effect: 1-foot diameter per level

This power creates a globe of shimmering force that encloses the target creature - if it is small enough to fit within the diameter of the sphere and fails to save vs. spell. The sphere contains its subject for the power's duration, and it is not subject to damage of any sort except from a *rod of cancellation*, a *wand of negation*, or a *disintegrate* or *dispel magic* spell or power. These cause it to be destroyed without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally. The subject may struggle, but all that occurs is a movement of the sphere. The globe can be physically moved by people outside the globe or by the struggles of those within.

Creatures or objects inside the globe are nearly weightless - anything contained weighs only 1/16 its normal weight. Any subject weighing up to 5,000 pounds can be telekinetically lifted in the sphere by the psionist. Range of control extends to a maximum distance of 10 yards per level after the sphere has actually succeeded in encapsulating a subject or subjects. Note that even if more than 5,000 pounds of weight is englobed, the perceived weight is only 1/16 of actual weight, so the orb can be rolled without exceptional effort. Because of the reduced weight, rapid motion or falling within the field of the sphere is harmless to the object therein, but can be disastrous should the globe disappear when the subject inside is high above a hard surface. The psionist can dismiss the effect with a word.

20 - The maintenance cost is halved (round down).

1 - The psionist is encased in the sphere for the full duration of the power.

Telepathic Projection

Telepathy

Level: 2

Power Score: 12/MAC

PSP Cost: 3/1

Range: 0

Area of Effect: 10-yard diameter

This power allows the user to send emotion to everyone within a 10-yard diameter. This power cannot radically change a character's emotional state, however. A character who is very angry could be made only slightly angry, for example, but not happy. Empathic changes are a matter of degree, no more.

20 - Emotions can be drastically altered (love to hatred, etc.) while this power is active.

1 - All affected characters experience strong negative emotions toward the psionist for 1d6 rounds.

Teleport

Psychopotation

Level: 5

Power Score: 15+

PSP Cost: 9+

Range: 0

Area of Effect: Personal

This power allows the user to travel to a familiar spot. *Teleport* is instantaneous and always takes a character to a fixed location. There is an audible pop at both ends, signalling use of the power. The destination must be a place the user knows or can picture mentally. Even if the user never has been there, he may still know a location via *scrying* or another power. He can also *teleport* to a place even if it has changed from the way he pictures it; rearrangement won't hamper the power.

Restraints don't affect this power. The user can bring his clothes, small items, and equipment (up to one-fifth of his body mass). Doubling the amount of PSPs spent to manifest the power lets the user carry up to three times his body mass, or to take along up to two others he has a firm grasp on. The cost to use this power varies with the distance travelled, as indicated below:

Distance	Initial Cost	Power Score
10 yards	9	15
100 yards	20	16
1,000 yards	30	17
10 miles	40	18
100 miles	50	19
1,000 miles	60	20
10,000 miles	70	21
Interplanetary	100	22

20 - The PSP cost is reduced by 20% (round up).

1 - The psionist teleports 2d10 miles in a random direction.

Teleport Lock

Psychopotation

Level: 4

Power Score: 14

PSP Cost: 7/3

Range: 30 yards

Area of Effect: 1 creature

This power prevents the target from teleporting. All forms of teleportation, magical and psionic, are blocked by *teleport lock*. A creature attempting to *teleport* while under a *teleport lock* must win a psychic contest against the psionist, using its power check (or level for wizards) against the psionist's *teleport lock* power check.

Teleport lock also prevents magical or psionic blinking and plane shifting. It does not prevent *dimensional door* or *dimension walk*, but does prevent *shadow walk*.

20 - The psionist automatically wins any psychic contests he must fight with this power.

I - The psionist must save versus spells or be dragged along behind the subject when the subject teleports. The psionist suffers 1d8 points of damage and is stunned 2d6 rounds at his new location.

