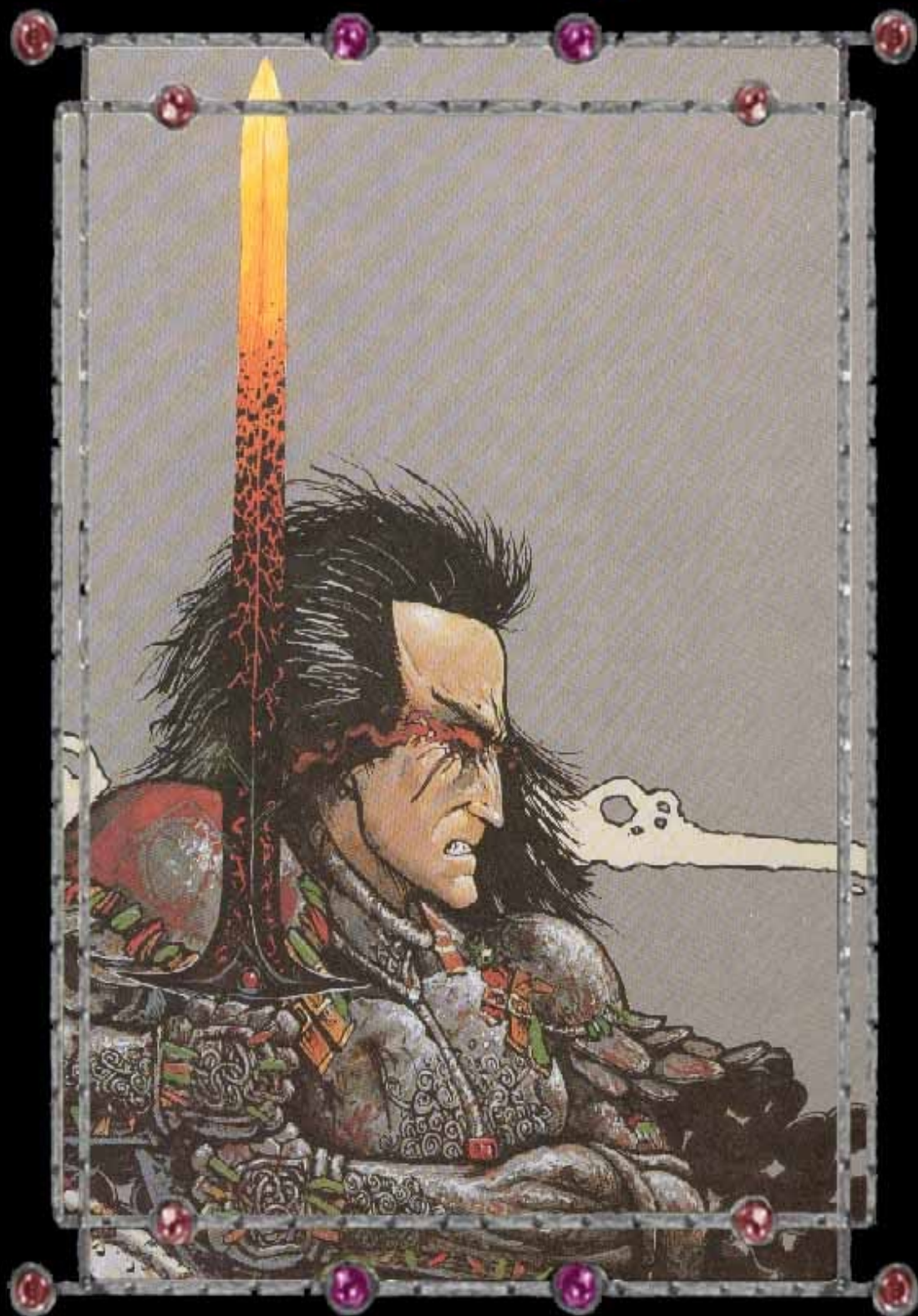


Alternative Psionics System



Requires The Dungeons and Dragons® Player's Handbook For Use.

Alternative Psionic System

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1. Introduction

The thought floated through the otherworld, remembering the highs of the mind, before feen and dragons waged war on the raula. This was the time, when the thought reigned supreme and every emotion was a power in itself.

The thought had been a living being in this time, had fought to keep the peace but his shell had been killed by a mere thought of one of his enemies. But he had persevered, watching from the otherworld. For some time, he had still understood, what living was all about, but had finally lost this understanding, because he did not miss it at all. His only reason to stay close to the world, was his interest in the ongoing struggle of the lesser beings with their thoughts. Sometimes he intervened, sometimes he just watched on. But he was still missing someone, he could teach his knowledge of the Drirelgli, the power of the mind.

Suddenly, a red flash went through the otherworld. A mind, reaching out.

The thought rejoiced and went to look for his new pupil, someone with an open mind and the will to give thoughts form outside of his body an entry into his world.

Mage, sorcerer, enchanter, conjurer. Many names got those, that channel the power of their surrounding. They are flashy, intimidating, encumbered with rituals and poems, they call spells or incantations.

They are obvious to all their surrounding.

And worse, the power they wield, is not their own.

But there are those, that follow a different path, whose powers comes from within. Although their power comes from within, they are more open to their surrounding than those with the power from without. They are the masters of their mind, of their body and of their aura. They are those, that wander the otherworld and the dream.

They are the psionic masters.

What is this Guide about?

When the precursor of this guide was put to the internet for the first time, it was one of the first psionic systems around on the internet (if not even the first). Created at a time, when the third edition was not even thought of, it went through a number of changes during the following years, tormenting the players who had to endure the changes. The advent of the third edition brought one of the greatest changes, but the changes were allways on the surface, never re-thinking the mechanics and clarifying some of the more obscure ones.

This is finally a rework from the ground up and I hope, that it is easier to understand and better to read than any of its precursors.

Sources, that influenced the Alternative Psionic System, include first and foremost Marion Zimmer Bradley's Darkover-Series, followed by Kathrin

Kustz's Deryni Series. Other influences come from the diverse psionic rules, like GURPS Psionics, RIFTS and Palladium, Shadowrun, the AD&D Player's Handbook Appendix, the AD&D 2nd Edition Complete Psionics Handbook, the D&D 3rd Edition Psionic Handbook and Malavoc Press' Mindscapes. In addition, the players, or lets call them victims, who had to carry the cross of playing this system, where a great help in closing the wholes in the rules. The 4th edition of the APS, is, like the earlier versions, build around exhaustion, insanity, backlashes and endless possibilities for each psionic creature.

Add-ons and revisions of this guide can be found at <http://www.orfinlir.de>.

Feel free to comment on the APS at the board or send me an email to singewald@yahoo.com.

Some Explanations

Psionic powers are, as far as this guide is concerned, the ability of an individual, to harness his inner energies to receive external effects. This sets psionic powers apart from magic, which is defined as being an external energy, that can be harnessed through the use of special rituals and a special talent, to channel the energy into the desired effects.

The center of the psionic power is the will of the individual. Most often, the will is associated with the mind. The will is responsible for collecting and forming the energy, but the energy itself has to be gained from the the body, but is comes not entirely from the body, because a sensitive being might sense or see this energy surrounding beings endowed with strong psionic powers. Psionic masters, well versed in the psionic knowledge, call this energy field the aura. Every being got a psionic aura, but with most, this aura is to weak to be extended beyond the body, but still, all creatures got one. The only exception to this are creatures that are sustained solely by negative energy, like undead.

Normally, the aura protects the mind, the body and maybe the soul. If the aura is subdued, this can lead to unconsciousness or worse.

If the auras of two creatures meet, three results are possible, depending on the creatures involved. The first possibility is, that both creatures are not psionically sensitive. In this case, the best, that will happen, is that both will get feelings of sympathy or antipathy towards the other creature. If one of the creatures actually is psionically awakened, he automatically feels empathically the strongest emotions of the other being, whenever the auras connect. In addition, the possibilities of the psionic creature to influence the other creature mentally and through it's aura increases.

The third possibility, when both creatures possess psionic abilities, allows empathic transmissions both ways and the increased possibility to influence the other being with psionic energies.

This concept of the psionic aura is very important for these rules.

There are other creatures and character classes, that channel the energy of the body to enhance their own body or create seemingly magical effects. Greymantle and monk – ki being just another form of this energy – are just two of these.

But the world of the psionic endowed creatures does not end with the mind or the aura of the creature. There is a realm, that is the collective domain of all auras of the world. This is the otherworld, a world coexisting with the physical world, overlaying it and mirroring it, consisting of the shadows of the auras of the material world and greymatter, that can be formed and even transferred from the one realm to the other. Some psionic creatures are able to enter this realm with their consciousness, taking their aura-body with them and moving around in this world. But even to those otherworld travelers there are realms, that are hard for them to reach. For the psionic creature, it is easy to guide its conscious mind through the world, but the unconscious mind is a different matter. And that is the reason, why the dreamworld is harder to reach for the will, than the otherworld. On the other side, even non-psionic

creatures gain access to the dreamworld while sleeping, therefore it can not be too hard.

The dreamworld coexists to the otherworld, with which it shares many traits. But it is the realm of the subconsciousness, which leads to some interesting differences. For one, it got more color and seems to be full of life.

Some explanations concerning the terminology of the psionic powers, a character may use may be required. A psionic talent is the possibility of a character to use any psionic powers. A psionic ability is the ability of a character to use a specific, number of powers with a common theme, like mind-psionics, otherworld-psionics and body-psionics. This can best be compared to the schools of arcane magic, although a psionic creature automatically knows each power described for a psionic ability. Psionic powers are the “spells” of the psionic creatures, although they have nothing to do with spells, depending in their use on the range paid by a psionic creature and other, prerequisite psionic powers.

A psionic work is a power in use with all modifiers through range and other powers applied.

2. Psionic Characters

Dorisande stood before the master-circle. They had called her and she could not have refused to come. She would have died, her mind bursting from the uncontrolled energy within her. She would have liked to stay at home, with her parents and her little sister, but with the first blood of her womanhood came the power, that caused havoc to her dreams, to her home and to all close to her. She had hurt her sister with one thought, when she did not listen to her. And when her father had shouted at her, her thoughts had hurt him, too.

Maybe, she would have killed him, not able to control herself. But suddenly, her thoughts had cleared and something else than her anger had filled her. A call. A call to come to the tower.

They had found her and they could teach her to control her thoughts.

Dorisande hoped, that she would be able to learn, for she did not want to hurt anybody again. She could not imagine, that they could teach her something like that. They were so very silent and calm.

And then it dawned to her, that the silence had nothing to do with their voice. It was just the first time for her since the power had overcome her, that she did not feel the unspoken words and feelings of the people around her.

It was silent around her and she cherished this moment and hoped, that this silence would stay with her.

Many characters use the energies of their bodies. Some channel the energy directly through the body, other through the mind, and some do not even channel the energy consciously.

What follows are the psionic master, a core class, that depends solely on their mastery of the psionic energies, some explanations concerning ki-powers, a little variation of the monk, some discussions on the psionic abilities of the different races and specialization in the different aspects of the psionic powers.

Psionic Master (psm)

"Well, it seems I owe you a penny for your thoughts"

Palink, slightly mad psionic master

The true masters of their mind, psionic masters are able to draw on the raw power their talent and their training grants them the greatest possible control over these powers. Some believe them to be more dangerous than any wizard could be, because their minds work so silently and there are no apparent traces for their workings. But this is not entirely true. While their power does not require the use of spells, which allows them to work wonders even when chained and gagged, but on the other side,

they do not possess the ability to throw fireballs and other magics, that kill many people in an instant. They are more subtle than any arcane master, with the possible exception of the enchanter.

Adventures: Although some psionic masters prefer the company of their kin, staying in empathic link with their friends, other see the need of learning the ropes in the world. Spreading the awareness of the psionic power, searching for other talents, subduing uncontrolled talents, are common reasons for trained psionic masters to leave their homes. Other psionic masters may go on adventures for standard reasons, like riches and the thrill of it.

Alignment: Due to their rigorous training all psionics must be of a lawful alignment.

Religion: Few gods feel responsible for these people, that draw their power from within. If psionic masters worship any gods, they tend to follow the gods of wisdom, self-discipline, empathy and knowledge, all characteristics, they view as important in themselves.

That said, psionic masters have got their own agendas and may worship any god, that seems to make sense.

Background: Most often, those characters, that begin play as psionic masters, the character class is not a choice, but chooses itself. For some, psionic abilities are a talent, that manifests in a character and the character has to learn to control it. Others train their mind and body to use these powers. Either way, these characters are something special, separated by their abilities or their single mindedness from the people they live with.

Races: Any creature with a mind and an aura, i.e. any sentient being that does not depend on negative energy to exist, may have psionic abilities. But not all such creatures possess the discipline to follow the rigorous and hard path of those, who train their mind. Humans and dwarves are most likely to possess both of these traits, although the dwarves are often to untrusting towards everything that seems just remotely magical. Halflings and elves could be equally second choice for a psionic master, but elves are to

Non-Psionic Races:

In the Orfinlir-campaign no character possessing magic abilities (being member of a class, that uses arcane spells) can ever have any psionic abilities (and vice versa). In addition, no race, that stems from the feen-race (chuor, elves etc.) can ever have any psionic abilities. This is partly because of the strong magic affinity these races possess. In addition, Such restrictions are purely arbitrary, but help giving psionics a distinct flair and set it apart from magic. Which characters are able to possess psionical abilities, solely depends on the campaign and the wishes of the GM. For a longer discussion on psionics in the campaign, take a look at chapter 5

involved with magic and halflings prefer the physical world to the spiritual. Most half-orcs are far to undisciplined.

Other Classes: Most other classes tend to look at a psionic master as they would look at a wizard or sorcerer, because they can not tell the difference. Wizards and sorcerers, who know, what psionics are, either look with mild interest at these “mages”, who do not cast spells, or they see them as strange pretenders to their throne of power.

Startingmoney: 3d4 * 10 gp

Game Rule Information

Abilities: Wisdom and charisma are the most important ability scores for the psionic master, wisdom because of the forming force skill, charisma granting the gaining pool bonus. Constitution comes third for the ability to create larger psionic works in shorter time.

Hit Die: d6

Class Skills: Animal Empathy, Autohypnosis, Bluff, Concentration, Craft, Decipher Script, Diplomacy, Energy Form Direction, Forming Force, Heal, Intuit Direction, Knowledge [psionics], Knowledge [sonar], Move Silently, Profession, Read Lips, Sense Motif, Use Sexual Energy

Skill points at 1st Level: (4 + Int modifier) x 4

Skill points at each additional level: 4 + Int modifier.

Lv	BAB	F	R	W	Abilities
1	+0	+0	+0	+2	Bonus Feats: Latent Psionic Talent, Great Psionic Talent, Psionic Talent, Improved Psionic Talent, Increase Psionic Range (2*), Forming Bonus +3, Forming Force Level Bonus, Bonus Feat, Automatic Energy Allocation (1pp)
2	+1	+0	+0	+3	Bonus Feat, Gaining Pool Bonus +1
3	+1	+1	+1	+3	Forming Bonus +5
4	+2	+1	+1	+4	Bonus Feat
5	+2	+1	+1	+4	Gaining Pool Bonus +3
6	+3	+2	+2	+5	Bonus Feat
7	+3	+2	+2	+5	Automatic Energy Allocation (2pp)
8	+4	+2	+2	+6	Bonus Feat
9	+4	+3	+3	+6	Gaining Pool Bonus +4
10	+5	+3	+3	+7	Bonus Feat
11	+5	+3	+3	+7	Psionic Constitution +5
12	+6/+1	+4	+4	+8	Bonus Feat
13	+6/+1	+4	+4	+8	Automatic Energy Allocation (3pp)
14	+7/+2	+4	+4	+9	Bonus Feat
15	+7/+2	+5	+5	+9	Gaining Pool Bonus +5
16	+8/+3	+5	+5	+10	Bonus Feat
17	+8/+3	+5	+5	+10	Psionic Constitution +10
18	+9/+4	+6	+6	+11	Bonus Feat
19	+9/+4	+6	+6	+11	Automatic Energy Allocation (4pp)
20	+10/+5	+6	+6	+12	Bonus Feat, Psionic Constitution +15

Class Features

Weapon and Armor: Psionic masters are proficient with simple weapons but not with any type of armor. This is more due to their rigorous, one-sided training than due to a psionic-failure through armor. Armor does not cause any chance of psionic failure, except when specific materials were used in the creation of the armor (e.g. lead).

Bonus Feats: Psionic masters gain bonus feats in the same way that fighters do, except, that these feats must be used for feats from the list in chapter 3 or the Skill Focus [Forming Force] feat (see chapter 3).

Additional Feats on first level: The psionic master automatically receives the feats Latent Psionics, Psionic Talent, Improved Psionic Talent, Great Psionic Talent, two times the Increased Psionic Range Feat (uses column 4 of the range chart).

If a character does not enter the psionic master class on first character-level, he does not receive the feats Latent Psionics and Psionic Talent (see below).

Forming Bonus: Psionic masters receive a psionic bonus of +3 on their forming force on first level. On third level, this bonus increases to +5 (i.e. it does not stack).

Forming Force Level Bonus: The psionic master receives a bonus of +1 per level on his forming force check..

Automatic Energy Allocation: A member of the psionic master class is able to allocate one psionic point (pp) without expanding hit points, using points from his gaining pool or taking a fatigue-level. Every six levels after the first, this limit is raised by one, i.e. From 7th level on, the psionic master may allocate 2 pp without using up any resources, from 13th level 3 pp may be allocated and so on.

Gaining-Pool-Bonus: The psionic master receives the given bonus as a mind-bonus on 2nd, 5th, 9th, 11th and 15th level to his gaining pool. This bonus does not stack but overlaps.

Psionic Constitution: From 11th level on the constitution-score of the psionic master is considered to be higher by five points when the number of points to be formed in one attempt or the time required to form are considered.

The constitution sets an upper limit to the pp formed in one attempt without causing a fatigue-level and on the time required to form the psionic points as a standard action. This upper limit is increased for a psionic master of 11th level.

From 17th level on this limit is raised to the constitution-score +10, from 20th level on to the constitution-score +15.

Ex-Psionic: A psionic master who ceases to be lawful can not advance in the psionic master class any longer, until he becomes lawful again. He can still advance his psionic abilities in other classes.

Multi-classing into the psionic master class: If a character multiclasses into the psionic master class, he does not automatically receive the bonus feats

latent psionic talent and psionic talent. He does receive the other bonus feats on first level, although he does not possess the right prerequisites. This leaves any character, who multi-classes into the psionic master class, without the ability to work psionics, but an ability boost, as soon as he receives these feats.

Multi-Classing into the Psionic Master

The psionic master is the only core-class in this netbook, that uses the psionic rules (the psionic monk, that follows, uses the slightly different ki-power-rules). No specialized psionic warriors, psionic rogues or psionic assassins core classes. The reason behind this 'omission' lies in the flexibility of this psionic system. Based on skills and feats, any class could, theoretically, use psionic powers, although the prize, measured in feats, would be quite high. Therefore, most characters, that intend to use any psionic powers, will probably be members of the psionic master class first, to receive the required skills, changing into another class afterwards. This is fine by any standards, but the psionic abilities of the character will not equal those of a pure psionic master. The reason behind this is, that the forming force skill alone will never equal the capability of the psionic master.