Teleport, Mass

Psychopotation

Level: 8

Power Score: 18+

PSP Cost: 15+

Range: 0

Area of Effect: Special

This power is identical to *teleport*, except that it is used to teleport the psionist and several other characters at once. The other characters must be willing to be teleported or otherwise have an open mind. The psionist can carry one person per two levels.

The cost to use this power varies with the distance travelled, as indicated on the table:

Distance	Initial Cost	Power Score
10 yards	15	18
100 yards	20	19
1,000 yards	30	20
10 miles	40	21
100 miles	50	22
1,000 miles	60	23
10,000 miles	70	24
Interplanetary	100	25

20 - The psionist only pays 20% of the PSP cost for this power.

I - The psionist teleports himself and his companions 2d10 miles in a random direction.

Teleport Object

Psychopotation

Level: 4

Power Score: 14+

PSP Cost: 7+

Range: 0

Area of Effect: 1 object weighing 100 lbs. or less

This power is identical to *teleport* and *teleport other*, except that it teleports objects. This is much more difficult for materials than it is for living creatures. The item to be teleported must be a single piece and weigh no more than 100 pounds. Metal is harder to teleport, and costs double its true weight for this calculation. Obsidian is harder still, costing triple.

PSP cost and difficulty increase with distance, according to this table:

Distance	Initial Cost	Power Score
10 yards	7	14
100 yards	10	15
1,000 yards	15	16
10 miles	20	18
100 miles	30	20
1,000 miles	40	22
10,000 miles	50	24
Interplanetary	150	26

If the power check fails, the points are still expended and the item is unaffected.

20 - The item is temporarily strengthened during teleportation. For the next 2d6 days it survives all item saving throws.

I - The item is teleported 1d10 miles in a random direction.

Teleport Other

Psychopotation

Level: 6

Power Score: 16

PSP Cost: 11

Range: 0

Area of Effect: 1 to 3 creatures

This power is identical to *teleport*, except that it is used to teleport characters other than the user. The user stays where he is while someone else is teleported. The character must be willing to be teleported or otherwise have an open mind. If the user pays twice the usual PSP cost, he can teleport up to three characters - provided they are firmly grasping one another.

Distance	Initial Cost	Power Score
10 yards	11	16
100 yards	20	17
1,000 yards	30	18
10 miles	40	19
100 miles	50	20
1,000 miles	60	21
10,000 miles	70	22
Interplanetary	100	23

20 - The psionicist only pays 20% of the PSP cost.

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

Teleport Trigger

Psychopotation

Level: 5

Power Score: 15

PSP Cost: 9/4 per hour

Range: 0

Area of Effect: Personal

This power allows the user to establish a specific event that will instantly manifest his *teleport* power. It is a reflexive event, occurring as soon as conditions are met without any conscious effort on the part of the user. After successfully rolling the power check, the user must specify where he wants to *teleport* and define very specifically what conditions will trigger that *teleport*. These conditions can be anything he chooses, but must happen in his immediate vicinity to activate the trigger.

When the *teleport* is triggered, the user must have enough PSPs remaining to pay the cost. (If he doesn't, it fails to activate.) He must also make a power check. If the roll fails, the power doesn't work. The trigger remains active as long as the user pays the PSP cost.

20 - The psionicist can maintain the power at a cost of 2 PSPs per hour.

I - The psionicist teleports 2d10 miles in a random direction.

Thought Shield

Telepathy

Level: 2

Power Score: 12

PSP Cost: 3/1

Range: 0

Area of Effect: Personal

This power is a psionic defence that guards the psionicist's mind from attack. While the power is active, the psionicist receives a +3 MAC bonus.

20 - The MAC bonus increases to +5.

I - The psionicist suffers a -3 MAC penalty for 1d4 rounds.

Time Dilation

Psychopotation

Level: 3

Power Score: 13

PSP Cost: 5/2

Range: 0

Area of Effect: Personal

This power allows the psionicist to affect the time-stream itself, speeding up or slowing down its flow relative to herself. Slowing down the flow of time effectively *hastes* the psionicist, while speeding the time flow *slows* the psionicist. The power works just like the wizard spells of the same name, doubling attacks and movement rate, and granting a -2 initiative bonus (or halving movement and attacks and imposing a -4 penalty to AC, attacks and Dexterity checks). Psionics and magic are unaffected by this power.

Note that a *slowed* psionicist consumes food and water and is affected by things like poison at her own pace, so this power can be used to reduce water consumption to zero or to slow poison.

20 - The psionicist can maintain the power at no cost for an additional 10 rounds.

I - The psionicist ages 1d10 years.

Time Duplicate

Psychopotation

Level: 6

Power Score: 16

PSP Cost: 11

Range: 0

Area of Effect: Personal

This power allows the psionicist to travel forward in time to borrow a future self, bringing it back to aid him in the present and creating an identical duplicate of himself.

The psionicist only travels a round or two into the future, and creates a strange hiccup in his own existence. The net effect looks something like this:

First Round: The psionicist manifests the power. To observers, it looks as if nothing has happened.

Second Round: The psionicist's self from round three arrives, so there are now two psionicists. Both can act normally during this round, but the future self gains some advantages since he's already lived through this round once and knows what to expect.

Third Round: The psionicist journeys back to round two to help himself, so there are no psionicists here. He has no existence at all during this round.

Fourth Round: The future psionicist who was borrowed from round three returns at the same spot and in the same condition he was in when round two ended. The *time duplicate* has ended.

In the second round, the future self has the option of automatically winning the initiative (since he knows what's going to happen) or holding his attacks until the end of the round. In any event, the future self gains a +4 bonus to Armour Class, +4 bonus to saving throws, and a +2 bonus to any attack rolls he makes.

If the future self is injured or killed, there is no effect on the present psionicist, other than the fact that he can cringe in anticipation of the wounds he's going to get and possibly die from. However, any injuries to the present self are immediately duplicated on the person of the future psionicist.

20 - The future self finds the time to warn the present self of any dangers, so that the present self gains the combat bonuses of the future self.

I - The psionicist taps a possible future in which he has been slain in the next round. He must save versus spells or become catatonic for 1d6 hours.

Time Shift

Psychopotation

Level: 7

Power Score: 17+

PSP Cost: 13+

Range: 0

Area of Effect: Personal

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

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

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

Time shift offers an obvious advantage in combat. A psionicist can use this power to leap one round into the future and manoeuvre himself into an ideal position for an attack. In that case, the shifter receives a +4 bonus to his attack roll. With enough time, he could even escape the conflict entirely.

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

Time Shifted	PSP Cost	Power Score
1 round	13	17
2 rounds	25	19
3 rounds	40	23

20 - The attack bonus increases to +6.

I - The psionicist is disoriented, and suffers a -4 penalty on all die rolls for as many rounds as he intended to shift.

Time/Space Anchor

Psychopotation

Level: 4

Power Score: 14

PSP Cost: 7/3+

Range: 0

Area of Effect: 3-yard radius

This power protects psionics against unwanted teleportation. When a *time/space anchor* is in effect, the psionist cannot be teleported against his will unless he loses a psychic contest. Anyone and anything else inside the 3-yard radius is also protected using the psionist's power check. Items are protected automatically, but living creatures or characters are protected only if the psionist wants them to be. Each additional creature protected costs another PSP per round. This power cannot prevent someone from teleporting himself away; it only prevents teleporting by an outside source.

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

I - The psionist is rooted to the spot for 1d6 rounds. During that time his AC is penalised by -5.

Time Travel

Psychopotation

Level: 8

Power Score: 18+

PSP Cost: 15+

Range: 0

Area of Effect: Special

Some psionics can extend their teleportive powers into the time stream and journey to different times. The psionist may jump a day or two into the past or future, or he can attempt a mind-boggling journey across millennia. Generally, the farther a psionist travels in time, the more costly it is to make the trip:

Time	Initial Cost	Power Score
I day or less	15	18
I week	30	19
I month	40	20
I year	50	21
10 years	60	22
100 years	70	23
1,000 years	80	24
10,000 years	100	26

The psionist can bring along one companion per level for an additional cost of 15 PSPs each. While the psionist is gone, time keeps running in his normal setting - if he spends eight hours in the past, he must return to a point eight hours after the time he left.