Wild Talents

Some characters manifest only one or two psionic powers. These powers as well as the characters themselves are called wild talents. They got no formal training sometimes even no knowledge of their powers, and when they manifest for the first time, they will not know, where it came from.

To create a wild talent, the character must have the Latent Psionic Ability feat, followed by the Wild Talent [basic] feat. As soon as someone got those two feats, he receives one wild talent. With every additional time, that a character takes the wild talent [additional] feat, he receives one additional wild talent.

Some of the mechanisms, that apply to normal, full-bread psionic creatures, do not apply to wild talents.

Latent Talents

After taking the latent psionic talent feat, a character is considered a psionic being, i.e. he possess a psionic-aura and is effected by everything, that effects a psionic creature only.

Normally, this is a disadvantage, except when the character is surrounded by benevolent psionic

creatures, because some psionic powers work more easily on psionic creatures.

Ki-Powers

Some beings learn to channel their inner energies through their body. Their discipline and ability to concentrate is equal to the one of the psionic master, but their ways and results are different, because their power is a kind of short-circuit, not based on understanding the energy itself, but the body, the energy flows through.

The monk-class is one of these classes, the greymantle of orfinlir another one. They combine the training of the body with the training of the mind. (see the psionic monk, that follows).

The rules-mechanism for ki-powers are slightly different than the one for standard psionic power usage or wild talents (see chapter 3).

Psionic Monk (pmo)

A slight misnomer, the psionic monk is a more adaptable, alternative version of the monk, using the ki-system described later in these rules.

Adventures:

Psionic monks are constantly searching for new ways to improve their mind and especially their body. Adventures are a way to either find these ways or to test their insights against reality.

Alignment: The live of the psionic monk depends on discipline and rules. therefore he must be lawful in alignment.

Religion: Although enlightenment comes from constant training and meditation, religion seems to come lightly to psionic monks monasteries, because it is so very similar in its attempt to give order to the world as the monks outlook.

Background: Psionic monks are tested on entry in the monastery for their talent to use of ki-powers, not for their nobility or their education.

Races: Psionic monks must be disciplined and must be able to gain the latent psionic talent feat. Humans and dwarves seem to be predestinated for these traits. Elfes, halflings and gnomes find it more difficult to see the necessity of this strict discipline,

although the odd member of these classes can be found amongst the psionic monks. Half-orks and other tribal organized races are very seldom

The psionic monk can be considered to be converted to a kind of weapon master with a special bend for developing his mind. The monk-background would have to be changed accordingly, but can be applied to the class-mechanics easily, especially with the weapon of choice class-feature.

Some races may receive the latent psionic power feat as a bonus feat, giving them easier access to wild talents and ki-powers.

On the other side, this feat could be the yoke of a slave race to some powerful psionic race, easily enthralled, maybe even combined with the inability to take additional psionic feats, especially the psionic talent feat. Finally the rebellion starts, when the first children with the ability to take these feats are born.

members of this class, although some tribes may be organized along the line of an order and bring forth psionic monks as a special kind of tribal warrior.

Lv	BAB	F	R	W	Abilities
1	+0		+2	+2	Unarmed Strike, Latent Psionic Talent, Ki-Use-Feat, Increased Psionic Range
2	+1		+3	+3	Bonus Feat, Extra Ki-Ability
3	+2		+3	+3	Fast Ki-Use
4	+3		+4	+4	Increased Psionic Range
5	+3		+4	+4	Extra Ki-Ability
6	+4		+5	+5	Bonus Feat, Improved-Ki-Time
7	+5		+5	+5	Extra-Instant Energy
8	+6		+6	+6	Extra Ki-Ability,
9	+6		+6	+6	Increased Psionic Range, Weapon Specialisation
10	+7		+7	+7	Bonus Feat
11	+8		+7	+7	Extra Ki-Ability
12	+9		+8	+8	Extra-Instant Energy
13	+9		+8	+8	Bonus Feat
14	+10		+9	+9	Extra Ki-Ability
15	+11		+9	+9	Extra-Instant Energy
16	+12		+10	+10	Improved-Ki-Time
17	+12		+10	+10	Extra Ki-Ability
18	+13		+11	+11	Bonus Feat
19	+14		+11	+11	Extra-Instant Energy
20	+15		+12	+12	Extra Ki-Ability

Lv.	Flurry of Blows	Damage	AC-Bonus	Unarmored Speed
1	-2 -2	1d6	+0	+0 ft.
2	-1/-1	1d6	+0	+0 ft.
3	0/0	1d6	+0	+10 ft.
4	+1/+1	1d8	+0	+10 ft.
5	+2/+2	1d8	+1	+10 ft.
6	+3/+3	1d8	+1	+20 ft.
7	+4/+4	1d8	+1	+20 ft.
8	+5/+5/+0	1d10	+1	+20 ft.
9	+6/+6/+1	1d10	+1	+30 ft.
10	+7/+7/+2	1d10	+2	+30 ft.
11	+8/+8/+8/+3	1d10	+2	+30 ft.
12	+9/+9/+9/+4	2d6	+2	+40 ft.
13	+9/+9/+9/+4	2d6	+2	+40 ft.
14	+10/+10/+10/+5	2d6	+2	+40 ft.
15	+11/+11/+11/+6/+1	2d6	+3	+50 ft.
16	+12/+12/+12/+7/+2	2d8	+3	+50 ft.
17	+12/+12/+12/+7/+2	2d8	+3	+50 ft.
18	+13/+13/+13/+8/+3	2d8	+3	+60 ft.
19	+14/+14/+14/+9/+4	2d8	+3	+60 ft.
20	+15/+15/+15/+10/+5	2d10	+4	+60 ft.

Unarmed damage for small and large Psionic Monks

Level	Damage (Small Monk)	Damage (Large Monk)
1 st -3 rd	1d4	1d8
4 th -7 th	1d6	2d6
8 th -11 th	1d8	2d8
12 th -15 th	1d10	3d6
16 th -19 th	2d6	3d8
20 th	2d8	4d8

Other Classes: Most psionic monks are wise enough to see the value of the powers members of other classes may bring with them. And they are versatile enough to fill most gaps, that are left in any group of adventurers. They are not the best front line fighters, although they can stand their ground more often than not. They have useful skills, too, that make them valuable in other situations.

Hit Die: d8

Starting money: 3d4 * 10 gp

Game Rule Information

Abilities: Wisdom and Dexterity are the most important ability scores for the psionic monk, wisdom because of the ki-usage skill, dexterity because of the combat value. Strength might be of great value in combat situations, that can not be overcome by skill alone.

Class Skills: The psionic monk's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Ki-Usage (wisdom), Knowledge (one depending on monastery) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), and Tumble (Dex) + two additional skills depending on the monastery.

Skill points at 1st Level: (6 + Int modifier) x 4

Skill points at each additional level: 6 + Int modifier.

Class Features

Weapon and Armor: Psionic monks are proficient with basic peasant weapons, all make-shift weapons (like benches mugs, broken bottles, etc.) all simple weapons and two martial or exotic weapons of the character's or GM's choice.

Psionic monks using small basic peasant weapons, small make-shift weapons or one of his tow weapons of choice can strike with his or her unarmed base attack, including her more favorable number of attacks per round (see below). His or her damage, however, is standard for the weapon not his or her unarmed damage. The weapon must be light, so a small monk must use tiny versions of these weapons in order to use the more favorable base attack. The only exception to this rule are the weapons of choice of the psionic monk.

A first level psionic monk decides which weapon will be his primary weapon, his weapon of choice, either unarmed attacks or any of the weapons allowed to him. With this weapon, he will receive an improved damage from fourth level onwards. If the character decides not to chose unarmed damage, he will make nonetheless 1d6 points of lethal damage with his unarmed strikes. Use the damage-entry in the table above for the weapon of choice, except when the weapon of choice does more damage than given in the table. A psionic monk makes no additional damage through the use of weapon enhancements with its weapon of choice, because he already uses the weapon in the most favorable way. That means, that magical, psionical or masterwork modifications do not apply to the damage done with the weapon (but do still apply to attack and overcoming damage reduction).

A psionic monk adds her Wisdom bonus (if any) to AC, in addition to her normal Dexterity modifier, and her AC improves as she gains levels. (Only add this extra AC bonus if the total of the psionic monk's Wisdom modifier and the number in the "AC Bonus" column is a positive number.) The Wisdom

bonus and the AC bonus represent a preternatural awareness of danger, and a psionic monk does not lose either even in situations when he or she loses her Dexterity modifier due to being unprepared, ambushed, stunned, and so on. (psionic monks do lose these AC bonuses when immobilized.)

When wearing armor, a psionic monk loses her AC bonus for Wisdom, AC bonus for class and level, favorable multiple unarmed attacks per round, and heightened movement. Furthermore, her special abilities all face the arcane spell failure chance that the armor type normally imposes.

Unarmed Strike: A psionic monk fighting unarmed gains the benefits of the Improved Unarmed Strike feat and thus does not provoke attacks of opportunity from armed opponents that she attacks.

Making an off-hand attack makes no sense for a psionic monk striking unarmed.

A psionic monk fighting with a one-handed weapon can make an unarmed strike as an off-hand attack, but she suffers the standard penalties for two-weapon fighting. Likewise, a psionic monk with a weapon (other than a special psionic monk weapon) in her off hand gets an extra attack with that weapon but suffers the usual penalties for two-weapon fighting and can't strike with a flurry of blows.

Flurry of Blows: When unarmored, a psionic monk may strike with a flurry of blows at the expense of accuracy. When doing so, she may make one extra attack in a round at her highest base attack bonus, but this attack takes a -2 penalty, as does each other attack made that round. The resulting modified base attack bonuses are shown in the Flurry of Blows Attack Bonus column. This penalty applies for 1 round, so it also affects attacks of opportunity the psionic monk might make before her next action. When a monk reaches 5th level, the penalty lessens to -1, and at 9th level it disappears. A psionic monk must use a full attack action to strike with a flurry of blows.

When using flurry of blows, a psionic monk may attack only with his weapon of choice or unarmed attacks. She may attack with unarmed strikes and weapon of choice interchangeably as desired. When using weapons as part of a flurry of blows, a psionic monk applies her Strength bonus (not Str bonus $\times \frac{1}{2}$ or $\times \frac{1}{2}$) to her damage rolls for all successful attacks, whether she wields a weapon in one or both hands.

In the case of the quarterstaff, each end counts as a separate weapon for the purpose of using the flurry of blows ability. Even though the quarterstaff requires two hands to use, a monk may still intersperse unarmed strikes with quarterstaff strikes,

assuming that she has enough attacks in her flurry of blows routine to do so.

When a psionic monk reaches 11th level, her flurry of blows ability improves. In addition to the standard single extra attack she gets from flurry of blows, she gets a second extra attack at her full base attack bonus.

Bonus Feats: Psionic monks receive a bonus feat on 2nd, 6th, 10th, 13th and 18th level. He may use these bonus feats to choose one feat of any feats, with the exception of item creation and metamagic feats as well as feats that grant magic, divine or quasi-magic or arcane abilities (like rune-magic feats).

Extra Ki-Ability: On second and every third level thereafter, the psionic monk receives the feat extra ki-ability as a bonus feat.

Fast Ki-Use: On third level, the character receives the fast ki-use feat as a bonus feat. If he already got this feat, he receives the Extra Ki-Ability feat instead.

Increased Psionic Range: On first, fourth and ninth level, the psionic monk receives the increased psionic range feat as a bonus feat.

Extra Instant Energy: The psionic monk improves his gaining pool. He gets the instant psionic energy feat for free. On 7th, 12th, 15th, 19th he gets this feat additional times.

Improved Ki-Time: This ability increases the time, the ki-effect lingers after the character stops concentrating. From 6th level on, the bonus time due to high skill-rolls is taken by $1\frac{1}{2}$, from 16th level on the time is doubled. The psionic monk is able to end a ki-effect nonetheless as a free action, or as an immediate action.

Fast Movement: At 3rd level and higher, a psionic monk moves faster than normal. A psionic monk in armor (even light armor) or carrying a medium or heavy load loses this extra speed. A dwarf or a Small monk moves more slowly than a Medium-size monk. This speed depends on the lingering ki-energy in the psionic monk's body. Therefore, whenever the character comes into contact with anti-psionics or other effects, that deplete ki-or psionic abilities, he loses this ability.

Weapon Specialisation: From 9th level on, the psionic monk may take the weapon specialisation feat for his weapon of choice or for unarmed combat.

In the same way, the psionic monk may take all the feats restricted to fighters that got weapon specialisation as a prerequisite, if he meets all other prerequisites of these feats, as if he were a fighter of his level reduced by five.

3. Lots to Learn: Skills and Feat

"How did you know of this hidden room? I would not have found it. And the way you just went to the door and ... Well, how?"

"Do you remember, when I asked you not to disturb me?"

"How could I forget. You scared the hell out of me, when you sat there and we couldn't find your heart-beat."

"That was exactly the moment, when I found out about this room."

"But that was two weeks ago. We were not even close to this manor."

"And?"

Old Skills with New Uses

Animal Empathy:

Empathy comes easy to psionic creatures and animal empathy is just an extension of this general empathy. Any character with the latent psionic talent feat should receive a synergy bonus of +2 to the animal empathy skill.

Any character with the mind-psionics ability receives the animal empathy skill as class skill.

Autohypnosis:

Autohypnosis is used to make oneself believe or disbelieve certain conditions.

Any character with the autohypnosis skill can try to disbelieve any psionically induced condition, that does not have a real effect on the body. For example: a character can try to get rid of the dazzled condition, but not of the exhaustion condition, because exhaustion robs the body of vitality.

The DC for the autohypnosis-check equals the save-DC+one quarter of the level of the psionic creature that caused this condition.

To overcome the condition, the character must be aware, that it is psionically induced and he must concentrate on this use of the skill for 2 full rounds. During this time, he is subject to attacks of opportunity.

Concentration:

Apart from the usage described in the SRD, concentration got a special application when used with the APS.

Whenever a character with the concentration skill is the subject of a mind-psionics [assault] power, he may substitute his skill-rank for the will-save, but he got to have had at least a full round to prepare. Keeping up this concentration requires a move-equivalent action.

Sense Motive:

Just like animal empathy, sense motive can be greatly enhanced by just using empathy. But simply the sensitivity of characters with the mind-psionics

ability already causes a +2 synergy bonus to the sense motive skill.

New Skills

The Alternative Psionic System is a skill and feat based system. The most important skill for any psionics using creature is the forming force skill.

Convert Sexual Energy

(Wis, Trained only)

Due to the nature of the flow of psionic energy, carnal acts can lead to pollution of the channels in the body of a psionic creature and hinder in this way the normal use of the psionic abilities.

This skill enables a psionic creature to use the sexual energies, that blocks his psionic channels for his own benefit instead.

Whenever the channels of a psionic creature are polluted through sexual acts, the gaining pool is blocked entirely. After succeeding at a convert sexual energy-check vs. DC 10 + days of pollution left, the character receives two points into his gaining pool for one round only. A rolled one always fails.

The number of days, that the pollution would stay, is reduced by one after the check, but only, if the check succeeds.

Using this skill is a move action that opens the character to attacks of opportunity.

See chapter 5 for a discussion on channels.

Energy Form Directing

(Wis, Psionic Master only)

After discovering the talent for pure energy psionics (taking the feat), a character becomes able to create energy forms, that he may direct as he sees fit. Normally, this is a wisdom check vs. DC 4 + 1 per pp spend on speed (+ modifications for special difficulties) just to fly the energy form while being positioned on it. Directing an energy form without contact to it, is more difficult and requires a check vs. DC 12 + 1 per pp used for speed (+2 if the energy form is not visible to the psionic any way).

With this skill, the directing-check becomes a skill check, i.e. only psionic masters are really good at flying.

Checks have to be made whenever a sudden or very exact movement is intended, like sudden breaks, fine-controlling moving parts of an energy form or changing direction by more than 45° in any direction. Characters without this skill got to make a check every time they change direction of the flight of an energy form.

To attack with an energy form, the character substitutes his attack roll by a skill check vs. DC 11+ the AC of the defender modified by a speed-modification of the form dependent on the actual speed of the energy-form.

Retry: None. A moving energy form moves on in the direction it was going, before any attempt was made to change the direction.

Forming Force

(Wis, Trained only, class skill for: Psionic Master)

The forming force skill is the most important skill for any psionic using creature. Whenever a psionic creature draws psionic energy from its body it got to succeed at a forming check to get the desired effect from the energy.

Only half of the forming force skill ranks are used for the forming-force check, that is, the psionic creature rolls a d20 and adds half his forming-force ranks to this bonus. Skill points from Skill Focus or other skill-feats are halved in the same way, but the wisdom bonus is added in full.

For Example: Yarun, a Fighter with psionic abilities, got 8 ranks in the forming force skill. In addition, he took the Skill Focus (Forming Force) feats and a background feat, that grants a +2 bonus on forming force, adding up to 12 skill-points. His wisdom is 15, granting him a bonus +2.

Yarun tries to form contact the mind of a friend he touches, requiring 2 pp to form (DC 12). He rolls a d20 and gets 4. Adding half his skill points in forming force (6) and his full wisdom bonus (2) he just manages to form the energy.

See chapter 4 for more information on forming.

Special: Only under special circumstances should a race receive a racial bonus to forming force, because this would mark the race completely as a psionic race. Likewise, normally there should be no skill-feat or background-feat in the likeness of Alertness for forming force, because the implication would be the same as above. The GM should consider the implication of such racial bonuses and especially of such feats very carefully, because they grant the psionic master class immense advantages.

Ki-Use

(Wis, Trained only, class skill for psionic monk, non-class for paladin, psionic master, wizard)

With this skill it is possible for any character to use his own ki-energy. Per skill-point, the character receives one pp worth of psionic power, i.e. the character got 2 skill points in ki-use and chooses the contact mind power as well as the jump power each requiring one pp to initiate. On the other side he could take one power like muscle hardening that takes 2 pp to initiate. Only powers, that can be taken as wild talents can be used for ki-powers and the cost is calculated according to the wild-talent costs.

To initiate a ki-power, the character got to pay the required pp-cost by taking the same amount of subdual damage instead. In addition, he must succeed at a skill check vs. DC 10 + the required pp. He got to pay range costs as any other psionic user,

Skill Focus (Forming Force):

The first idea, min-maxers will have, is to take the skill focus feat for the forming force skill, thus increasing the number of pp the character can form securely. Actually, all characters in the examples do have this skill focus.

Because only half the forming force skill is used for the forming check, the usefulness of the skill focus feat is reduced, though.

as well as any other cost for raising save-DCs and other modifications, that may apply (which are included in the DC) and all the normal rules are used (with the exception, that a ki-user does not use pp but subdual damage and does not use gaining or

forming and will not go insane from the failed attempts). If he fails, he still takes the subdual damage, but the power does not work. If he succeeds, the difference between the modified roll and the DC equals the number of rounds, that the ki-power will stay active after the character stops to concentrate. This rule does not apply to instantaneous powers or powers with a fixed duration.

Ki-powers are not used in conjunction with work-places. Activating a ki-power is a standard action, concentrating on the ki-power is a standard action, that uses up all free actions for the round (i.e. The character is not able to take a free action, swift action or immediate action).