The Past: In the short term, the psionist may wish to alter recent events by warning someone not to do something that he knows will turn out badly. He may travel back an hour to tell his companions (and his past self) not to storm the fortress, or whatever. The party may get a chance to replay the events in question - but the psionist had better remember to go back and warn himself, even if things do turn out better, otherwise he will never receive the warning.

In the long term, the psionist may try to recover lost information by speaking to people long dead. He may try to kill his enemies by assassinating their forebears. If the character tries to alter history, the DM should decide if he succeeds or fails. Sometimes the character's actions may have unexpected ramifications. For example, by killing Kalak the Tyrant in his youth, the PC may pave the way for an even more terrible despot to arise.

The DM should be guided by two principles: once an event has been changed once, it can never be changed again; and secondly, events tend to have a historical inertia. In other words, things have a way of working themselves out to be the same no matter what the psionist does. The more important the event, the more difficult it is to change it.

The Future: The psionist can journey to the future to see how an action will turn out or to uncover information not available in his own day. Like the past, the future is malleable; even the fact of the psionist's visit changes the course of events, in innumerable ways. Once the psionist has glimpsed the future, historical inertia takes over and begins to bend events to follow the revealed timeline. This destiny can only be avoided with great difficulty once it comes into being.

Whatever happens in the past or the future, the DM should use this power to make things more interesting. Ignore or apply paradoxes as desired to make the PC's life more entertaining and to keep the story going.

20 - The psionist can return to the moment he left.

I - The psionist must save versus spells or become dislocated in the timestream, landing at a random point in his proposed journey and assuming that as his native time. So, going too far might make for a long road back.

Tower of Iron Will

Telepathy

Level: 3

Power Score: 13

PSP Cost: 5/2

Range: 0

Area of Effect: 10-foot radius sphere

This power is a psionic defence that extends an aura of mental protection to all creatures within 10 feet of the psionicist. All creatures in the area of effect receive a +5 MAC bonus while the power is active.

20 - The MAC bonus rises to +7.

I - All creatures in the area of effect suffer a -5 MAC penalty.

Trail of Destruction

Clairsentience

Level: I

Power Score: II

PSP Cost: I/I

Range: 0

Area of Effect: 90 yards

Using this power, a psionicist can detect the past use of defiling magic in the area. The Athasian winds and sands can blur the ash of defiler destruction in a matter of hours, but the power shows where defiling magic has been used within the past month. The sites illuminate for the psionicist's eyes only. The psionicist receives an accurate impression of the magic's power (the level of the defiler spell cast) and how long ago it was cast (to the nearest day). The psionicist learns nothing about the spell type or the caster.

20 - The psionicist gets a clearer picture of the past events, including the type of spell cast and its effects.

I - The psionicist gets an impression of all the defiling magic ever cast in the area, which is so great that he cannot pick out which are more recent.

True Sight

Clairsentience

Level: 5

Power Score: 15

PSP Cost: 9/4

Range: 60' path, 10' wide

Area of Effect: Personal

The psionicist can pierce any normal or magical obscurement to a range of 60 feet. Creatures or objects that are invisible are detected, unless someone is using psionic *invisibility* against the psionicist. The character can pierce illusions and detect anything phased, displaced, or ethereal. Unlike the clerical spell *true seeing*, the *true sight* power does not confer the ability to see alignments, enchantments, polymorphed items, or secret doors.

20 - The psionicist gains the additional powers of the spell *true seeing* as described above.

I - The psionicist sees through everything he looks at and believes that everything he perceives is illusory for 3d6 turns.