A character can use points from his gaining pool to substitute the subdual damage. One point from the gaining pool will reduce the hit point cost by three points.

If a character possesses the ability to form energy with forming force, he can channel energy into a ki-ability as if it was a psionic ability. In this case, the character can get forming-backlashes but the duration is still treated as if it was a ki-power.

Knowledge [psionic]

(Int, Trained only)

This skill grants the character a good understanding of the working of the psionic energy through body and mind. The character may answer questions about psionics with a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

In addition per point of knowledge (psionic), a character can know one psionic focus (see chapter 4). For five points of knowledge (psionic), the character can know one psionic ritual.

Retry: No. The check represents what the character knows, and thinking about a topic a second time doesn't let the character know something the character never learned in the first place.

Knowledge [ultrasonic]

(Int, Trained only)

This skill allows a creature, that is able to hear ultrasonic sound, to make sense out of these sounds. If these sounds are emitted by the character himself, the character can navigate by this sound like a bat. In this case he got to succeed at a check vs. DC 8. The DC is raised to 16 if other sources of ultrasonic sound are present.

Special: 5 ranks in wilderness lore or in knowledge (nature) give a synergy-bonus of +2 to this skill.

Profession: Circle Center *(Wis, Trained only)*

A circle center is an individual with special abilities and duties in a group of psionic masters. The main-duty of a circle center is being the leader of psionic circles. But the most important ability of circle centers is the ability to connect willing psionic creatures to a matrix. He got to succeed at a skill-check vs. DC 8 + 2 per level of the matrix. Connecting a willing character to an energy-store requires a skill-check vs. DC 8 + 1 per 5 pp the store can save.

Retry: no. If a connecting check does fail, the matrix has rejected the subject of the connection and will never accept the psionic creature.

Feats

Feat-Name	Prerequisites	Description
General-Psionic		
Added Ability	Psionic Latent Psionic Talent, Paionic Talent	Grants access to an additional psionic ability
Latent Psionic Talent	-	Grants latent psionic abilities
Extended Concentration	Psionic Latent Psionic Talent, Paionic Talent	Improves the ability to concentrate
Extra Psionic Ritual	Latent Psionic Talent, Paionic Talent	Character receives an additional psionic ritual
Greater Psionic Focus	Latent Psionic Talent, Psionic Focus	Decreases the ability of a target to resist one type of psionic work
Great Psionic Talent	Latent Psionic Talent, Paionic Talent, Improved Psionic Talent	The Talent of the psionic character improves to its maximum
Increased Range	Psionic Latent Psionic Talent, Paionic Talent	Psionic Works require less range-pp
Increased Workplaces	Psionic Latent Psionic Talent, Paionic Talent	The Character becomes able to concentrate on more work-places at once
Improved Talent	Psionic Latent Psionic Talent, Paionic Talent	The Character improves on his psionic Talent
Instant Energy	Psionic Latent Psionic Talent, Paionic Talent	Formed psionic Energy runs through the characters body
Ki-Use	Latent Psionic Talent	The character is able to use his Ki-Energy
Lower Insanity Chance	Psionic Latent Psionic Talent, Paionic Talent	The possibility to become insane through the use of psionic powers is lowerd
Psionic Focus	Latent Psionic Talent	Decreases the ability of a target to resist one type of psionic work
Psionic Penetration	Latent Psionic Talent,	Improves the chance, to penetrate resistance
Psionic Talent	Latent Psionic Talent	Grants actual psionic abilities
True Faith	Latent Psionic Talent, special	The Faith of the Character is very strong
Wild Talent [basic]	Latent Psionic Talent	Grants one wild talent
Wild Talent [added]	Latent Psionic Talent, Wild Talent [basic]	Grants additional wild talents
Ki-Feats		
Extra Ki-Ability	Latent Psionic Talent, Ki-Use	The character is able to use an additional ki ability
Fast Ki Use	Latent Psionic Talent, Ki-Use	Ki abilities can be used faster
Improve Feat with Ki	Latent Psionic Talent, Ki-Use	Allows to improve feats with ki-energy
Ki-Body	Latent Psionic Talent, Ki-Use	Raises ability scores with ki
Ki-Skill	Latent Psionic Talent, Ki-Use	Improves skills with ki-energy
Ki-strength	Latent Psionic Talent, Ki-Use	Raises strength-score with ki-energy

Psionic Mastery				
Drain Works		Latent Psionic Talent, Paionic Talent	Psionic Works are	unlinked from the characters concentration
Elemental Psionics [additional]		Latent Psionic Talent, Paionic Talent, Elemental Psionics [basic]	Grants access to Elemental Psionic talents	
Elemental Psionics [basic]		Latent Psionic Talent, Paionic Talent	Grants access to the Elemental Psionics [additional] feats	
Enter Privat Dream-realm		Latent Psionic Talent, Added Psionic Ability: Otherworld Psionics	The character becomes able to enter privat dream-realms	
Extended Mastery	Psionic	Latent Psionic Talent, Paionic Talent	Grants one class of a character access to psionic mastery feats	
Force Forming		Latent Psionic Talent, Paionic Talent	Drains your gaining-pool to improve your forming	
Improved Force	Gaining	Latent Psionic Talent, Paionic Talent	Increase your gaining pool	
Otherworld Anchoring		Latent Psionic Talent, Added Psionic Ability: Otherworld Psionics	Makes Connections between psionic works and their creator invisible	
Psionic Strength		Latent Psionic Talent, Psionic Talent Improved Psionic Talent	Use your intelligence-bonus to improve your forming-check	
Psionic Trigger		Latent Psionic Talent, Psionic Talent	A psionic works starts when triggered	
Quicken Power		Latent Psionic Talent, Psionic Talent	Form faster	
Re-use Energy		Latent Psionic Talent, Psionic Talent	Psionic energy from already formed psionic works can be re-used	
Secondary Mastery	Forming	Latent Psionic Talent, Psionic Talent	Grants a bonus +6to secodary forming checks	
Trance		Latent Psionic Talent, Psionic Talent	Set yourself or a willing target into trance	
Use Live Energy		Latent Psionic Talent, Added Psionics, Added Psionics: Mind Psionics, Added Psionics: Body Psionics	Drain energy from others to fuel your psionic works.	

The following feats are divided into three categories. The first category contains the general-psionic feats, that are open to any character class. The second group consists of the ki-feats, that are only usable with the ki-use-feat. The third group consists of the feats only usable by psionic masters., i.e. only with feat slots gained while being member of the psionic master class can these feats be taken.

Added Psionic Ability (General Psionic)

You can choose one of the psionic abilities discribed in chapter 6 or declare one of the abilities allready possessed to be a speciality (only once).

Prerequisite: Latent Psionics Talent, Psionic Talent.

Benefit: You can use all the possibilities discribed for this ability in chapter 6. If you decide to turn an ability, you already possess, into a speciality, you have to meet the prerequisites for this speciality.

Special: There are 51 psionic abilities: Advanced Aura-Psionics, Advanced Energy-Psionics, Aura-Psionics, Basic Energy-Psionics, Body-Psionics,

Aura Psionic	Aura Psionics	Aura Psionic
Sound Psionics	Weather Control-Psionics	Basic Energy Psionics
Aura Psionic		Advanced Energy Psionics
Illusion Psionics		
Aura Psionic	Auro Psionics	Body Psionics
Basic Energy Psionics	Advanced Aura Psionics	Healing-Psionics
Illusion-Psionics		
Body Psionics	Mind Psionics	Mind Psionics
Metamorphosis	Advanced Mind Psionics	Otherworld Psionics
		Dreamworld Psionics
Mind Psionics	Mind Psionics	Mind Psionics
Otherworld Psionics	Otherworld Psionics	Otherworld Psionics
Greymatter Forming	Greymatter Summoning	Time-Travel-Psionics

Dreamworld-Psionics, Greymatter-Forming, Greymatter-Summoning, Healing-Psionics, Illusion-Psionics, Metamorphosis, Otherworld-Psionics, Sound-Psionics, Time-Travel-Psionics, Weather Control-Psionics. Some of these abilities got additional prerequisites, i.e. some of the Psionic Abilities got to be learned before another one can be learned. The Pathes are:

Special: You can take this feat several times. Each time a new ability is learned or one ability is turned into a speciality.

Special: The basic psionic abilities, aura-psionics, body-psionics and mind-psionics can be taken together with the psionic talent, improved psionic talent and greater psionic talent feats, one with each of these feats.

Extended Psionic Concentration (General-Psionic)

Extends the time, a psionic creature is able to maintain concentration on his works without becoming tired, by 60 minutes

Prerequisite: Latent Psionic Talent, Psionic Talent.

Benefit: Increases the concentration-time by 60 minutes.

Normal: The base-concentration-time is 180 minutes.

Special: You can take this feat several times, each time increasing the concentration-time by 60 minutes.

Extra Psionic Ritual (General-Psionic)

You know additional psionic rituals

Prerequisite: Latent Psionic Talent, Psionic Talent, Knowledge [psionics] 7

Benefit: You know 3 additional psionic rituals regardless of your rank in knowledge [psionics]

Normal: You may only know one ritual for every 5 ranks in knowledge [psionics]

Special: You can take this feat several times, each time receiving access to 3 more rituals.

Greater Psionic Focus (General-Psionic)

Your powers within a given psionic ability have greater potency

Prerequisite: Latent Psionic Talent, Psionic Focus

Benefit: You add +4 to the DC for all saving throws against a psionic ability used by you. This does not stack with the bonus from Psionic Focus

Special: You may gain this feat several times, each time for another psionic ability.

Great Psionic Talent (General-Psionic)

Your psionic talent is not so minor at all.

Prerequisite: Latent Psionic Talent, Psionic Talent, Improved Psionic Talent.

Benefit: This Feat extends the improved psionic talent feat. You can either chose one more of the three basic psionic abilities or you can declare another of your psionic abilities to be a speciality

(Chapter 6). In addition, the character receives one more work-place.

Improved Psionic Talent (General-Psionic)

Your psionic talent is not so minor at all.

Prerequisite: Latent Psionic Talent, Psionic Talent.

Benefit: This Feat extends the psionic talent feat. You can either choose one more of the three basic psionic abilities or you can declare another of your psionic abilities to be a speciality (Chapter 6). In addition, the character receives one more work-place.

Increased Psionic Range (General-Psionic)

You expand your psionic range as well as your aura-range

Prerequisite: Latent Psionic Talent, Psionic Talent.

Benefit: You pay two pp less for psionic range (see psionic range chart). In addition, your aura-range is raised accordingly. You can never pay less than zero pp for range-costs in a psionic work.

Special: This bonus stacks (i.e. you can take this feat as often as you like)

Increased Psionic Workplaces (General-Psionic)

You expand your Workplaces by two.

Prerequisite: Latent Psionic Talent, Psionic Talent.

Special: You can take this feat several times, each time adding two workplaces to your number of workplaces.

Instant Psionic Energy (General-Psionic)

A small amount of psionic energy constantly lingers inside your body.

Prerequisite: Latent Psionic Talent, Con 13+.

Benefit: You add two points to your gaining-pool

Note: Users of Ki-Energy can take this feat to substitute the subdual damage they take with pp, where one pp is used instead of three points of subdual damage.

Special: You can take this feat several times each time after the first adding 2 instant psionic energy pp to your pool.

Ki-Use (General-Psionic)

You have learned to use your inner strength in a very direct way.

Prerequisite: Latent Psionic Talent

Benefit: You have learned to harness your inner energies into bursts of ki. This feat allows you to take the ki-use-skill You must concentrate on the ki-power only and can do nothing else during this time.

Latent Psionic Talent (General)

You got latent psionic abilities.

Benefit: You got a latent psionic talent, that allows you to take psionic wild talents, ki-use or the psionic talent feat. You are considered having psionic abilities, whenever a feat, ability, spell, supernatural

ability, extraordinary ability or something else would affect a being with psionic abilities. The character possesses a gaining pool.

Lowered Psionic Insanity Chance (General-Psionic)

Your chance to go insane after failed forming checks is decreased.

Prerequisite: Latent Psionic Talent, Psionic Talent.

Benefit: You receive a bonus of +2 to the insanity-check.

Special: This feat can be taken several times. The bonus stacks.

Psionic Focus (General-Psionic)

Your powers within a given psionic ability have greater potency.

Prerequisite: Latent Psionic Talent, Psionic Talent

Benefit: You add +2 to the DC for all saving throws against a psionic ability used by you. Do not get confused with the foci discussed later on.

Special: You can take this feat several times, each time for a different psionic ability.

Psionic Penetration (General-Psionic)

You overcome psionic resistance more lightly.

Prerequisite: Latent Psionic Talent, Psionic Talent

Benefit: The character receives a +2 bonus to caster level checks (1d20+caster level) to beat a creature's psionic resistance.

Psionic Talent (General-Psionic)

You got a minor psionic talent.

Prerequisite: Latent Psionics

Benefit: This Feat allows the character to use one (and only one) of the three basic psionic abilities (Chapter 6) of his choice. The character has access to one workplace (Chapter 4).

Normal: A character without this Feat can not use Psionics at all. This feat is a prerequisite for all other psionic feats. (Although Wild Talents and ki-Users do not need this feat).

True Faith (General-Psionic)

Your faith is deeper than that of a priest.

Prerequisite: You must follow one specific faith and believe with your whole heart in the doctrines of the faith. If you ever sway from this path, you lose all benefits from this feat for as long as you have not atoned. Latent Psionic Talent feat.

Benefit: You are able to use your faith to form your inner energies, to do small miracles. You receive 1 instant psionic energy pp + your charisma bonus. You may use these pp to accomplish several different deeds as a free action:

- 1 pp: re-roll a save against something, that influences your faith or threatens the object of your faith.

- 2 pp: gain a save-bonus of +1 to one save for a duration of one minute per point of your wisdom bonus +1.
- 3 pp: you are counted as a divine spellcaster in a ritual.
- 5 pp: you may channel your inner energies into an orison. You need to pray for a number of rounds equalling 5 minus your charisma-bonus.
- 6 pp: raise one ability score by one point for a number of rounds equalling four plus the charisma-bonus.
- 8 pp: you may power a divine feat, that you must have learned.
- 12 pp: you may turn undead as if you were a 1st level cleric. For every 4 pp more, you raise your effective level by one.
- 20 pp: you may cast a first level spell (for the mechanics look at 5 pp: casting orisons)

The divine powers resulting from this feat are not connected to the deeper understanding (i.e. wisdom) but come from the devotion, that is charisma. The spells therefore are not connected to wisdom but to charisma.

Special: You can take the instant psionic energy feat and wild-talents to improve your power. But you always got to remember, that this power is connected to your faith and will be lost with it.

Wild Talent [additional] (General Psionic)

You are able to use one psionic ability, like empathy or detect thoughts.

Prerequisite: Latent Psionic Talents, Wild Talent [basic]

Benefit: Chose one entry from all psionic abilities that displays a number of pp under the entry "Wild Talent". You are able to use this ability by spending points from your gaining pool or by taking subdual damage. One point from your gaining pool substitutes three points of subdual damage.

You receive one additional work-place and one additional point into your gaining pool.

Special: You may take this feat several times, each time gaining access to a new wild talent and one more pp of instant psionic energy.

Special: If you possess psionic abilities and are able to form energy, you can treat your wild talent as any other psionic ability and channel energy into it as if you were using any of your other abilities, but with the reduced pp-cost of the wild talent (even if you got this ability through the wild talent and psionic ability).

Wild Talent [basic] (General Psionic)

You are able to use one psionic ability, like empathy or detect thought.

Prerequisite: Latent Psionic Talents.

Benefit: Chose one entry from all psionic abilities that displays a number of pp under the entry "Wild Talent". You are able to use this ability by spending points from your gaining pool or by taking subdual

damage. One point from your gaining pool substitutes three points of subdual damage.

You receive a bonus of +3 to range when using wild talents. Your basic aura-range is self, only extending, when you are using your talent. You may raise your psionic range by taking the increased psionic range feat. You automatically receive one work-place. Normal rules for concentration apply.

Special: If you possess psionic abilities and are able to form energy, you can treat your wild talent as any other psionic ability and channel energy into it as if you were using any of your other abilities, but with the reduced pp-cost of the wild talent (even if you got this ability through the wild talent and psionic ability).

Ki-Feats

Extra Ki-Ability (Ki)

Your ki becomes more versatile.

Prerequisite: Latent Psionic Talent, Ki-Use

Benefit: You receive one pp worth of ki-power in addition to the ki-powers you possess thanks to the ki-use-skill.

Special: You can take this feat several times. Each time you receive a number of pp worth of power equalling the previous extra-ki-ability +1.

Fast Ki Use (Ki, Fighter)

You can channel your ki faster than others.

Prerequisite: Latent Psionic Talents, Ki-Use

Benefit: You can use any ki-power as a free action by taking 6 additional points of subdual damage.

Normal: Activating a ki-power takes a standard action.

Improve Feat with Ki (Ki, Fighter)

Concentrating on one special talent allows you to channel your ki-energy into a feat.

Prerequisite: Latent Psionic Talents, Ki-Use

Benefit: You double a fixed bonus given by a feat for a number of rounds equalling your constitution-bonus +1 by taking one point of subdual damage per point of bonus (original + additional) times two.

Example: A character with the Weapon-Focus feat uses improve feat with ki to improve the +1 bonus to a +2 bonus. He takes four points of subdual damage. Activating this ability is a move-action.

Ki-Body (Ki, Fighter)

You are able to burst your bodily function for a short period of time.

Prerequisite: Latent Psionic Talents, Ki-Use

Benefit: You can improve your strength, dexterity or constitution by one point per 2 points of subdual damage you take for a number of rounds equalling your constitution bonus +1. You can not improve any ability score by more than half your level +1.

Per use of this feat you can only improve one ability score.

Activating this ability is a standard-action.

Ki-Skill (Ki, Fighter)

By channeling your ki into one task before you, you can improve the according skill.

Prerequisite: Latent Psionic Talents, Ki-Use

Benefit: You improve one skill by +2 per point of subdual damage taken for a number of rounds equalling your constitution-bonus + 1.

You can not improve any skill by more than twice your level.

Activating this ability is a standard-action.

Ki-Strength (Ki, Fighter)

For a very brief time, you increase your strength.

Prerequisite: Latent Psionic Talents, Ki-Use

Benefit: You can channel your ki into your muscles and improve your strength by 2 per point of subdual damage taken, but only for one round.

Activating this ability is a standard-action.

Psionic Mastery Feats

Drain Works (Psionic Mastery)

You are able to sustain psionic works without actively concentrating on them or needing to anchor them.

Prerequisite: Latent Psionics, Psionic Talent

Benefit: You do not need to actively concentrate on one work, that you have designated as a drain-work. Drain-works still use a work-place and have to be maintained through the aura of the psionic creature, that created them, i.e. they cause fatigue-levels, when the concentration-time is up. But, whenever the pps of the work are reduced due to damage to the work that does not destroy the work (regardless of the source of the damage), you are entitled to gaining and forming as a free action to refill the pool of the work. Instead of constantly refilling the work, you can create a draining-pool. This pool uses an additional work-space-slot and you need to gain and form the PPs for the draining-pool normally and they have to be maintained in the usual way, though they benefit from the second aspect of the drain-work-feat. As long as PP remain in the pool, the work is automatically refilled as soon as damage is taken.

The work and a pool belonging to the work are not subject to forming checks due to a lack of concentration (taking damage etc.). Instead the character has to pay one PP for the first point of damage taken and one for every 5 additional points of damage. Only Basic Energy Psionics, Illusions-psionics, Sound-psionics and Advanced-Energy-psionics may be used as drain-works.

Special: You can take this feat additional times, each time you take this feat, you are able to fill an additional work-place with a drain-work. Each drain-pool uses its own drain-pool.

Special: Drain-works can be anchored like any other work of the appropriate type (energy psionics, i.e.

only in matrices). The drain-pool, like formed pure-energy, can only be anchored in a matrix.

Elemental Psionics [additional] (Psionic Mastery)

You know one of the influence elemental abilities.

Prerequisite: Latent Psionics, Psionic Talent, Body-Psionics, Elemental Psionics [basic].

Benefit: You gain access to the powers of one influence elemental ability, either fire, air, water or earth.

Special: You can take this feat four times, once for each element.

Elemental Psionics [basic] (Psionic Mastery)

You got a basic understanding of the elements.

Prerequisite: Latent Psionics, Psionic Talent, Body-Psionics.

Benefit: You are able to use elemental-psionic powers.

Enter Privat Dreamrealm (Psionic Mastery)

You are able to enter a privat dreamrealm.

Prerequisite: Latent Psionics, Psionic Talent, Added Psionic Ability: Otherworld Psionics.

Benefit: By using six pp, you are able to enter the privat dreamrealm of another person, that you have found by traveling the dreamworld. These six pp are not subject to the cost-reduction in the dreamworld (i.e. you have to spend six pp while you are in the dreamworld).

Extended Psionic Capability (Psionic Mastery)

You are able to take ranks in the forming force skill while being a member of a different class.

Prerequisite: Extended Psionic Mastery.

Benefit: You are able to take ranks in the forming force skill while being member of one other class apart from the psionic master class.

Special: You can take this feat several times, each time it applies to a different class.

Special: Extended Psionic Capability has not to be taken for the same class as Extended Psionic Mastery.

Extended Psionic Mastery (Psionic Mastery)

You are able to take psionic mastery feats while being a member of a different class.

Prerequisite: Member of the psionic mastery class.

Benefit: You are able to take psionic mastery feats in one other class apart from the psionic master class.

Special: You can take this feat several times, each time it applies to a different class.

Force Forming (Psionic Mastery)

You are able to use your inner strength to increase your concentration

Prerequisite: Psionic Talent

Benefit: You may use points of your gaining pool to increase your forming force. Each point gaining force spend in this way will increase your forming force by two points for one forming attempt only. If you use hit points to substitute the gaining pool points in this way the hit points are normal damage, not subdual.

Improved Gaining Force (Psionic Mastery)

Your inner energy is stronger than average

Prerequisite: Latent Psionic Talent

Benefit: You increase your gaining pool, that normally only contains your charisma bonus, by 2 points.

Special: You can take this feat several time. The bonus stacks.

Otherworld anchoring (Psionic-Mastery)

You can anchor the aura-connection of a psionic work in the otherworld, making the connection to you invisible.

Prerequisite: Latent Psionic Talent, Psionic Talent, Added Psionic Ability: Otherworld Psionics.

Benefit: By spending 6 additional pp on a work, you anchor it in the otherworld. In this way, the aura-connection, that connects each work to its creator, becomes invisible to everyone and can not even be seen from the otherworld.

Psionic Strength (Psionic Mastery)

You may use your intelligence to bolster your inner psionic strength

Prerequisite: Latent Psionic Talent, Psionic Talent Improved Psionic Talent.

Benefit: You may use your intelligence bonus as a gaining force puffer. You may add your intelligence-bonus once per day to gaining-force-checks. You add twice the intelligence-bonus to the forming-check.

When you use this feat, you reduce raise the save DC of the given work by two.

Special: You can take this feat several times, each time allowing you to use this ability one more time in a given day.

Psionic Trigger (Psionic Mastery)

You are able to set triggers that trigger your psionic works.

Prerequisite: Latent Psionic Talent, Psionic Talent.

Benefit: You may set a trigger, that triggers a psionic work. the event that triggers the work can be described by simple words. You set the trigger by using one work-place for the actual work and one work-place for the trigger-setting. The trigger costs two pp for the basic setting plus one pp per 15 words describing the trigger condition. After finishing the setting of the trigger, both, work and trigger use only one work-place. The triggered work becomes self-maintained. It does not need to be anchored but still does not need to be concentrated on.

Only aura-psionics, mind-psionics, body-psionics, illusions, sound-psionics, metamorphosis, greymatter psionics and advanced mind-psionics can be triggered in this way. To set triggers for other psionic abilities, the trigger has to be set in a matrix or a psionic familiar.

Quicken Power (*Psionic Mastery*)

You can use psionic abilities with a moment's thought

Prerequisite: Latent Psionic Talent, Psionic Talent

Benefit: You can use a psionic ability as a free action. You can perform another action, even using another psionic ability. You may only use one quickened psionic power per round. An ability, whose time to activate is more than a standard action (e.g. Weather Psionics), can not be quickened. The quickened power costs +6 additional pp.

Re-use Energy (*Psionic Mastery*)

You are able to reuse old energy that is stored in other works.

Prerequisite: Latent Psionic Talent, Psionic Talent

Benefit: You can reuse old pps of an old, not-anchored work for a new one. For 2 pp of the old work the psionic can put one pp in a new one. When the old work can not function with less pp, it expires. pp can be taken from shields, contacts, illusions and some body-psionics.

Secondary Forming Mastery (*Psionic Mastery*)

You are adept at using your talents in combat.

Prerequisite: Latent Psionics, Psionic Talent.

Benefit: You receive a bonus of +6 on your secondary forming force checks that are triggered by loss of concentration.

Trance (*Psionic Mastery*)

You are able to go into trance.

Prerequisite: Latent Psionic Talent, Psionic Talent.

Benefit: With this feat, the psionic can go into trance. The psionic needs one round to reach trance and two rounds to get out of the trance. One hour of

trance has the effect of three hours of sleep (not referring to fatigue-levels, only if the character is tired in other ways). The psionic can do any psionic work in trance that can be done without moving and or using sight. The maximum concentration time is increased by 60 minutes and the forming force by +2. For otherworld-work the time between the constitution-checks is doubled. The resistance of the character to mindattacks is increased by one. Depth-probing costs two pp less. Only psionic characters possessing this ability can put someone else into trance. Circle-work is not possible during trance. While in trance, a character is considered to be helpless and can be killed with a coup de grace. A character can be in trance for not more than his level in hours per day.

Use Live Energy (*Psionic Mastery*)

You can use the live-energy of another person for your psionic works.

Prerequisite: Latent Psionic Talent, Psionic Talent, Added Psionics: Mind Psionics, Added Psionics: Body Psionics.

Benefit: You are able to drain life-force from living beings and convert them into pp. This is an evil act and violates all alignments except evil ones (the GM can allow characters of other alignments to drain life-force in emergencies and if the other being allows it). To drain, you have to open a channel with 5 pp to your victim (normal will-save vs. DC 10 + cha-bonus) as a swift action. Afterwards, you can drain one year per round. This is very painful for the victim and it receives a malus of -4 (-20%) to everything. You have to make a forming force-check each round of draining, as if you were forming 5 PP (no backlash except, the player rolls a natural 1). Per year you receive 3 PP. The channel can be severed like a contact (shields, psionic defenses, etc.). Some psionics are said to have such channels with several Victims made permanent with anchors. Only members of psionic active races can be drained of life-energy for pps. Other Beings will lose life-energy, but the psionic will not receive a pp in return. These drainings are not gainings.

4. Mechanics

Dorisande looked at the center. He was a thin man, although she had seen him eat quantities of food, that would have fed a small family. But she knew the reason why. She had felt the hunger herself, after the long ours of psionic work, when all her energies had been drawn from her.

Today, she was just monitoring Athlin, watching over his health and the one of the others in the circle. Although she was not involved in the works she felt the energy flow from the others to the center.

All went well. No highs or lows and she knew Athlin could handle close to any situation on his own.

But sometimes, things went not to well. Sometimes someone was tired, lost his concentration. Or, although the work, that had to be done, was negligible, there was resistance or a psionic fallout from a psychic combat somewhere.

And then, the center might loose control.

She knew the signs and looked for them in Athlin. But sometimes the backlash came to fast to react properly to it.

She saw Athlin open his mouth, as if he wanted to cry out. His eyes opened next and they shone with the bright blue of the energy, that surged uncontrolled through his body.

Dorisande started to create a aura-conductor, a kind of lightning rod for excessive energy, but she was to slow. Already Athlins face showed burn-marks and the smoke rose from his body.

She hoped, that he could be saved and send out a mental call for help.

The work with the inner energies is not without its risks. Exhaustion and the subdual damage taken during the forming of the energy are the least problems of a psionic creature. Madness and energy surges of malformed energies are by far more dangerous.

The act of creating a psionic work, like reading somebody's mind, sensing the energies of the surrounding or shooting an energy ball at an enemy, involves the acts of allocating the required energy and forming the energy into the desired form.

The allocation of energy is a decision made by the psionic user that can lead to exhaustion and fatigue, expressed in fatigue-levels and subdual damage, while the act of forming, forcing ones will on the raw energies, may cause insanity, and damage to a creature.

Allocating the Energy

Everytime a psionic creature begins a new psionic work, he got to allocate energy of his body to this work, called *the gaining*.

Depending on the amount of energy allocated, the psionic creature has got to decide on a way to allocate it.

Psionic energy is measured in psionic points (pp).

Members of the Psionic Master class do not need to expand any energy when they allocate only one pp.

In all other cases, the psionic creature has got to spend an amount of hit points equaling the amount of pp it wants to allocate, taking this number of hit points as subdual damage, that can not be healed by any kind of psionic power.

To avoid this damage, a psionic creature may take a fatigue-level to allocate an arbitrary amount of pp.

In addition, any character can spend one point from his gaining-pool to allocate an arbitrary amount of pp.

The gaining-pool consists of one point for each point of charisma-bonus the creature may possess and any instant psionic point the creature may possess.

A negative number in the gaining-pool is taken as additional subdual damage, when a psionic creature allocates energy to a psionic work.

The gaining-pool replenishes after eight hours of rest.

The Forming

The Allocation draws the energy from the body of the psionic creature and sets it free. Free floating energy is rather dangerous for any psionic being. It has to be formed. Any un- or ill-formed energy causes a backlash either injuring the creature or driving it insane.

Enter the forming check.

The forming check is a check using **half** the forming force skill (include the modifications from a possible skill focus, but not the wisdom bonus) plus **half** your forming force bonus (you might have from any levels in the psionic master class) plus your wisdom bonus vs. DC 10 +1 per pp allocated. This check is modified by -2 for each tiring level the character possesses at the moment. Other circumstance modifications may apply and are open to the gm.

Whenever a character misses his check, he recieves 1d6 points of damage per unformed pp. In addition, the character got to roll a wisdom check vs. a DC of 1 +1 per un-formed pp to avoid becoming insane.

A rolled one is allways a forming failure causing 1d6 points of damage and an insanity DC of 6 +1 per un-formed pp.

Formed pp can be held by a psionic creature for a number of rounds calculated according to the rules for concentration (s.b.: "Concentration").

If a character fears to fail a check, he can form the desired pp in several rounds, i.e. the character forms 5 pp in the first round and 7 pp in the second, using two work-places for this (see next paragraph).

Example: Miran Dul, a member of a Castle-Lands assassin family and a part time master psionic, needs 7 pp to do a bit of mind reading, telepathy

and charming which puts his forming DC at 17 for.. Miran got a forming force of 10. therefore he needs to roll a 7 to succeed in his forming check.

Alas he rolls a 5, forming five pp causing two unformed pp to wreak havoc to his body. He takes 2d6 points of damage and makes a wisdom check vs. DC 3.

In the following round, Miran decides to gain and form the remaining two pp. You can not always fail your check and Miran got his seven pp together one round later.

He could have decided to do the gaining and forming in two rounds beforehand, avoiding the damage, but sometimes time is the only thing not available.

To gain and form zero or one point is a swift action.

Gaining and forming more than this requires a standard action. A character must take a full round action if more than

Points Form	to Time required
0-1 pp	swift action
2 – Con pp	standard action
con pp	full round

a number of points equalling the constitution of the character are to be gained and formed.

A character may change the time of a work, that takes a standard action to a move-equivalent action, but he receives a fatigue-level automatically if he does so. Works, that require a swift action can be changed to a free action, which again causes a tiring level.

In addition, every time a character tries to form more pp with one forming-check than his constitution-score, he receives a fatigue-level.

A character does not have to decide on what to do with the formed pp before he has formed them.

Formed works may be dropped as a free action.

Concentration

Any psionic creature got its own capability to concentrate. This capability is measured in the time, the creature is able to concentrate on a given work and a number of works the creature can concentrate on.

Normally any creature is able to concentrate for 180 minutes. Subtract from this the a number of points equalling the square of the pp in any given work. To calculate, take each active work and calculate the square for each work own its own. Each time the result of this subtraction in minutes passes, the character receives a fatigue-level. If the number drops below one minute, calculate the remaining time in rounds.

The numbers of works a psionic creature can concentrate on, depends on the number of work-places it got. Each creature with the psionic talent feat receives automatically one work-place. Any creature that takes the wild talent feat for the first time receives a work-place. The feat increased psionic workplaces grants two additional work-places, each time it is taken.

Any psionic creature can concentrate on no more psionic works, than it got work-places.

Work-places manage all other activities of the psionic creatures as well, while it actively uses psionic energy. If a character actively uses psionic energy and does not have any workplaces left, the only action it can take is one free action and a five foot step. One free work-place in a round of psionic activity allows free movement according to the actions still allowed during the round (i.e. zero to one pp gained and formed allows a full round action, more take a move equivalent action). This action may not be more than normal movement. Two free work-places allow running, three normal combat actions.

Formed energy, that uses up two or more work-places and that has no specified form yet, may be put into one work-place when the final form is specified (i.e. after forming energy over several rounds, filling all work-places, a character may unite this energy in one work-place for the use of a really expensive power).

Example: Dorisande, still a third level psionic master, got three workplaces. With her forming force of 13 she creates one work with 5 pp filling one of her work-spaces, resulting in a concentration-subfactor of 25. The following round, she creates an additional work for 7 pp (→ 49). She would be able to maintain these works for 106 minutes. But she unites both works in one workplace (12 pp → 144) which results in a mere 36 minutes of concentration time left, i.e. it is easier to concentrate on several small works than on one big work with the same amount of pp.

If a character loses his concentration, for example through damage taken or other means, he got to make an additional forming check for each psionic work he is concentrating on with a bonus of +4. If he loses control of one of these works, he takes damage according to the un-formed pp. This inner damage causes additional checks. Combat shields can keep this damage at bay.

Negative Effects of Gaining and Forming

As should be obvious by now, using psionic energies is not without its hazards. Exhaustion, madness and injuries are allways at hand.

Fatigue

Drawing energy out of a body tires the body. There are two ways this shows for a psionic creature: subdual damage is sometimes taken during the gallocation and fatigue-levels are gained through failed gaining checks and other instances.

The following actions and circumstances can cause a fatigue-level:

1. Accepting a fatigue-level to allocate pp.
2. More than 5 pp required for range
3. Concentration time exceeds the time-limit (see concentration)
4. The pp gained and formed in one attempt exceeds the constitution score of the character.
5. Changing the time to create a work from a standard to move-equivalent action.

A fatigue level causes a -2 penalty to gaining and forming checks as well as a -1 modification to all wisdom and charisma based skill-checks.

Four tiring levels equal the condition fatigued, therefore eight tiring levels cause exhaustion.

Tiring levels will be dropped at a rate of four levels after 8 hours of rest (just like fatigue). It takes eight hours to get rid of one tiring level all the same.

Damage

Forming check failures cause damage equalling 1d6 per un-formed pp.

The gaining pool may be raised by taking subdual damage.

Insanity

Whenever a character fails a forming check, he has to succeed at a wisdom check vs. a DC equalling 1 +1 per un-formed pp to avoid becoming insane.

If a natural one is rolled at the forming check this causes an automatic forming check failure with 1d6 points of damage and an insanity-check vs. a DC of 6 + one per unformed pp.

Roll	Result
01-05	No Insanity (lucky you)
06-08	Nervous Breakdown
09-11	Dipsomania
12-14	Monomania
15-16	Dream Anxiety Disorder
17-18	Post Traumatic Stress
19-20	Hypersomnia
21-22	Insomnia
23	Psychogenic Anmesia
24	Psychogenig Fuge
25	Sleep Walking
26	Generalized Anxiety
27	Sado-Masochism
28	Delusion/ Hallucinatory Disorder
29	Mania/ Melancholia
30	Sexual Disorder
31	Dilirium
32	Panic Attacks
33	Schizophrenia
34	Homicidal Maniac/ Suicidal Maniac
35	Obsession
36	Paranoia
37	Catatonia
38+	Multiple Personality

A natural 1 at this wisdom check will lead to an insanity automatically with a modification of +4 on the following check.

(For a description of these mental conditions take a look at the Book of Broken Dreams by Netherland Games, the Stygian Vol. 2 or the Guide to Insanity. The Names are taken from the Guide to Insanity, which was a 2nd Edition Guide, that can be downloaded for free from the internet. An excerpt from this guide can be found in Appendix C at the end of this guide).

If the character fails this check, he needs to roll a d20 on the table above. Add half of the damage taken from the forming failure (rounded down) to this roll.

Range and Aura-Range

All the pp-costs of the described psionic powers presented in chapter 6 are calculated without any range-costs.

A psionic creature may only affect something, that it touches with its own aura. It extends its own aura to make a connection to the object or creature, it wants to influence. This extension can be seen with aura-sight and remains as long as the work is maintained. To extend ones aura the psionic creature has to spend extra pp. For some creatures it is easier to extend their aura because they have special talents, i.e. taken the increased psionic range feat. Each time this feat is taken, it reduces the range costs by two pp.

Range	Feats*	Distance	pp	Aura-Range-lv
Self	1	self	2	1 st self
touch	1	touch	3	2 nd 2 inch
very short	2	2.5 ft	4	3 rd 6 inch
short	2	5 ft	5	4 th 1foot
very close	3	10 ft	6	5 th 2 feet
close	3	25 ft	7	6 th 5 feet
medium-close	4	50 ft	8	7 th 10 feet
medium-long	4	100 ft	9	8 th 15 feet
long	5	500 ft	10	9 th 20 feet
very long	5	1000 ft	11	10 th 25 feet
far	6	5000 ft	12	11 th 30 feet
very far	6	10000 ft	13	12 th 35 feet
sight	7	sight	14	13 th 40 feet
contacted	10	contact	20	14 th 40 feet
psionically viewed	10	special	20	15 th 40 feet

*Feats: Number of Increased Psionic Range Feats required to pay 0 pp for range.

Example: Dorisande, psionic master, receives, as a class ability, the inreased psionic range feat twice. She does not have to pay any pp up to the very short range and 4 pp less for any range above the very short range.