True Worship

Telepathy

Level: 3

Power Score: 13/MAC

PSP Cost: 5/2

Range: 10 yards

Area of Effect: 1 creature

The psionicist can pinpoint the focus of worship for any individual character with this power. The power gives the psionicist different information, depending on the class of the target creature.

Cleric: The power identifies the cleric's elemental sphere of worship.

Druid: The power indicates the general nature of the druid's guarded lands, but not their location.

Templar: The power identifies the sorcerer-king worshipped by the templar.

Non-priest: The power correctly identifies the character as such. The psionicist knows the character's devotions and faith, if any, and also that he does not worship to gain magical spells.

This power cuts through most deception. A templar masquerading as a cleric, or a druid wishing to pass unnoticed as such, cannot escape identification. The power does not indicate to the psionicist if the character is dual-or multi-classed, nor does it tell the character's level or alignment.

20 - The psionicist knows the focus of worship for all characters within range.

I - Until he gains another level, the psionicist cannot use this power on the intended individual.

Truthhear

Telepathy

Level: 4

Power Score: 14

PSP Cost: 7/3

Range: 0

Area of Effect: Personal

When a psionicist uses *truthhear*, he can tell whether other people intentionally lie. He does not hear their words translated into truth; he merely knows whether or not speakers believe they are lying.

20 - The psionicist recognises a falsehood even when the speaker does not.

1 - The psionicist can't use this power effectively against this subject for 1d6 days.

Ultrablast

Telepathy

Level: 7

Power Score: 17/MAC

PSP Cost: 13

Range: 0

Area of Effect: 50-foot radius

A character using psionic *ultrablast* can overwhelm and damage nearby psyches. To do this, he casts thought waves in all directions. In layman's terms, the psionicist unleashes a horrid, psychic scream that penetrates all minds within 50 feet. Victims may never be the same again.

All characters within 50 feet of the psionic *ultrablast* must save vs. paralysis. Failure means they pass out for 2d6 turns. Those who pass out must immediately save vs. paralysis again. If they fail a second time, they lose all psionic power - this affects wild talents, psionicists, and creatures with psionic powers. Only *psychic surgery* can help them recover this loss.

Although the blast does not affect the psionicist, the risks are great. If the power check fails he becomes comatose for 1d10 days, so other characters may think he's dead.

20 - Creatures of 3 Hit Dice or less die if they fail their save.

1 - The psionicist must save vs. paralysis or die. If he lives, he loses the use of all his psionic powers for 2d6 days.

Warp Blade

Psychoporation

Level: 2

Power Score: 12

PSP Cost: 3/1

Range: 0

Area of Effect: 1 weapon

This power allows the psionicist to warp space around a slashing or piercing weapon, turning its edge into a keener blade. While this power is active, the affected weapon gains +1 to hit and +1 damage.

20 - The weapon deals +2 to hit and +2 damage.

1 - The weapon breaks.

Warp Shield

Psychoporation

Level: 1

Power Score: 11

PSP Cost: 1/1

Range: 0

Area of Effect: Personal

This power allows the psionicist to warp space around his body, gaining protection from physical attacks. So long as this power is active, the psionicist gains a +2 AC bonus.

20 - The psionicist also receives a +1 bonus to all saving throws against physical and energy attacks.

1 - The psionicist suffers a -2 AC penalty for 1d4 rounds.

Watcher's Ward

Clairsentience

Level: 2

Power Score: 12

PSP Cost: 3/1 per hour

Range: 60-foot radius

Area of Effect: Personal

By using this power, the psionicist attunes herself to her surroundings and becomes extremely sensitive to any disturbances. The area covered can be as small as a single door or as large as a circle 60 feet in radius, centred on the psionicist.

If the psionicist moves out of the area after manifesting the power, she must re-manifest it if she wants to continue the *watcher's ward*.

While this power is in effect, the psionist can't be surprised by the approach of any creature or force. She is instantly aware of any changes in the area, but does not automatically spot the invaders - she only knows that something is coming.