Feats/ Range	self	touch	2.5 ft	5 ft	10 ft	25 ft	50 ft	100 ft	500 ft	1000 ft	5000 ft	10000 ft	sight	special
0	2	3	4	5	6	7	8	9	10	11	12	13	14	20
1	0	1	2	3	4	5	6	7	8	9	10	11	12	18
2	0	0	0	1	2	3	4	5	6	7	8	9	10	16
3	0	0	0	0	0	1	2	3	4	5	6	7	8	14
4	0	0	0	0	0	0	0	1	2	3	4	5	6	12
5	0	0	0	0	0	0	0	0	0	1	2	3	4	10
6	0	0	0	0	0	0	0	0	0	0	0	1	2	8
7	0	0	0	0	0	0	0	0	0	0	0	0	0	6
8	0	0	0	0	0	0	0	0	0	0	0	0	0	4

Every creature possesses a second range, the aura-range. This is the distance, the aura of a psionic creature actually extends from the body without spending additional pp. The presence of everything with an aura inside the aura-range is felt automatically by a psionic active creature and the emotions are felt empathically. For every day in this condition without a shield, the psionic creature got to check for insanity as if he got a number of unformed pp equalling the aura-range level. He does not take damage, though. Most psionic creatures create empathy shields to shield them from unwanted empathic contact.

Whenever a creature enters the aura-range of a psionic being, it becomes a lot easier for the psionic character to influence the creature with aura-psionics, advanced aura-psionics, mind-psionics and advanced mind-psionics. The DC to resist such attacks with these psionic abilities is increased by 4 as long as the target of these attacks is inside the aura-range.

Whenever the aura-ranges of two psionic creatures touch or overlap, they are immediately aware of each other and both psionic creatures receive the bonus of +4 to the DC to resist the mind-, aura-, advanced aura- and advanced mind-abilities, even if the other creature is not inside of the aura-range. In addition both may use the abilities from mind-, aura-, advanced aura- and advanced mind-psionics as free actions to attack the other regardless of the number of points gained and formed. This can only be done with attacks and defenses, that affect the other psionic creature only.

Physical attacks, directed by the mind of the character receive a bonus of +1 on the attack rolls if someone inside the aura-range is attacked.

Some psionic powers might work differently inside the aura-range, especially aura-psionics.

The aura-range of a psionic creature depends on the range. Take the row of the range, that a character is able to reach without paying any pp. Take the aura-range given in this row. The aura-range can never be worse than self.

Example: Dorisande, does not have to pay any pp for very short range, therefore she got an aura-range of 2 inches surrounding her body.

Miran Dul, who is a bit paranoid, even though he has not failed one of his insanity checks yet, has spend two additional feats on the increased psionic range allowing him to do psionic works on a

distance of up to medium-close (50 ft). His aura-range is 10 feet. One lazy sunday afternoon, he sneaks up to Dorisande, who stands on guard tonight. Although she did raise a shield to protect herself from the empathic sendings surrounding her, she is instantly aware of Miran, when he closes in on her, because their aura-ranges touch. Miran loses his surprise-round and both roll for initiative. Because he is a sneaky assassin, he wins and attacks with a sneak attack followed by a mind-contact as a free action (very weak contact with one pp). With his move action, he strengthens his mind-shields, to protect himself from the attacks, that will probably come from Dorisande, although he receives a fatigue-level for doing this work as a move-equivalent action.

Saves

All saves against psionic attacks are done vs. DC 10 plus the wisdom bonus of the attacker.

This DC can be further modified by forming extra pp. Each pp gained and formed for this purpose will raise the DC by one for this work only.

Saves against mind-influencing and aura-changing psionic works are will-saves.

Saves against body- and metamorphosis psionics are fortitude saves.

Very few psionic powers require reflex saves.

If a power allows additional saves, these saves are done against the same DC as the first save, except when stated differently.

Advanced Options

Focus

While most psionic works are a matter of just one specific thought, some psionic creatures know pathes in their mind, that make their gaining easier. They know foci, little rituals, that open a secure path for the energy to flow through. Each psionic creature can know one focus per point of knowledge [psionics]. Each focus got to be something specific, like a small fire, a swinging amulet, the slow turning of a ring or a small poem. Each specified focus is connected to one specified work, i.e. each focus can only be used for one work. The specifications have to be precise, stating range and save-DC-modifications.

Example: Dorisande uses the swinging of a small chain around the index-finger of her left hand as a focus for her telepathy-power without modifications to DC on short range, the constant tapping of her right foot to raise her constitution by 5 as well as some other foci.

Once specified, a focus can only be used for the same work ever. A work, that got a focus can not be used without the focus anymore. Any work, that normally takes a move-equivalent action or less to gain and form will take a full-round-action with the focus. All other works will take two full-round-actions. You can disconnect the work from the focus by succeeding at a knowledge [psionics] check vs. DC 10 + the pp used in the work.

As a benefit the psionic creature receives a bonus of +2 to her forming and insanity checks and may ignore one point of subdual damage from allocation.

Rituals

Per five points of knowledge [psionics] a psionic creature can know a psionic ritual. The character got to know the required psionic ability to be able to know a specific ritual

A psionic ritual is in some ways like a focus, a well trodden and secure way to the psionic energies of a creature. But while a focus is a small, trivial thing, invented by each character himself, a ritual is a long, very specific ceremony that often involves more than one psionically awakened character. Some rituals may be used by circles, others can not be used by them.

Each ritual takes between 4 and 60 minutes to complete. Per two minutes, the character receives a bonus of +1 on the forming check of the work, that the ritual was created for. In addition, the character can ignore one point of subdual damage from allocation per 4 minutes of the ritual, +1 on a possible insanity check and the character does not receive a fatigue-level for forming more pp than he got points in his constitution-score.

To receive all these boni, the character leading the ritual got to succeed at a knowledge [psionics] check vs. a DC of 10 + 1 per minute, the ritual takes. Per additional character involved in the ritual the check is modified by +1. To be involved in a ritual a character has to succeed at an wisdom check vs. DC 6. If the character fails, he does not participate at the ritual correctly. If the character would be required to complete the ritual successfully, the ritual fails after half the designated time without any other consequences to the characters involved other than the time spend. Only the leading character got to know the ritual. To be involved the character does not have to possess psionic abilities. The bonus from additional participants may not be greater than the DC-modification from the length of the ritual.

To create a ritual first specify the work, that should be done. Afterwards specify the number of minutes

it takes to complete the ritual. The ritual may be stretched by up to a quarter of the original minutes, granting an additional bonus. Specify the number of persons, that have to be involved with the ritual. You can give a number for the maximum of persons involved, but this is not necessary.

Describe the work, that this ritual was created to fulfill. Neither range, save-modifications or, in the case of an optional number of pps that the work may contain (like shields, that may be strengthened by additional pps), have to be fixed, only the general work. But a minimum number of pps, that the work will involve has to be specified. This number may not be below 10.

If a character wants to create his own ritual, he needs to succeed at a knowledge [psionics]-check vs. the base DC of the ritual, on his own. But he can never know more rituals than allowed by his knowledge-skill.

Usually, rituals are used to erect powerful wards, control weather, metamorphosis, otherworld striding or for preparing psionical items.

Example: Miran Dul, our friendly, paranoid assassin, is asked to help in transporting one of his brothers to the victim, because he knows the right ritual for this occasion. They need 20 pp for this work. Mirans ritual requires at least 10 participants, 15 pp and 20 minutes to complete. It will teleport one creature to the desired location, that has to be verified through the otherworld beforehand.

Miran extends the time up to 30 minutes, raising his DC to 40. Because his knowledge [psionic]-skill is a meager 13 he will need a lot of help. But because his order is really eager to succeed, he receives the help of 30 junior assassins. Only 23 of these juvenile killers for hire succeed at their wisdom checks (wisdom is not a trait supported at Mirans order) raising his skill-bonus to 36. Miran is not a complete jerk and rolls a five. His friend lands at the desired location and was never seen again (at least for the next 10 years, he needed for the way back).

Rituals and Believe:

In some cultures or campaigns, rituals have something to do with believe. While following the instructions of the ritual, deities are invoked, prayers spoken and holy texts recited. If rituals are connected to believe, everyone involved in the ritual must follow the same confession.

Circles

Circles are a conclave of psionic enabled creatures. While one character, the center, does the work and keeps control over the circle, all other characters involved, the supporters, grant the energy and some of their abilities.

To start a circle, each of the supporters got to make a circle-contact (2 pp) to the center. The center got to succeed at a profession (circle center) skill check vs. a DC of 8 + 1 per circle member to establish the control over the circle. This will take one minute.

The benefits of a circle are:

- all the increased psionic range feats above the first two feats a participant may possess, are pooled at the center, i.e. a psionic master

receives the increased psionic range feats on first level. If he takes this feat an additional time, a center of a circle profits from the last feat.

- the center can draw points from the gaining pool of the supporters as a free action, as long as any supporter got points in his gaining pool left.
- The center got access to all additional psionic abilities that at least two of the supporters got as well as to his own.
- The center receives a bonus of +1 on his forming force skill per supporter.
- The limit of pp that can be formed per forming check by the center without causing a fatigue-level is raised by 2 per supporter.

But a circle is no piece of cake, because any kind of failure affects all members of the circle. The center receives the full damage, insanity and exhaustion from all works, all supporters half (i.e. half the damage each supporter, half the chances for insanity). Exhaustion hits everyone equally.

Anchors

Anchors are a way for a psionic creature to disconnect a work from concentration. An anchored work has not to be concentrated on, and will not require additional checks, if the concentration is broken, to maintain it.

Three different types of anchors exist:

- self anchoring,
- foreign-anchoring and
- trance-anchoring.

Every psionic creature is able to use self-anchoring. Only advanced-aura-psionic, aura-psionics, mind-psionics, body-psionics, illusions, sound-psionics, metamorphosis, greymatter psionics and advanced mind-psionics can be anchored in this way.

Self Anchoring:

To anchor a work in the own mind, a character has to create the work he wishes to anchor in one work-place and gain and form the same number of pp in a second work-place. After both work-places are filled with the same number of pp, the character merges both works in one of his work-places to an anchored work. The player should note this work as, for example “Combat Shield (10/ self)”, where the number stands for the pp of the work, and self for, that it is a self-anchor.

Once a work has been anchored, it can not be changed, i.e. if sense aura is anchored with a specified range, that range can not be increased or additional aura-sensing powers added to this sense-aura. The only changes, that can be done to an anchored work are decreases of the anchor or work-pp through attacks on anchor or work and the increase of the pp up to the maximum established during the anchoring by channeling new pp into work or anchor after the pp were decreased.

Foreign Anchoring:

The basics for foreign anchoring are much the same as for self anchoring, although the pp for the

anchoring got to be double the pp of the work. The character who attempts to create the anchor got to establish psionic contact with the other mind. This contact has to be established in the usual way (i.e. unwilling targets receive a save vs. the contact).

A foreign-anchor may only be created on aura-range in creatures with an intelligence of 1 or higher.

Anchors can only be set in creatures, that possess an aura.

Trance-Anchoring:

Only a character, who got the trance-feat may use the trance-anchoring. Like foreign-anchoring, the character got to establish contact, but with trance anchoring, the target got to be willing (either genuinely or charmed).

The great advantage of trance-anchoring is, that the work thus anchored will not use up a work-place of the creature, that created it. After completing the anchoring, the work is treated as an anchored work, created by the character the anchor was placed on.

An anchor will stay in place until the psionic creature, that created it, drops it by spending 2 pp on it (foreign anchors have to be contacted again with 2 pp), the anchor is destroyed by a psionic poison or special, powerful magics, the work anchored is reduced to zero pp or the anchor is attacked directly with mind-psionic powers and reduced to zero pp

Anchors without Work pp:

A self-anchor with a work that has no pp left automatically dissipates, doing 1d6 points of damage per three points in the anchor.

Foreign anchored and trance anchored works will cause 1d6 points of damage per three pp in the anchor to both the psionic creature, that created the anchor and the creature the anchor was placed on. In addition, the creature with the anchor got to succeed at an insanity check vs. a DC as if the pp of the work had not been formed.

The damage of dissipating anchors will cause havoc to other anchors in the same mind destroying one pp per point of damage. The largest anchor takes damage first. Working combat-shields will soak the damage by losing one pp of the shield for each die of damage.

Directly destroying Anchors

Some spells, psionics and psionic poisons are able to destroy the anchor themselves. If an anchor is destroyed, the person in possession of the anchor may try to take control of the work once anchored by making a forming check vs. the pp of the work as a immediate action the instant the anchor is destroyed. If the creature attempts to take control, and fails, it takes normal damage for failing a forming force check. On the other side, the character may just drop the work and risk no back-lash.

As long as one point is left in the anchor, the anchor will work.

To be able to try to take control of the work, the character has got to have left at least one work-place.

Taking over Works:

When a character destroys an anchor, he may try to take over the work by spending one pp. To take over the work, he got to succeed at an opposed check. He rolls d20 +1 per additional pp he spends on this attack + wis-bonus. The creature, that the anchor belongs to (either the creator or the person it was anchored to in case of a trance-anchor) rolls d20 + its character-level + wis-bonus. The character with the higher result takes control of the work. Ties are re-rolled. The defender may omit his roll. To be able to try to take over a work, a character has got to have left at least one work-place.

Special Anchors

Sometimes, a character might find it useful to store a psionic work apart from those allowed by normal anchoring in the mind of a creature.

The only way to create anchors for normally not anchor-able work is to use a matrix or a psionic familiar. A matrix or a psionic familiar are able to hold an anchor for any kind of psionic work.

An anchor in an unconnected matrix is considered to be a self-anchor, although the anchoring-cost is double the pp of the work.

On the other side, the anchoring-cost for anchoring in a connected matrix or a psionic familiar are just the pp of the work to be anchored.

For more informations about matrixes and psionic familiars, see Chapter. 8.

5. Psionics in the World

While it is true, that Justarius, a wizard of no little renown, had all the advantages of experience and preparation, he had not expected his opponent to go down that fast. One little ball of fire and everything was scorched. The stories of the villagers had promised more of a fight. They had described the other one as a mage with strange powers over mind and body. An enchanter as far as Justarius could guess. But even an enchanter should be able to counter the most basic offensive spells.

When the smoke finally allowed a clear view on the field, he could see something blue shimmering at the spot, the other mage had stood before. When the smoke had finally dissipated completely, Justarius was astonished to see, that his opponent was not dead at all, but unscorched and looking grimly back at him.

When the blue energy field hit him, he knew, that he was not against a mere enchanter, but against something completely different.

Mages throw fire-balls, lightning-bolts and magic missiles and clerics, too, are able to do some rather obvious magics. Where do psionic creatures fit into the campaign?

Psionic beings are the wielder of a subtle power, diverse but still powerful. They can hold their ground against mages and clerics while lacking the direct power to kill. Theirs is the power to influence. While psionic powers were always a part of the world, the APS (this source-book) was build for, other worlds may lack this background.

Other source-books have been written, that discuss this problem and the implications of using psionic powers as an extension of magic or as something completely different. Take a look at Wizards of the Coast's Psionic Handbook or Fantasy Flight Games' Psionic Toolkit for some thoughts, that do not need to be repeated here.

Just some thoughts, that do fit the way, psionic powers are used on Skeyfar, the world it was build for.

The Other Energies

Arcane magic, divine magic, rune magic. Not at all the same to psionic beings.

Arcane magic, on the one side, is that, what comes closest to psionic power in that their power relies on something a mage himself has mastered. On the other side, mages tend to see psionic beings as either something strange, because they use some form of energy, the mages do not have influence over, or something to ignore, for the same reason.

On a world, where magic is an energy, that flows through every breath of air, psionic talents, something, that has to come from within with a lot of training and a bit of talent, is rare.

In general, in campaigns, where magic is the dominant mystic power, a psionic creature got a slight advantage, because they know what they are

up against, when they meet a mage, but the mage has to prepare different spells than against a magic users.

That is not to say, that spells will not work against psionic beings. Force will work against force, mind effecting spells will work against the mind. The main problem is with dispelling and influencing the energy of the other. Dispell Magic will not work against psionics, detect magic detects some form of unidentifiable magic energy. Spell turning will have no effect at all. Most creatures with spell resistance will have a resistance against psionic energy, too, although, because psionic powers may be the prerogative of some races, other may not have developed resistances against it.

On Skeyfar, only humans, orcs, dwarves and kobolds are able to use psionic powers. Because they are so very rare, most other creatures did not evolve special resistances against psionic powers at all.

Divine magic got an advantage over arcane magic when it comes to handling psionic opponents, because they just have to ask their deity to grant the right spells. But if the priest is not able to identify the type of energy, they are in trouble, just as their arcane counterparts.

On the other side, gods got the prerogative of granting the spells they see fit for the situation and the coming events to protect their priests. Or the god could actually modify the granted spells to encompass the ability to affect psionic energy.

The third kind of mystic power on Skeyfar, rune-magic (using the orfinlir rune-magic-system), comes in two distinct modes of creation. The first, slow method is used by the rune-crafters and rune-singers, using the body-energy of the crafter as well as the power of the rituals and the energy of the surrounding. The faster method of creating runes, employed by symbol pairs – one mage and one psionic master, is, to create the runes in the mind of the psionic master using psionic energy and powering it with magic energy, employing special spells.

In both cases, the rune-magic is both, magic energy and psionic energy and is detected as such, although mages will detect it as psionic energy and psionic creatures will detect it as magic (except special detection magic or psionic powers are employed to detect rune-magic, of course).

Countering rune-magic is handled according to the rules in the appropriate supplement.

Undeath

Because psionic energy uses bodily energy as well as the mind, most undead will never be able to use any kind of psionic power. Undead missing either mind or body do not possess the necessary prerequisites. Amongst these are brainless undead

like zombies and skeletons as well as all incorporeal undead like ghosts (with the exception of psionic spirits).

Powerful Undead Psionic Creatures:

To make psionic undead more powerful, allow them to automatically take the few psionic powers that are left, as specialities, converting each feat, that was used for a power he is not able to use anymore, to a feat to make another power into a speciality.

In addition, the psionic aura depends on the positive energy of the body. Because undead are fueled by negative energy, they do not possess an aura in the usual sense. That is the reason, why they can not be detected by using

aura-sight or any kind of aura-sense. On the other hand, they are not able to use any psionic power that depends on the aura, i.e. aura-psionics, energy-psionics, illusions etc.

This dampens the urge of any psionic being to become an undead quite a lot. But do not let this stand in your way. A psionic vampire, invisible and undetectable by aura-sight is still a formidable enemy.

Psionic Channels

The energy flows through the body like water. Like water, it always chooses the same ways to flow, because they are secure, well travelled and cleaned by the constant use. These ways are called psionic channels. If these channels are polluted, the energy-flow is hindered and the psionic abilities of the creature may be subdued or canceled entirely as long as the the channels stay polluted.

The channels can be polluted by poisons, drugs, special psionic powers and especially sexual activities.

In most cases, the channels will wash clean after several days, but sometimes they can be blocked permanently.

Whenever a character's channels are polluted, he got a 1 in 20 chance, that this pollution will not clean out by itself, regardless of what the description of of the pollutor says.

One special, easy way, to get the channels polluted, is to have sexual intercourse and an orgasm. For each orgasm, the character will receive a sexual modification of -10 to his gaining pool and his forming force skill. This modification will last for 2d4 days for each orgasm.

A character with polluted channels will not cause modifications on saving throws against his powers in his aura-range.

Living in Aura-Range

Some psionic powers and uses only work in aura-range or their powers are greatly enhanced.

Especially the ability to feel every psionic creature entering the aura-range can be a great help and should never be underestimated in good as in bad as

it can help against surprises but can cause insanity, too.

So, what is it like to possess an aura, that reaches out of the body?

The first important thing, outsiders will notice about someone with an aura-range is the way, they do touch their surrounding, that is, they seem to try to avoid it. This is not an inability or disgust, but simply something, that happens less often to them. The empathic feeling, that they receive, when someone comes into their aura-range is more than most people will feel, when they touch and therefore the touch is not required. For example, a character with a short aura-range, who searches for injuries on the body of a friend will not touch him, but hover with his hand a few inches above the body.

When it comes to communities of psionic creatures, it is not their ability to do strange things, that sets them apart from other communities, because many creatures are able to do similar things with magic. It is their aura-range, that will have the greatest influence on the daily live. Each time someone just comes close to another person, she will feel her presence. Even through walls. Privacy is harder to keep. Intimacy has to be defined anew.

Even more dramatic dimensions will be reached in a group of psionic masters with even greater aura-ranges. Some will be able to feel the presence of everyone in the building and will be felt themselves. Lead-walls become more common.

Depending on the weight you as a player or a GM may place on the effects of the aura-range, you will find, that it can be used to give the characters something special, that can be used to give the character something enigmatic, a way to just set him apart from those mages or give him something, others might see as a tick.

But alas, the aura-range can be harmed, either by use of special psionic powers, magic or even drugs and poisons. Insanity may cause a disruption in the aura-range, too.

Whenever a creatures aura-range is disrupted or tainted this will have consequences on his well being.

An aura-range, that is tainted will have none of the positive but all of the negative consequences, i.e. no save modifications, no empathic feeling of other psionic creatures closing in, no foreign anchoring etc. The character can still be felt on aura-range.

The taint to the aura-range will in addition cause an extreme unease resulting in a reduction of the constitution by 2 and a reduction of the gaining pool of one per day, the aura-range stays tainted. The gaining pool may not drop below -20. A negative number in the gaining-pool is taken as additional subdual damage, when a psionic creature allocates energy to a psionic work.

The disruption of the aura-range will not kill the character immediately, but he is in all ways, that concern the aura, considered to be an undead and will lose one point of constitution per day of disruption, till either the constitution drops to zero,

in which instance the character dies or the aura-range is restored.

How to Survive against Psionic Beings

In some ways, fighting psionics is like fighting mages: Get them to lose their concentration and they lose most of their power.

But what happens, after the psionic creature is captured and has to be restrained? Unlike mages, who have to relearn their spells and most often have to use more than their mind to work a spell, it is useless to gag and bind a psionic creature.

The first method to disable the psionic abilities of a character is, to keep him subdued by keeping him unconscious or drugged senseless. Some spells will do the job, too, by befuddling the mind of the psionic being.

A better, more professional method, is, to use special psionic poisons, that not only reduce the mental capabilities but the gaining pool and forming force, too (see chapter 8).

The next best method to reduce the capabilities of a psionic creature is to use lead to surround the head. A small lead-headband (1/2 inch thickness) will reduce the psionic range ability by two points, that is he got to pay two more points for the range, as if he got the increased psionic range feat one time less. If he got no psionic range feat, i.e. the psionic range is reduced below the lowest possible range, the psionic creature will not be able to use psionic powers at all.

A crown of lead will reduce the range by four points (two increased psionic range feats), an open helmet by eight points (four increased psionic range feats), a closed, even the eyes covering helmet by 16 points (eight increase psionic range feats). The full helmet is rather difficult to fabricate and has to fit exactly to enclose the neck perfectly, i.e. the helmet has to be fit with an exact replica of the neck (or the neck itself).

The probably most expensive but best method is to use psionic dampening fields, that suppress all psionic abilities in their surrounding. Pity is, that this will suppress the psionic abilities of the psionic master in the group, too.

Where does it come from, anyway?

On Skeyfar the origin of the psionic powers lies with the Râula. While the Feen, their children, the Feen-races, and the Dragons where masters of magic, the Râula excelled at the psionic powers which only they possessed. When they started to create a lesser race of slaves from their own genetic stock they made several genetic changes. In this slave race, they tried to get rid of any and all psionic abilities. They succeeded, mostly. In some individuals of the new race, the ildralshoi, that race, that was to become the human race, the talent survived. It was always there, but dormant in most. What could be seen in those, that had the talent, but could not use it, was, that these individuals had absolutely no talent for magic. Only the Râula were able to use both, magic and psionic powers, and no other race has been able to do the same, yet.

Because the psionic abilities where long mistaken for some strange kind of magic, they where never recognized as something entirely different and where therefore never taught and developed in the right way. Only when finally some "like-minded" came together and found out about the uniqueness of their talent, they started to train their minds not to use magic, but to use their inner powers. It took centuries for the new psionic masters to get where they are now.

Psionics are still considered to be rare and exotic. But the psionic ability may lie dormant in anybody, never coming out or surfacing when needed.

This is, in short, how psionic powers came into the world of Skeyfar. In other worlds psionics may be the dominant powers, or be even younger. Everything goes for a game master and his world.

6.1 Psionic Abilities: Basic

"Do you know, how to travel the Otherworld?"

The travelling master of the mind had found the young one in an abandoned villa, where he had fled to from the villagers, who did not understand his talents.

"Nay, I ain't know nothing of such things."

"Do you know how to see the form of things?"

The youngster looked at him with wide open eyes, that showed the master his not-understanding.

"I see well with mine eyes. I do not know, how to see other."

"Do you know, how to influence your body?"

Again, the youngling seemed to be more astonished, that someone talked to him, than about the questions, that made no sense to him anyway.

"Why do you ask me, sir?"

The master had found another one. A danger to himself and everybody around him, who new nothing about the powers of the mind, but still got them.

And he was a powerful one. His shields had barely survived the onslaught of the young ones mind, although he had had no training at all.

Knowing only the basics was enough to be very dangerous.

The basic psionic abilities are those, all other psionic abilities are just additions to. As can be seen in the feats-chapter: Additional Psionic Ability, each psionic ability has either the aura-psionics, the body-psionics or the mind-psionics ability as a prerequisite. Only after learning the basic psionic ability the following psionic abilities can be learned. What is a psionic ability?

Psionic abilities can be compared to the schools of magic, in that one psionic ability encompasses many usages of psionic powers. Unlike the spells that make up a school, a psionic creature, that does know a psionic ability, got access to all the powers of the psionic ability, i.e. a psionic creature, that knows mind-psionics, can use psionic shields, detect thought, mind assault, telepathy and all the other powers described for mind-psionics.

The description given for a psionic power follows the following template:

Option: Harder to learn powers:

Normally, taking a feat to learn a psionic ability grants access to all powers described for this ability. For some campaign, this may not be appropriate. In these cases, allow the psionic character to choose one or two of the powers when gaining the feat (preferably from different sub-types). The other powers may be bought by finding a teacher, learning with this teacher for one week per psionic point and spending 100 XP per psionic point required to initiate the power.

Specialists learn one (or two) extra-powers when specializing.

Be careful, when you use this option, because the psionic character becomes far less versatile.

Name [PP-Cost]

Psionic ability [subtype]-Base

1 Prerequ: 1
+2 Prerequ. 2
+4 Prerequ 3

Save: which save

Prerequisites: Which psionic powers got to be used before this power can be used

Specialized: pp-Cost, if the character is specialized in the psionic power

Wild-Talent: How many points does this power cost, when taken as a wild talent, and can it be taken as such.

Target: self/ other/ area

Description: What does the power do.

The descriptor "Base" says, that the power is a base-power, that does not need any prerequisite power to work.

The pp given in the description of each power in the head as well as under the "Specialized"-entry are the pp it will cost to activate the power after activating all other powers that are prerequisite to activating the given power. If a prerequisite power has already been activated on the same creature, there is no need to activate it again, even if the a totally different follow-up power is already activated.

Specialists pay about half the pp to activate a given power, but not allways.

The power is described and all costs are given without any thoughts given to range or saving-throw modifications. PP-costs for range have to be added as described in chapter 4.

PP given under the "Wild Talent"-entry are the costs calculated for using the power with all costs for prerequisites already included (but not for range).

The Target entry describes, that a power can be used on the character that uses the power herself, another creature, both or an area. Most powers will work on both.

Example: Miran and Dorisande are still fighting. Dorisande has faught down Miran's combat shields and has established a contact with her last attack. Now, she channels a charm into his mind. Because his shields are down he got no defense left against anything, she puts into his mind.

After Dorisande has successfully charmed Mirandul, she sets a mind illusion, overriding his touch sense, making everything feeling hot. It does no damage to him, but it hurts. Because this power uses the contact as well, Miran does receive no additional save and Dorisande does not have to pay the cost for the contact again, because she has established it already.

There is no special reason behind her hurting him. But no-one ever said Dorisande was a nice girl.

Some powers affect areas with the size of a hand or a head. These sizes depend on the hand or head of the character using the given power. That is, a giant will have a greater area of effect than a dwarf with these powers.

Aura-Psionics

Aura-psionics are the use of the psionic energy to either manipulate the aura or to detect and analyze the aura.

Sense Aura [2]

Aura Psionics [sense] - Base

Save: will (harmless)

Specialized: 1

Wild-Talent: 1

Target: self

Description: You see the aura of everything in the range you pay for. The aura gives away the creature, that is, where it is, if it is not behind something, like an illusion or a wall, as well as some information about the creature by showing a specific colour

	Color	Type
blue	Creature with an intelligence of more than 3 (even plant creatures with the exception of undead)	
violett	Creature with intelligence of less than 3.	
green	Plant	
grey	Dead things like stone, metal, dead wood, bodies.	
no aura	Undead	

The character sees the aura, i.e. the auras that can be seen each round that are in front of the character, even when the character is blind. The eyes are not needed.

All Around Sense [4]

Aura Psionics [sense] - Base

Save: will (harmless)

Specialized: 2

Wild-Talent: 3

Target: self

Description: Works exactly like Sense Aura, but the character can sense everything around him up to his paid range. All-Around Sense can be used instead of Sense Aura for expanded sense aura and other uses.

Aura-Search-Wave [+4]

Aura Psionics [sense]

Save: will (harmless)

Prerequisites: Aura Sense or All Around Sense.

Specialized: 2

Wild-Talent: none

Target: self

Description: To activate an aura-search-wave, the character got to possess something from a creature or item, that belonged to this creature or item for more than one year. After activating the search wave, the character will know the exact location of the creature or item after one second per 20 feet (it is a wave starting at the position of the character). The wave will end at the rim of the paid range.

none

1 Sense Aura: 2 pp
+2 Aura-Search-Wave.
2 pp

The range-cost for an aura-search-wave based on aura-sense is doubled, the range-cost for an aura-search-wave based on all-around sense is tripled.

Alternatively, the aura-search-wave can be configured to find one specific type of aura with the expanded sense aura power. The cost for expanded sense aura is multiplied by two for an aura-search-wave based on sense aura and tripled for one based on all around sense.

Undead can not be sensed.

Body-Sensing [+1]

Aura Psionics [sense]

Save: will (harmless)

Prerequisites: Aura Sense or All Around Sense.

Specialized: +0

Wild-Talent: 2

Target: self

Description: Body-sensing allows the character to sense the physical condition of a creature. Only one condition can be sensed per round.

If the condition "wounded" is sensed, the character can sense the depth and severity the next round. The same goes for poisoning. When sensing "death" the character can sense the cause of the death: natural, poisoning, wounds etc.

Fractures, dead tissue and dead body-parts can all be sensed.

1 Sense Aura: 2 pp
+2 Body-Sensing. 1

Expanded Sense Aura

[+1]

Aura Psionics [sense]

Save: will (harmless)

Prerequisites: Aura Sense

Specialized: 1

Wild-Talent: 2

Target: self

Description: This is actually more than one power. By spending one point in addition to the two points for sense aura, the character is able to either see the ability to use psionic powers in a creature or intelligent item, or the active use of psionic power or the emotional state of a creature (aggressive, friendly, neutral). The character has to specify which of the three usages he wants to apply. All three may be used simultaneously, costing +3 pp.

If a character senses psionic usage, he is able to see the connection between the work and the psionic creature, that created it. This aura-connection between the work and its creator can only be concealed by by anchoring the work in the otherworld. Even trance anchored works can be followed back to their creator.

1 Sense Aura: 2 pp
+2 Ex. Sense Aura. 1

Sense Non-Psionic Aura [+2]

Aura Psionics [sense]

Save: will (harmless)

Prerequisites: Aura Sense or All Around Sense.

Specialized: 1

Wild-Talent: 3

Target: self

1 Sense Aura: 2 pp
+2 Sense N-P Aura. 2

Description: The character is able to detect the presence of arcane, divine or rune magic auras without being able to discern the exact type of magic (school, type of magic). Each type of magic must be sensed by an additional application of this power, i.e. the character has to spend 6 pp (in addition to the two pp for Sense Aura), to sense all three types of magic.

This power can be used to sense rune-magic, too, but requires additional 2 pp in this instance. Discerning the precise nature of a rune-web or simplified rune-web requires four additional pp per web.

Aura-Adaptation [8]

none

Aura Psionics [manipulate] -

Base

Save: will (harmless)

Specialized: 4

Wild-Talent: 7

Target: self

Description: The character adopts the aura of another creature. He becomes invisible to creatures, depending on aura-sense.

In addition, the character can adopt to auras of creatures with damage reduction. In this way, he is able to overcome the damage reduction. This adoption extends to weapons held and projectiles that leave a weapon or the hand of the psionic for one round only. To adopt to a creature with a damage reduction above +1, the psionic has to spend 6 psionic points per additional plus.

The character has to pay the range cost to reach the creature, that he intends to adopt the aura from. To avoid this, the creature must succeed at a will-save.

Aura-Block [4]

none

Aura Psionics [manipulate] -

Base

Save: will (harmless)

Specialized: 2

Wild-Talent: 4

Target: self

Description: Creates an aura-barrier at the rim of the aura-range or at any place therein. The aura-barrier hampers any other aura from passing through, i.e. weapons, enemies, spells or other psionic powers are blocked out. Only undead may pass the aura-block. The aura-block is very exhausting for both aura and psionic and can therefore be done only once every 24 hours. It blocks out only one aura before it is destroyed, but that aura is blocked out completely.

Aura-Light [3]

none

Aura Psionics [manipulate] -

Base

Save: will (harmless)

Specialized: 2

Wild-Talent: 2

Target: self

Description: The aura-range or any part of it between the rim of the aura-range and the body,

starting from the body, gives off light as brilliant as a torch. To increase the light beyond the aura-range the psionic has to put 1 pp more into this work for every 5 cm more. The shining aura has the effect of Fairy fire on the Psionic. It is solely used to impress bystanders (the reaction is due to the DM and depends on the campaign) and to make some dim light. The psionic can colour his aura in his personal colour but only one colour at a time.

Aura-Shock-Wave [6]

none

Aura Psionics [manipulate] -

Base

Save: will

Specialized: 3

Wild-Talent: 5

Target: self

Description: The character creates an aura-shock-wave. The character has to build up a strong emotion. This emotion is transported outside in all directions up to the range paid. The character requires one round to build up this emotion. Everyone (the friends too) have to make a save. Shields and anti-magic-shells will not protect against the shock-wave. Every use of the shockwave raises the fatigue-level by one. If aura-shockwave and aura-block are used in the same 24 hour period, an extra fatigue-level is added. The effect depends on the emotion.

Example-Emotions:

Emotion	Effect
Anger	Throws away everyone surrounding the psionic creature 1d6 feet according to size backwards (a medium sized psionic creature would throw a tiny creature 5d6 away; a gargantuan creature is halted for one round). This can cause falling damage.
Love	Stops advancement for 2d6 rounds. Creature, that fails their save are confused or are joyfull, or hatred is stopped for 2d6 rounds. Rage is ended, if the save is failed.
Fear	Causes fear, everyone, who fails his save receives a moral modification of -2 on attacks and saves.
Hate	Causes pain for 2d6 points of damage, half after a successful save. A creature with the rage-ability, that got rages left for the day, immediately starts to rage.

The GM should invent other effects for other emotions, but only strong emotions should be allowed (no pity, amusement etc.)

Never forget, that all in range are affected by the shock-wave. Most psionic creatures use the aura-shock-wave as a last resort, because it is tiring and hurts to many, who should not be hurt.

none

Aureol [2]

Aura Psionics [manipulate] -

Base

Save: will (harmless)

Specialized: 1

Wild-Talent: 1

Target: self

Description: This power works just like Aura-Light, but the light encompasses the head of the creature only.

The GM can rule on charisma-modifiers depending on the viewer's faith.

Handfire [2]

Aura Psionics [manipulate] -

Base

Save: reflex

Specialized: 1

Wild-Talent: 1

Target: self

Description: A light with the intensity of a torch is created, the size of a Hand just at the rim of the aura-range or anywhere within. It can be moved freely inside the aura-range. It gives off no heat and has a colour of the psionic creature's choice. If the Range costs are paid, the handfire can be formed directly into the eyes of someone else. The victim is entitled to a saving throw, but is nevertheless blinded for 1 round. If he fails the save he is blinded for as long as the character concentrates on the handfire.

An already formed handfire can be thrown at a target as a free action. The attack is a ranged touch attack using the wisdom bonus instead of the dexterity-bonus. The target is still entitled to a saving-throw. A thrown handfire gets a range-increment of 10 feet and can be thrown outside the paid range blinding for just one round.

Hide Aura [4]

Aura Psionics [manipulate] -

Base

Save: will (harmless)

Specialized: 2

Wild-Talent: 3

Target: self

Description: The character hides his aura in his surrounding, becoming invisible to sense-aura and all other ways of aura-sensing. He may move only with half his movement-rate or else the blending of personal aura and surrounding aura will blur and will be visible for one round.

Hide Foreign Aura [6]

Aura Psionics [manipulate] -

Base

Save: will (harmless)

Specialized: 3

Wild-Talent: none

Target: self

Description: The aura of another person is hidden inside the aura-range of the character. If the aura-range of the character does not suffice to surround the other person, the character gets to pay the range-

cost. The cost for hide foreign aura has to be paid for each creature hidden in aura-range.

Taint Aura [5]

Aura Psionics [manipulate] -

Base

Save: will

Specialized: 3

Wild-Talent: 4

Target: self/ other

Description: The aura of one creature is tainted as described in chapter 5:

An aura-range, that is tainted will have none of the positive but all of the negative consequences, i.e. no save modifications, no empathic feeling of other psionic creatures closing in, no foreign anchoring etc. The character can still be felt on aura-range.

The taint to the aura-range will in addition cause an extreme unease resulting in a reduction of the constitution by 2 and a reduction of the gaining pool of one per day, the aura-range stays tainted. The gaining pool may not drop lower than -20.

The aura stays tainted for as long as the character concentrates.

Only creature with at least the latent psionic talent feat may be affected.