20 - The psionist instantly determines the exact location and type of any intruders.

I - The psionist believes her watch is faultless, but can actually be surprised normally.

Weather Prediction

Clairsentience

Level: 2

Power Score: 12

PSP Cost: 3

Range: 0

Area of Effect: Personal

This power can accurately predict weather conditions for the psionist's location. The forecast reaches 24 hours into the future, giving the psionist precise knowledge of temperature, wind speed and direction, cloud cover, and any natural storms. The character also becomes aware of any changes in the weather pattern during that period.

This power only predicts naturally occurring weather, not magically induced conditions.

20 - The psionist receives accurate information one week in advance, but for his present location only.

I - The psionist receives completely erroneous information that he believes is accurate.

Wormhole

Psychportation

Level: 9

Power Score: 19+

PSP Cost: 17/8+

Range: 20 yards

Area of Effect: Special

With this power, a psionist can open a door between two points, no matter how far apart they may be (at least theoretically). It resembles the power *dimensional door*, but on a much larger scale. The psionist must open one end within 20 yards of himself, although the portal may have any orientation and be any size up to 10 feet by 10 feet square. If the psionist wishes to, he can try to make the *wormhole* larger; each doubling of the portal's size increases the power score by +2.

The other end of the *wormhole* will be of identical size and can be placed at any point the psionist has ever seen. It can also be positioned at any place he can reference from here he currently is - for example, "10 miles east of where I am now" - whether or not he has ever actually been there.

The distance spanned by the *wormhole* will affect its PSP cost as shown below:

Distance	Initial Cost	Maintenance Cost
100 yards	17	8/round
1,000 yards	24	12/round
10 miles	32	16/round
100 miles	40	20/round
1,000 miles	48	24/round
10,000 miles	60	30/round
Interplanetary	100	50/round

Once created, the *wormhole's* entrances remain motionless. Anything can pass through, to be instantly transported to the other side. The psionist could conceivably transport an entire army or a mekillot wagon by spending enough PSPs. If an object cannot fit entirely within the *wormhole's* mouth, it cannot be transported.

If the psionist tries to use this power to transport an unwilling creature, the victim gains a saving throw versus spells to avoid being affected.

20 - The maintenance costs are cut in half.

I - The psionist creates a dimensional vortex that transports him 10d10 miles in a random (horizontal) direction if he fails a saving throw versus spells.

Wrench

Psychportation

Level: 6

Power Score: 16

PSP Cost: 11

Range: 30 yards

Area of Effect: I undead creature

This power affects only creatures which exist simultaneously on the Prime Material and another plane of existence. This includes most undead. When such a creature is wrenched, it is forced entirely into one plane or the other, at the psionist's option. If the creature is forced out of the Prime Material Plane, it is trapped in the other plane for 2d6 turns. It can return to the Prime Material when that time has elapsed.

If the creature is wrenched entirely into the Prime Material Plane, it is trapped on that plane only long as the power remains active. As soon as the power stops, the creature's dual existence is immediately re-established.

Except where contradicted by the *Monstrous Compendium*, a creature wrenched onto the Prime Material Plane suffers any or all of the following effects, at the DM's option:

- its Armour Class is penalised 1d6 points
- undead lose the ability to drain life energy
- any magical plus required to hit the creature is reduced by 1
- the creature is killed permanently if it loses all of its hit points.

The DM should impose any other penalties which seem appropriate, considering the creature and the other plane involved.

20 - The creature is momentarily dazed by the effects of the power. It suffers a +2 initiative penalty in the first subsequent round.

I - The creature is strengthened and gains +2 hit points per HD.

Wild Talents

All non-psionist characters have a psionic wild talent. Use these tables to determine how this talent manifests.

Determine Power Level

Each non-psionist starts with at least one power of at least first level. There is a chance that the character will have more than one power and that powers will be higher level than first. Roll 1d20. Add +1 for each point of Stamina, Insight, and Will Bonus (non-warriors may use their full Stamina Bonus for this purpose).