Body-Psionics

Body-psionics are the powers of a psionic creature to manipulate the muscles, bones, blood-flow and the skin of herself and other creatures. It is the prerequisite for metamorphosis-psionics and healing-psionics.

It is one of the psionic abilities with the least powers, but powerful, nonetheless, especially for martially orientated psionic creatures.

Banish Tiring [2]

Body Psionics [simple] -

Base

Save: fortitude (harmless)

Specialized: 1

Wild-Talent: 1

Target: self/ other

Description: The character is able to banish one fatigue-level per use. Each fatigue-level after the first requires a work-place each to stay banished.

Banished fatigue-levels will stay banished 24 hours max., even if the banish-tiring are anchored. fatigue-levels, that re-surface require double the time to get rid of (16 hours of rest).

Body-Upkeep [10]

Body Psionics [simple] -

Base

Save: none

Specialized: 5

Wild-Talent: none

Target: self/ other

Description: A body without an aura-body will die eventually after 20 + 1d4 + constitution-bonus in rounds. By spending 10 pp on body-upkeep, the character will be able to keep up the inner workings of the body, even when the aura-body is not present, the heart, lungs and other inner organs will keep up their work and the body will not die due to organ-failure.

This power is especially useful for characters, who intend to go to the otherworld, because it allows to stabilize the left-behind body.

The power works as long as concentration is maintained.

Decrease Ability [2+]

none

Body Psionics [simple] -
Base

Save: fortitude (harmless)

Specialized: 1

Wild-Talent: 1

Target: self/ other

Description: The character can lower one body-ability score (strength, constitution, dexterity). The ability score is lowered on a basis of one point per 2 pp, down to an ability score of 3. To lower the ability score below three costs 10 pp per ability score point.

Wild talents lower the first ability score point for one pp. Each ability score point thereafter is lowered according to the normal rules.

Evade [7]

none

Body Psionics [complex] -
Base

Save: fortitude (harmless)

Specialized: 4

Wild-Talent: 6

Target: self/ other

Description: With this power the character will be able to evade attacks that do half damage when a reflex-saving-throw is successful, taking no damage at all on a successful save and only half on a non-successful. The evade-power changes the reflexes of the character and grants in addition a dodge bonus of +2 on AC, for as long as the character concentrates.

Feign Death [7]

none

Body Psionics [complex] -
Base

Save: fortitude

Specialized: 4

Wild-Talent: 6

Target: self/ other

Description: The bodily function of the affected body become such, that noone will be able to tell the body from a dead body. The character still needs air to breath, but his bodily functions are reduced to a state, that it can go without food and drink for 3 month.

The body is completely helpless.

This condition will last till the character is stimulated to wake up with a healing spell of at least 2nd level or something similar, his heart is re-

animated or till a set time has elapsed. This time is decided on at the moment of entering the feigned death.

Influence Plant-Growth

none

[2]

Body Psionics [simple] -
Base

Save: fortitude

Specialized: 1

Wild-Talent: 1

Target: self

Description: The growth of plants is influenced by a factor of 100%, i.e. a plant will grow with double speed. Each additional 2 pp spend will increase the growth by 100% again. This will not automatically lead to big healthy plants, because this power will not grant the nourishment required.

To receive any visible effect at all, this power has either to be used on small plants, like flowers, which will grow, blossom and wither in about one minute, or it has to be maintained for up to one day with trees.

Wild talents spend one pp for the first 100% and two pp for the next 100%.

Jump [1]

none

Body Psionics [simple] -
Base

Save: none

Specialized: 1

Wild-Talent: 1

Target: self/ other

Description: The character receives a bonus of +3 on his jump-skill per pp spend. If he would exceed his normal high- or broad-jump-limit given by his own height, these bonus-skill-points can be used to calculate heights and widths that exceed this limit. Specialists receive 5 bonus-skill-points per pp spend.

Wild talents receive 5 bonus-skill-points for the first pp and 3 bonus skill-points for each additional pp.

Metabolism Change [2]

none

Body Psionics [complex] -
Base

Save: fortitude

Specialized: 1

Wild-Talent: 1

Target: self/ other

Description: With this power, it is possible to slow down or accelerate the metabolism of one person step by step. For 2 points, the metabolism is increased by one day, i.e. the affected person needs double the amount of food and drink, will heal double the amount of hit points etc. In addition the character receives a bonus of +1 to his attack rolls for every two started days (first and second day +1, third and fourth day +2 etc.) because he becomes faster. For every fourth day, he receives a bonus action. On the other side, all harmful effects on the body like poisons and diseases will take their course faster.

Slowing down the metabolism will result in a decrease of 30% in need for food and drink. The character becomes tired (one fatigue-level for each 2 days slowed). and effects on the body will need double the time to work.

Both effects will end, when the concentration ends. Regardless of time spend in increased metabolism, the character will need to eat and drink immediately afterwards or become tired till he stilled this craving. Wild talents increase or decrease the metabolism by one day for one pp. each additional day costs 2 pp. When taking this power as a wild talent, the player got to decide for either increase or decrease.

Minor Healing [2]

none

Body Psionics [complex] -
Base

Save: fortitude halves

Specialized: 1

Wild-Talent: 1

Target: self/ other

Description: The character is able to heal one hit point per two pp spend.

Wild talents heal one point with the first pp spend, and one hit point with the next two pp.

Undead take damage, although this damage is not due to divine energy but due to psionic cell-regeneration that leads to a chain-reaction when mixed with negative energy.

Muscle Hardening [3]

none

Body Psionics [simple] -
Base

Save: fortitude

Specialized: 1 1/2

Wild-Talent: 2

Target: self/ other

Description: The character hardens muscles and ligaments in a way, that the affected character becomes paralyzed at these areas. This can be done for two pp on each of the following body areas. Hand and elbow; upper back; foot, knee, hip and lower back; face and neck. The victim is allowed a save for each part, except when several parts are paralyzed in one work.

Wild talents spend two pp for the first part and three pp for the next part.

Muscle Slackening [1]

none

Body Psionics [simple] -
Base

Save: fortitude

Specialized: 1/2

Wild-Talent: 1

Target: self/ other

Description: The character slackens up to four connected muscles. This does not work on vital muscles. The slackened muscles will stay relaxed and useless, as long as the character concentrates.

Most nice people will use this power to help others to relax and get rid of cramps. Others will use it to relax the muscles of the upper and lower sword-arm to stop someone from using a sword.

Wild talents spend one pp for the first eight muscles and one pp for the next four.

Nauseate [5]

none

Body Psionics [simple] -
Base

Save: fortitude

Specialized: 3

Wild-Talent: 4

Target: self/ other

Description: By spending the required pp, the character can cause the nauseated condition. The condition will last for as long as the character concentrates and 1d4 rounds thereafter.

From the SRD: Experiencing stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move (or move-equivalent action) per turn.

Raise Ability [1+]

none

Body Psionics [simple] -
Base

Save: fortitude (harmless)

Specialized: 1/2

Wild-Talent: 1

Target: self/ other

Description: The character can raise one body-ability score (strength, constitution, dexterity). The ability score is raised according to the following rule: the first five ability-score points cost 1 pp, each ability score point thereafter does cost 10 pp. Only one ability score can be raised per work.

Wild talents receive the first two ability score points for one pp. Each ability score point thereafter is calculated according to the normal rules. The wild talent has to spend at least one pp.

Speed [1]

none

Body Psionics [simple] -
Base

Save: fortitude (harmless)

Specialized: 1

Wild-Talent: 1

Target: self/ other

Description: For one pp, the character increases his base-movement by four.

Specialists increase their base movement by eight per pp spend.

Wild talents increase their base movement by ten for the first pp and by four for each additional pp.

Start Heart [2]

none

Body Psionics [complex] -
Base

Save: fortitude (harmless)

Specialized: 1

Wild-Talent: 1

Target: self/ other

Description: The character can start a heart-muscle. This can be useful to restart hearts stopped with the stop-heart-power or simply hearts, that have stopped through an accident.

If the character is already dead, starting a heart will have no positive effect on the well-being of the creature.

Stop Heart [1]

Body Psionics [complex] - Base

none

Save: none

Specialized: 0

Wild-Talent: none

Target: self

Description: The character can stop his own heart. The character will be dead in 5 rounds, when the heart is not restarted. He will lose consciousness if he does not make his fortitude save vs. DC 15. each round increasing the DC by 5 each round after the first..

Specialists can stop their heart without spending any pps.

Ultrasonic Hearing [2]

Body Psionics [complex] - Base

none

Save: fortitude (harmless)

Specialized: 1

Wild-Talent: 1

Target: self/ other

Description: The character is able to hear ultrasonic sounds. To make sense out of these sounds, he got to use knowledge [ultrasonic]. Otherwise, this can be a fine method to torture someone in a room with bats by granting him the ability to hear the sounds.

Voice Mimicry [1]

Body Psionics [complex] - Base

none

Save: fortitude (harmless)

Specialized: 1

Wild-Talent: 1

Target: self/ other

Description: The voice of the character changes. To change to a specific voice 4 pp are required (2 for specialists, three for wild-talents) as well as an intelligence-check vs. DC 10.

Mind-Psionics

The probably first thing, that comes to mind, when one thinks about psionic powers, is the power they got over the mind of others. Mind-psionics encompass the basic mind attack and defense powers.

Combat Shield [1+]

Mind-Psionics [passive-defense] - Base

none

Save: will (harmless)

Specialized: 1/2

Wild-Talent: 1

Target: self

Description: Add twice the pp put into a combat shield as mind-shield-bonus to your will saves. After each attack, that assaults the mind, subtract the DC of the save from your result of your die-roll and your willpower (i.e. do not add the mind-shield-bonus of the combat shield to this result). If the result of this subtraction is below zero, reduce the number of pp in the shield by this amount.

Example: Dorisande assaults Mirans mind with a charm person power causing a save-DC of 15. Mirans combat-shield got 5 pp left, granting him a bonus of +10 to his save. He rolls a 3 on his save, adding his will-save-bonus as well as other modifications, the result is 11. He is not effected by the charm person, because his shield raises his save to 21. But because his save was so bad, he subtracts the DC of 15 from his result of 11 = -4. His shield is lowered by 4 points, leaving him with only one point left in his shield.

Shields are allways in front of any anchors.

In addition combat-shields grant the ability to withstand even mental assaults that normally do not grant a save. In these cases, use the shield-bonus only for the saving-throw.

Remember, that actions between psionic creatures in aura-range are free-actions, i.e. assaults on the mind come fast and the mind-combatants should keep their standard actions for replenishing their shield.

Wild talents receive the first two shield pp for one pp spend (receiving a save-bonus of +4 for one pp). Each +2 bonus thereafter does cost 1 pp.

Combat shields can only be worked on the mind of the psionic creature himself, and not on someone else.

Empathy Shield [1]

Mind-Psionics [passive-defense] - Base

none

Save: will (harmless)

Specialized: 0

Wild-Talent: 0

Target: self

Description: This power raises a psionic shield, that shields the shielded character against all forms of empathy, he may experience. For most psionic creatures, this will be the first work they anchor as soon as their aura-range increases beyond self.

Mind-spezialists are able to raise an empathy shield for no cost at all. The same goes for wild-talents, although these have to calculate their concentration-time, as if they had a pp-cost of one.

The empathy-shield grants a bonus of +1 on any save against effects assaulting the mind. After the first mental attack, the shield is destroyed.

Shield Other Mind [2]

Mind-Psionics [passive-defense]

1 Contact Mind: 1 pp
2 Shield Other Mind. 2 pp

Save: will (harmless)

Prerequisites: Contact Mind

Specialized: 1

Wild-Talent: 1

Target: other

Description: The character is able to shield the mind of others, just as if he uses combat shield on his own mind.

Wild Talents may grant a shield for a save-bonus of +2 for one pp. Each +2 bonus more will require two pp.

To establish the shield in the mind of someone else, a contact got to be established first.

Combat Empathy [1]

Mind-Psionics [empathy] -

Base

Save: will

Specialized: 1

Wild-Talent: 1

Target: self/ other

Description: Through a special empathic connection with one enemy the character is able to guess movements and intentions of this enemy. This grants the character a +2 dodge bonus to AC and a bonus of +5 to parry rolls (if a parry-rule is used) against this enemy only. The character may use this power simultaneously on several enemies by using it once per enemy.

Detect Mind [2]

Mind-Psionics [empathy] -

Base

Save: will

Specialized: 1

Wild-Talent: 1

Target: self

Description: This power is very similar to the aura-power all-around-sense, but where all-around-sense uses senses the aura of creatures closing in on the character, detect mind scans for the energy-patterns of minds. A mind can be detected all around the character at the paid range. The character will know the exact location of the mind, but not what kind of mind it is, that closes in on him. Everything with a brain that can be trained is considered having a mind. That includes mice and men, as well as intelligent undead or items. It does not include mindless constructs. It will not detect a mind of a character that uses the feign death power.

Because it is impossible for most creatures to sneak up to a character who uses detect mind, such a character will be save from sneak attacks during surprise rounds (but not from being flanked).

Detect Truth [3]

Mind-Psionics [empathy] -

Base

Save: none

Specialized: 2 (1 ½)

Wild-Talent: 2

Target: self

Description: The character feels the surface emotions of a character, he specifies when initiating this power. He is only able to discern, if the other person thinks, that what he says is the truth or not. Specialists spend 2 pp when specifying one person, but 3, when two persons are to be checked.

Language Empathy [1]

Mind-Psionics [empathy] -

Base

Save: will

Specialized: 1

Wild-Talent: 1

Target: self

Description: This is a very special power and it depends greatly of the sympathy between the psionic creature and the subject of this power. The character uses this power to connect his language memory to the language memory of a person, he has no ill feelings about. If this other person speaks a different language, the character will be able to use the language memory of the other person to speak this language himself as long as he concentrates on this work. Per usage, only one connection to one person can be established.

Secure Empathy [1]

Mind-Psionics [empathy] -

Base

Save: will

Specialized: 1

Wild-Talent: 1

Target: self

Description: By spending one pp, the character is able to feel the surface emotions of one creature per round. This will work, even if the character is using an empathy shield and will have no chance of causing insanity.

Cause Fear [+3]

Mind-Psionics [assault]

Save: will

Prerequisites: Contact Mind

Specialized: 3

Wild-Talent: 3

Target: self/ other

Description: With just a tip of a thought, the character causes the brain of the contacted creature to be afraid. Depending on the number of pp spend, the condition can be light or severe. (condition-descriptions from the SRD)

pp	Resulting Condition
3	<i>Shaken:</i> A shaken character suffers a -2 morale penalty on attack rolls, checks, and saving throws. Shaken is a less severe fear condition than frightened or panicked.
5	<i>Frightened:</i> A creature that is frightened flees as well as it can. If unable to flee, the creature may fight. It suffers a -2 morale penalty on attack rolls, checks, and saving throws. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.
7	<i>Panicked:</i> A panicked creature suffers a -2 morale penalty on saving throws and must flee. A panicked creature has a 50% chance to drop what he's holding, chooses his path

- randomly (as long as he is getting away from immediate danger), and flees any other dangers that confront him. If cornered, a panicked creature cowers. A creature may use a special ability or spell to escape.
- 9 *Cowering:* The character is frozen in fear, loses her Dexterity bonus to AC (if any), and can take no actions. Foes gain a +2 bonus to hit cowering characters.

The condition lasts as long as the character concentrates plus 1d4 rounds.

Charm [+2]

Mind-Psionics [assault]

Save: will

Prerequisites: Contact Mind, Telepathy

Specialized: 1

Wild-Talent: 4

Target: other

Description: With this power, any creature, that can be charmed, may be charmed. If the creature is currently being threatened by the character of his companions, the subject of the charm receives a bonus of +5 on his saving throw, but only, if the contact and charm are done simultaneously, else the contact save is the only save allowed.

The charmed creature is not controlled by the character, but he perceives the actions of the character in the most favorable way. Giving orders requires an opposed charisma-check to convince the creature of doing anything, it would not ordinarily do. This will never lead to acts of a suicidal nature obviously harmful nature.

If the creature is threatened by the character or his allies, the character receives another saving throw with a bonus of +10.

The charm ends, when the character stops concentrating.

If done carefully, the creature will not know, that it is charmed.

Communication

Rapport [+5]

Mind-Psionics [assault]

Save: will

Prerequisites: Contact Mind, Telepathy

Specialized: 3

Wild-Talent: none

Target: self

Description: Communication Rapport is very similar to telepathy, but it allows to transmit mental images, not language and it is therefore possible to transmit messages between two individuals, that do not know the same languages. Additionally, the information can be transmitted ten times faster than any speech.

1	Contact Mind: 1 pp
2	Telepathy. 2 pp
3.	Charm: 2 pp

1	Contact Mind: 1 pp
2	Telepathy. 2 pp
3.	Communication Rapport 5 pp

Confuse [+3]

Mind-Psionics [assault]

Save: will

Prerequisites: Contact Mind, Telepathy

Specialized: 1

Wild-Talent: 5

Target: self

Description: As long as the character concentrates plus 1d4 rounds, the victim of this power is confused just as described for the condition:

From the SRD: A confused character's actions are determined by a 1d10 roll, rerolled each round: 1: wander away (unless prevented) for 1 minute (and don't roll for another random action until the minute is up); 2-6: do nothing for 1 round; 7-9: attack the nearest creature for 1 round; 10: act normally for 1 round. Any confused creature who is attacked automatically attacks her attackers on her next turn.

Contact Mind [1]

Mind-Psionics [assault] -

Base

Save: will

Specialized: 1/2

Wild-Talent: none

Target: self

Description: This power establishes a contact to another creatures mind. It is the prerequisite for most of the mind-psionic powers that mess in one or the other way the another persons mind. The victim is allowed a will-save against the contact, but not against powers, that are channeled afterwards. Contact mind can be used together with other powers it is a prerequisite to in one round as one work. If contact and a subordinate work are established together, they require one work-place only. If they are established independently (e.g. first contacting the mind, afterwards charming the person) the works are treated as two separate works for as long as the second work is not completely established, when both works are united in one work-place. If a second subordinate work uses the same contact, it will allways require its own work-place, although the victim of such a contact will not be allowed a second save against this work, because the psionic creature still uses the same contact, i.e. the same open highway to the mind of the victim.

The advantage in doing the contact and a subordinate work as separate works lies in the pp cost, when the contact fails, that is, if only the contact fails, the character got only to gain and form one point to try it again, but if both fail, the character has to gain and form what ever amount of pp he wanted to use.

A psionic creature can share established contacts with other psionic creature, that have established a

1	Contact Mind: 1 pp
2	Telepathy. 2 pp
3.	Confuse: 3 pp

none

Option: Friendly Contact

If the psionic is trying to contact a friend with whom he had established a contact at least once, he receives a bonus of +1 to his range, i.e. he got to pay one pp less for the range, if he got to pay range-costs anyway.

contact to her. If the psionic creature denies access to these contacts, the other creature will not gain access to these contacts, although it may fight for the access by either charming taking over the contacts as if he would take over a work that has lost its anchor (s.u.).

Contact mind got no other use in itself.

Spezialists pay one pp for one or two contacts in one work.

Wild talents do not get this power on its own, only in conjunction with subordinate powers.