1-18 Roll for one first-level power.

19 Roll for one first-level power, then roll again on this table.

20+ Roll again on this table, but increase the level of the resulting power by one.

Determine Wild Talent

Once you have determined a power's level, roll on the appropriate table below to determine the actual power. There are no modifiers to this roll.

You gain enough PSPs to manifest each power twice per day. Your power check is $d20 + \text{your Insight Bonus}$.



Psionic Powers

d% 1st-Level Powers

01-03	Alter Features
04-06	Animate Shadow
07-09	Ballistic Attack
10-12	Catfall
13-15	Cognitive Trance
16-18	Conceal Thoughts
19-21	Control Sound
22-24	Control Temperature
25-27	Deceleration
28-30	Detect Life
31-33	Detect Magic
34-36	Detect Poison
37-39	Detect Psionics
40-42	Detect Spirits
43-45	Displacement
46-48	Ego Whip
49-51	Empathy
52-54	Expansion
55-57	False Sensory Input
58-60	Float
61-63	Insect Mind
64-66	Know Location
67-69	Martial Trance
70-72	Photosynthesis
73-75	Plant Mind
76-78	Project Force
79-81	Reduction
82-84	Reptile Mind
85-87	Sense Link
88-90	Speed Burst
91-93	Spider Touch
94-96	Synesthete
97-98	Trail of Destruction
99-00	Warp Shield

d% 2nd-Level Powers

01-02	Acceptance
03-04	Adrenaline Control
05-06	Alignment Stabilisation
07-08	Animal Affinity
09-10	Attraction
11-12	Aura Sight
13-14	Aversion
15-16	Biofeedback
17-18	Body Equilibrium
19-20	Body Weaponry
21-22	Chameleon Power
23-24	Chemical Simulation
25-26	Combat Mind
27-28	Compact
29-30	Control Flames

31-32	Control Light
33-34	Create Sound
35-36	Daydream
37-38	Deflect
39-40	Detect Moisture
41-42	Dimensional Swap
43-44	Enhanced Strength
45-46	ESP
47-48	Fighting Trance
49-50	Flesh Armour
51-52	Focus Forgiveness
53-54	Ghost Writing
55-56	Heightened Senses
57-58	Hivemind
59-60	Intensify
61-62	Invisibility
63-64	Know Course
65-66	Levitation
67-68	Magnetise
69-70	Mind over Body
71-72	Molecular Bonding
73-74	Molecular Manipulation
75-76	Object Reading
77-78	Pheromone Discharge
79-80	Precognition
81-82	Return Flight
83-84	Send Thoughts
85-86	Sensitivity to Psychic Impressions
87-88	Sensory Suppression
89-90	Slipstream
91-92	Static Discharge
93-94	Suppress Fear
95-96	Telepathic Projection
97	Thought Shield
98	Warp Blade
99	Watcher's Ward
00	Weather Prediction

d% 3rd-Level Powers

01-02	Absorb Disease
03-04	Accelerate
05-06	All-round Vision
07-08	Animal Telepathy
09-10	Awe
11-12	Blink
13-14	Bone Reading
15-16	Carapace
17-18	Cause Sleep
19-20	Cell Adjustment
21-22	Concentrate Water
23-24	Create Object

25-26	Danger Sense
27-28	Detect Ethereal
29-30	Detection
31-32	Detonate
33-34	Dimensional Door
35-36	Double Pain
37-38	Duo-dimension
39-40	Ectoplasmic Form
41-42	Enhancement
43-44	Environmental Awareness
45-46	Graft Weapon
47-48	Hallucination
49-50	Incarnation Awareness
51-52	Inertial Barrier
53-54	Iron Will
55-56	Life Draining
57-58	Mass Manipulation
59-60	Mind Thrust
61-62	Mindlink
63-64	Momentum Theft
65-66	Opposite Reaction
67-68	Post-Hypnotic Suggestion
69-70	Psionic Residue
71-72	Psychic Blade
73-74	Psychic Messenger
75-76	Rigidity
77-78	Safe Path
79-80	Shadowform
81-82	Share Strength
83-85	Soften
86-88	Summon Planar Energy
89-91	Telekinetic Flight
92-94	Time Dilation
95-97	Tower of Iron Will
98-00	True Worship

d% 4th-Level Powers

01-03	Amnesia
04-06	Animate Object
07-09	Appraise
10-12	Cannibalise
13-15	Cause Decay
16-18	Control Body
19-21	Dimensional Walk
22-24	Energy Containment
25-27	Fate Link
28-30	Forced Symmetry
31-33	Free Action
34-36	Id Insinuation
37-39	Identity Penetration
40-42	Immovability
43-45	Inflict Pain

Psionic Powers

46-48	Kinetic Blast
49-51	Lend Health
52-54	Metamorphosis
55-57	Mind Blank
58-60	Mindwreck
61-63	Molecular Rearrangement
64-66	Mysterious Traveller
67-69	Phase
70-72	Poison Simulation
73-74	Psionic Vampirism
75-76	Psychic Impersonation
77-78	Radial Navigation
79-80	Receptacle
81-82	Retrospection
83-84	Scrying
85-86	Sensitivity to Observation
87-88	Shadow Walk
89-90	Superior Invisibility
91-92	Suspend Animation
93-94	Teleport Lock
95-96	Teleport Object
97-98	Time/Space Anchor
99-00	Truthhear

d% 5th-Level Powers

01-03	Anticipatory Strike
04-06	Complete Healing
07-09	Control Wind
10-12	Death Field
13-15	Dimensional Blade
16-18	Dimensional Screen
19-21	Domination
22-24	Environmental Adaptation
25-27	Ethereal Traveller
28-30	Gird
31-33	Impossible Task
34-36	Kinetic Control
37-39	Mental Barrier
40-42	Mindwipe
43-45	Nerve Manipulation

46-48	Phase Object
49-51	Phobia Amplification
52-54	Pocket Dimension
55-57	Predestination
58-60	Probability Travel
61-63	Probe
64-66	Psionic Inflation
67-69	Psychic Drain
70-72	Repugnance
73-75	Spatial Distortion
76-78	Spirit Lore
79-81	Strength of the Land
82-84	Summon Planar Creature
85-87	Synaptic Static
88-90	Telekinesis
91-93	Telekinetic Barrier
95-96	Teleport Trigger
97-98	Teleport
99-00	True Sight

d20 6th-Level Powers

01-02	Aging
03	Aura Alteration
04	Banishment
05	Disintegrate
06	Empower, Lesser
07	Intellect Fortress
08	Invincible Foes
09	Overland Flight
10	Probability Manipulation
11	Psionic Blast
12	Psychic Restoration
13	Revivify
14	Scrying Trap
15	Subjective Reality
16	Summon Object
17	Suppress Magic
18	Teleport Other
19	Time Duplicate
20	Wrench

d30 7th-Level Powers

01-03	Anticipatory Vision
04-06	Astral Projection
07-09	Dream Travel
10-12	Empower
13-14	Evade Blast
15-16	Fate of One
17-18	Kinetic Rebound
19-20	Mindflame
21-22	Regenerate
23-24	Split Personality
25-26	Switch Personality
27-28	Time Shift
29-30	Ultrablast

d12 8th-Level Powers

1	Convergence
2	Fusion
3	Hypercognition
4	Mass Domination
5	Mind Bar
6	Obsidian Form
7	Psychic Clone
8	Psychic Crush
9	Stasis Field
10	Telekinetic Sphere
11	Teleport, Mass
12	Time Travel

d10 9th-Level Powers

1	Assimilate
2	Beast Mastery
3	Cosmic Awareness
4	Elemental Composition
5	Kinetic Cyclone
6	Megakinesis
7	Metafaculty
8	Planar Transposition
9	Psychic Surgery
10	Wormhole