Control Sense [+7]

Mind-Psionics [assault]

Save: will

Prerequisites: Contact Mind, Telepathy

Specialized: 4

Wild-Talent: 9

Target: self/ other

Description: The character can control one sense of the victim. He can create one sense illusions by feeding false sensory input. Per work, one sense can be controlled, although the same connection and telepathy can be used.

1	Contact Mind: 1 pp
2	Telepathy: 2 pp
3.	Control Sense: 7 pp

Decrease Mental

Capability [+2]

Mind-Psionics [assault]

Save: will

Prerequisites: Contact Mind

Specialized: 1

Wild-Talent: 2

Target: self/ other

Description: By spending two pp, the character is able to lower one of the mental ability scores (intelligence, wisdom or charisma) by one point for as long as the character concentrates and 4d6 rounds thereafter. Only one ability score per use of this power may be lowered.

1	Contact Mind: 1 pp
2	Decrease MC: 2 pp

Depth Probe [+5]

Mind-Psionics [assault]

Save: will (harmless)

Prerequisites: Contact Mind, Telepathy

Specialized: 3

Wild-Talent: none

Target: self/ other

Description: By probing the mental realm of another creature, the character can sense all types of changes to a mind, like magical, hypnotics or psionical manipulations, mental damage (insanities) or reduced mental capabilities. The character will sense one change per round. To sense the origin of the the change, the character got to concentrate another three rounds. He will only know, what caused the change, but not, who. Psionical manipulations most often can be traced by following the aura-connection.

1	Contact Mind: 1 pp
2	Telepathy: 2 pp
3.	Control Sense: 5 pp

Grant Power Effect [+2]

Mind-Psionics [assault]

Save: will

Prerequisites: Contact Mind

Specialized: 1

Wild-Talent: none

Target: other

Description: The effects of powers with the target-descriptor self only, can be granted to another character. For example, a psionic character wants to grant one of his friends the ability to use the sense-aura-power. He uses the grant power-effect and afterwards uses the sense-aura power. The friend is now able to sense auras as described by the power for as long as the psionic character concentrates.

The grant power-effect and the power that is granted are formed and gained as one power each and require one work-place each. The work-places are united into one work-place as soon as the second power is initiated.

1	Contact Mind: 1 pp
2	Grant Power Effect: 2 pp

Heal Insanity [+3]

Mind-Psionics [assault]

Save: will

Prerequisites: Contact Mind, Telepathy, Heal Psionically

Induced Insanity

Specialized: 1

Wild-Talent: none

Target: other

Description: This power works exactly like heal psionically induced insanity, only that it will heal any type of insanity.

Note: Using this power on multiple personality syndroms will kill all but one personality. Only the personality, that is closest to the original, will survive. This might be a personality with the experience and knowledge of a child.

1	Contact Mind: 1 pp
2	Telepathy: 2 pp
3.	Heal P.I. Insanity: 5 pp
4.	Heal Insanity: 3 pp

Heal Psionically

Induced Insanity [+5]

Mind-Psionics [assault]

Save: will

Prerequisites: Contact Mind, Telepathy

Specialized: 3

Wild-Talent: none

Target: other

Description: This power requires the use of a depth-probe beforehand, to detect a psionically induced insanity.

Per use of this power, one psionically induced insanity is healed. The subject of this spell must fail a saving throw against this power to get rid of the insanity.

A character can not heal herself of an insanity, even if she is aware of the insanity.

1	Contact Mind: 1 pp
2	Telepathy: 2 pp
3.	Heal P.I. Insanity: 5 pp

Mental Assault [+4]

Mind-Psionics [assault]

Save: will

Prerequisites: Contact Mind, Telepathy

Specialized: 2

1	Contact Mind: 1 pp
2	Telepathy: 2 pp
3.	Control Sense: 4 pp

Wild-Talent: 6
Target: self/ other

Description: Through sheer force, the character causes a random type of insanity in the victim. The victim must roll on the insanity table in chapter 4. For every 4 pp formed and gained extra, the victim must roll 1d3 extra and add the result to his d20 roll. The insanity is permanent.

Read Thoughts [+1]

Mind-Psionics [assault]

Save: will

Prerequisites: Contact Mind

Specialized: 1/2

Wild-Talent: 1

Target: self

Description: The character gets access to the surface thoughts of the subject of the power. There is a 10% chance per round, that the subject will think of something, that is of immediate interest to the character, i.e. something that relates to the reason, the character started the read thought in the first place – if the character knows anything. If the subject is interrogated the chance is raised to 70%, although the subject may reduce this chance by meditating or using special techniques of concentration (concentration- or similar-check vs. DC 20) by 65%.

The subject may try to save every 3rd round if he is aware of the intrusion and avoid any chance of answering in for three rounds.

Specialists may read the mind of a person for one pp.

- | | |
|---|----------------------|
| 1 | Contact Mind: 1 pp |
| 2 | Detect Thought. 1 pp |

Rapport [+1/3 Int]

Mind-Psionics [assault]

Save: none

Prerequisites: Contact Mind, Telepathy

Specialized: 1/6 int

Wild-Talent: variable

Target: other

Description: The rapport is a way for a psionic creature to transmit emotions, sensory input and thoughts from the creature the rapport was established to to the psionic character. The pp required depend on the intelligence of the creature. The character got to spend 1/3rd of the creatures intelligence as pp.

A psionic creature can use 3 pp to make the rapport two-sided, if they know mind-psionics. More psionic creatures may share the rapport, by establishing contact to one of the characters already in the rapport and spending 3 pp.

The rapport can only be established if both creatures are willing.

The rapport got its dangers: the character experiences all damage taken by the creature the rapport was established. This damage is taken as subdual damage by the character. If the creature dies, the character got to succeed at a fortitude save vs. DC 15 or die.

- | | |
|----|-----------------------|
| 1 | Contact Mind: 1 pp |
| 2 | Telepathy. 2 pp |
| 3. | Rapport: (1/3 Int) pp |

An established rapport may be used to work several other powers on the same creature, just like contact.

Rapport Command [1]

Mind-Psionics [assault]

Save: will

Prerequisites: Contact Mind, Telepathy, Rapport

Specialized: 1

Wild-Talent: none

Target: other

Description: A creature, that the character has established rapport with, may be commanded with a simple command, that is not against the nature of the creature, but that the creature would not have done in this moment (e.g. change direction). The creature may make an intelligence check vs. DC 15 to withstand the command.

- | | |
|----|-----------------------|
| 1 | Contact Mind: 1 pp |
| 2 | Telepathy. 2 pp |
| 3. | Rapport: (1/3 Int) pp |
| 4. | Command: 1 pp |

Rapport Hard

Command [3]

Mind-Psionics [assault]

Save: will

Prerequisites: Contact Mind, Telepathy, Rapport

Specialized: 2

Wild-Talent: none

Target: other

Description: Hard command works just like command, with the difference, that the victim can be forced to do something that goes slightly against its nature (e.g. dare to jump, when it is dangerous and the victim is a coward, but the chances are nevertheless good).

Save as with rapport command.

- | | |
|----|-----------------------|
| 1 | Contact Mind: 1 pp |
| 2 | Telepathy. 2 pp |
| 3. | Rapport: (1/3 Int) pp |
| 4. | Hard Command 3 pp |

Rapport Incomplete Control [12]

Mind-Psionics [assault]

Save: will

Prerequisites: Contact Mind, Telepathy, Rapport

Specialized: 6

Wild-Talent: none

Target: other

Description: After establishing rapport, the character can control the victim. The victim feels, that he is controlled. He can save against the control when the contact is established and every time he is forced to do something against his nature.

Whenever he saves successfully, the contact is broken.

- | | |
|----|---------------------------|
| 1 | Contact Mind: 1 pp |
| 2 | Telepathy. 2 pp |
| 3. | Rapport: (1/3 Int) pp |
| 4. | Incomplete Control: 12 pp |

Rapport Subconscious Channel [+5]

Mind-Psionics [assault]

Save: none

Prerequisites: Contact Mind, Telepathy, Rapport

Specialized: 3

Wild-Talent: none

Target: other

- | | |
|----|----------------------------|
| 1 | Contact Mind: 1 pp |
| 2 | Telepathy. 2 pp |
| 3. | Rapport: (1/3 Int) pp |
| 4. | Subconscious Channel: 3 pp |

Description: The character channels his own knowledge and abilities to the willing subject of this power. The character must possess these abilities himself or must channel the abilities from someone, who knows these abilities very well and who is connecte via a rapport to the character.

Up to ½ the skill points in any given Skill, half the BAB or one feat can be channelled to a creature, wich are used instead of the skill, the creature may possess. The skill or ability to be used may be changed each minute.

To channel one ability, the character got to succeed at a wisdom check vs. DC 12. He may retry each round. Once successful, the ability will be useable for one minute, when a new check is required.

Any creature may be subconsciously channeled by several psionic characters, each channeling a different ability to the creature.

Rapport Subconscious Control [26]

Mind-Psionics [assault]

Save: will

Prerequisites: Contact Mind, Telepathy, Rapport

Specialized: 13

Wild-Talent: none

Target: other

Description: The victim is completely controlled. It does not know, that it is controlled and may wonder, what funny things it did, seeing itself doing things, it would normally never do.

1	Contact Mind: 1 pp
2	Telepathy: 2 pp
3	Rapport: (1/3 Int) pp
4	Subconscious Control: 26 pp

Rapport, Unfree [+2/3 Int]

Mind-Psionics [assault]

Save: none

Prerequisites: Contact Mind, Telepathy

Specialized: 1/3 int

Wild-Talent: none

Target: other

Description: Unfree rapport works exactly like rapport, but allows to establish a rapport with non-willing creatures.

1	Contact Mind: 1 pp
2	Telepathy: 2 pp
3	Rapport, Unfree: (2/3 Int) pp

Remove Fear [+2]

Mind-Psionics [assault]

Save: will (harmless)

Prerequisites: Contact Mind

Specialized: 1

Wild-Talent: 2

Target: self/ other

Description: With this power the character can remove the fear in a creature. If the fear is caused by magic or some kind of one time effect, the fear is removed. If the cause is still present or permanent, the remove fear power has to be maintained by concentration or the fear will return.

1	Contact Mind: 1 pp
2	Remove Fear: 2 pp

Sleep [+1]

Mind-Psionics [assault]

Save: will

Prerequisites: Contact Mind, Telepathy

Specialized: 1/2

Wild-Talent: 3

Target: self/ other

Description: The subject of this power falls to sleep. The creature must be able to sleep, i.e. undead, constructs and similar creatures are not affected. The subject will sleep for as long as the character concentrates and will not wake up. If violently shook, hurt etc. the subject will awake for a short while (1d4 rounds or as long as he is threatened) but will be shaken as described by the condition (-2 on attack, saves and checks). After the concentration stops, the character can be awakened normally and will probably awaken by himself after 1d4 rounds.

1	Contact Mind: 1 pp
2	Telepathy: 2 pp
3	Sleep: 1 pp

Stun [+1]

Mind-Psionics [assault]

Save: will

Prerequisites: Contact Mind

Specialized: 1

Wild-Talent: 1

Target: self/ other

Description: A simple shock of psionic energy stuns the victim of this mind-assault. Stunned creatures lose their dexterity bonus to AC (if any) and can take no actions. Foes gain a +2 bonus to hit stunned characters (from SRD).

1	Contact Mind: 1 pp
2	Stun: 1 pp

Suggestion [+3]

Mind-Psionics [assault]

Save: will

Prerequisites: Contact Mind, Telepathy

Specialized: 2

Wild-Talent: 5

Target: other

Description: The character implants a suggestion, not longer than 2 sentences, in the mind of the victim. The suggestion must be worded in a way, that the victim will understand it and will find it reasonable.

Once planted, the suggestion will take its course and run for one hour plus one hour per extra-pp used or as long as the character concentrates.

Take a look at the suggestion-spell.

1	Contact Mind: 1 pp
2	Telepathy: 2 pp
3	Suggestion: 3 pp

Telepathy [+2]

Mind-Psionics [assault]

Save: will

Prerequisites: Contact Mind

Specialized: 2

Wild-Talent: 2

Target: self

Description: The best way to communicate for psionic creatures. A character may read the surface thoughts directed at him and send own messages as long as he concentrates. This is in no way faster than talking and will not help breaching language-

1	Contact Mind: 1 pp
2	Telepathy: 2 pp

barriers, but it is possible across great distances and can not be heard by others, except they contact one side and read their thoughts.

Using telepathy and using speech simultaneously without giving away, that something is going (i.e. telepathy is used) on requires a bluff-check vs. DC 17.

Telepathy is the prerequisite for a lot of other mind-psionic powers.

As with contact mind, powers, that have telepathy as prerequisite may use an established telepathy simultaneously, i.e. once a telepathy is established, a character may use the charm power and afterwards the trance power to create an anchored charm.

Trance [+1]

Mind-Psionics [assault]

Save: will

Prerequisites: Contact Mind, Telepathy, Trance Feat.

Specialized: 1/2

Wild-Talent: 3

Target: other

Description: This power allows the character to put someone into trance. To use this power, the character must possess the trance feat.

The power can only be used on willing subjects. The subject can free himself by succeeding at a will-save vs. DC 15. He may retry this save each round.

Specialists can put two persons into trance for one pp.

6.2 Psionic Abilities: Advanced

The Thing waited for an eternity to close on it's prey. Slowly it rose out of the shadows, that were the small alley-ways of the city. The young woman went on, carelessly, not minding her surroundings. Each step, self-asured and careless. The Thing would teach her a final and deadly lesson of not listining to her mother and going out at night in this district. Even the beggars new better. Especially the beggars, who the thing on fed most of the time. The Thing drew closer to the woman, like the shadow it was. It kept out of the light so that it would not draw it out and give a sign to it's victim. Only two more steps. The Thing shot out it's tentacles of thought, that would draw out the life of its victim.

Only to find, that it entered a foreign presence just a foot away from the woman. It halted it attack for just a moment, enough for the woman to turn around and look directly into the invisible eyes of the Thing.

"You gave yourself away, when you entered my aura. Now be gone."

And the last thing, the Thing noticed in its live, where the bright blue glowing eyes of the woman, befor it's mind was blown away.

While the basic psionic abilities are fine and powerful in themselves, the most dramatic powers come from the advanced psionic abilities. All of these abilities require, that a psionic creature has first taken at least the basic psionic abilities. Only then can these abilities be learned. There are even more powerful psionic abilities, the expert psionic abilities, that require advanced psionic abilities as a prerequisite.

Advanced Aura-Psionic

The difference between aura-psionics and advanced aura-psionics is rather slim, considering that only the aura is manipulated. One could argue, that advanced aura-psionics just do it more precisely.

Advanced aura-psionics have aura-psionics as a prerequisite. In addition, the character must have an aura-range of at least 2 feet.

Aura-Beam [4]

none

Aura Psionics [manipulate] - Base

Save: reflex

Specialized: 2

Wild-Talent: 3

Target: self

Description: This power will stretch some part of the aura of the character to up to the paid range. The "beam" got about the thickness of the index-finger of the character. If it hits something it does no damage but causes a tinkling sensation at the spot it hit. A creature can try to avoid being hit by succeeding at a reflex-save vs. DC 10. The beam

travels with a speed of 360 feet and will exist for one action only.

Aura-Punch [1]

none

Aura Psionics [manipulate] -

Base

Save: none

Specialized: 1

Wild-Talent: 1

Target: self

Description: A very popular power among psionic creatures with a wide aura-range, a character can push one creature or item of his own mass or less to the rim of the aura-range. Psionic characters can defend against this power by empowering their own aura-range with 5 pp as a free action (remember, combat between psionic creatures in aura-range is faster). Everyone else can try to withstand the push by making a strength-check vs. DC 15 (+ size modification).

The character got to point at the victim to be pushed.

Dazzle [1]

none

Aura Psionics [manipulate] -

Base

Save: none

Specialized: 1

Wild-Talent: 1

Target: self/ other

Description: The character manipulates the aura-of one creature in a way, that that creature becomes dazzled. This condition will last until the character stops to concentrate plus one additional round.

From the SRD: Unable to see well because of over stimulation of the eyes. A dazzled creature suffers a -1 penalty on attack rolls until the effect ends.

Deflect Arrows [3]

none

Aura Psionics [manipulate] -

Base

Save: none

Specialized: 2

Wild-Talent: 2

Target: self/ other

Description: The aura is hardened against incomming missiles of up to the size-category of the character. One missile is deflect per application of the power. The power can be used out of turn as a free action that causes a fatigue-level or the character can concentrate on one or more deflect arrows works. The character got to see the incoming missile. The character can deflect arrows aimed at other characters that he touches with his aura-range.

Direct Arrow [+1]

1 Deflect Arrow: 3 pp
2 Direct Arrow: +1 pp

Aura-Psionics [manipulate]

Save: none

Prerequisites: Aura-Beam

Specialized: +1

Wild-Talent: 3

Target: self

Description: By concentrating on an arrow, the character was able to see from its point of origin on, the character can change the direction of the arrow by up to 45 degrees. In addition, the is able to direct an arrow, he or one of his friends fires (or any other missile or projectile), for the effect, that the arrow will automatically cause a threat, without requiring an attack roll.

Disrupt Aura [30]

none

Aura Psionics [manipulate] -

Base

Save: none

Specialized: 17

Wild-Talent: none

Target: self/ other

Description: This power disrupts an aura, as described in chapter 5. The disruption is permanent till the disruption is dispelled.

Control Aura-Beam

[+2]

Aura-Psionics [manipulate]

Save: none

Prerequisites: Aura-Beam

Specialized: +1

Wild-Talent: 5

Target: self

Description: The character is able to control the path of the beam allowing him to make a touch-attack and canceling out the possibility of a reflex-save for the opponent.

1 Aura-Beam: 4 pp
2 Control Aura-Beam: +2 pp

Prolonged Aura-Beam

[+2]

Aura-Psionics [manipulate]

Save: none

Prerequisites: Aura-Beam

Specialized: +1

Wild-Talent: 5

Target: self

Description: Allows to create an aura-beam, that lasts for the duration of the concentration.

1 Aura-Beam: 4 pp
2 Prolonged Aura-Beam: +2 pp

Sticky Aura-Beam [+1]

Aura-Psionics [manipulate]

Save: none

Prerequisites: Aura-Beam

Specialized: +1

Wild-Talent: 4

Target: self

Description: An aura-beam, empowered in this way, sticks to a target, that was hit by the beam. As long as the beam exists and someone is connected with the beam to the character, all powers from the character on the connected being can be worked on touch-range, even when the distance between both increases. In addition, the victim is considered to be in aura-range of the character.

To break free from a sticky beam, the character got to succeed at a strength as well as at a dexterity check vs. DC 13 in the same round. Energy/ Force-attacks, that do 20 points of damage destroy the

1 Aura-Beam: 4 pp
2 Sticky Aura-Beam: +1 pp

beam and cause half the damage as real damage to the character.

The character can increase the resistance of the beam by spending pp. One pp will increase the hit points of the beam by 2 points.

Advanced Mind Psionics

Mind psionics tinker with the mind, either of the psionic user himself or of someone else. While the basic mind-psionics can be nasty, the advanced mind-psionics go even deeper.

Advanced mind psionics requires the mind-psionics-ability as prerequisite.

Advanced Shield [var]

Mind-Psionics [active

defense]

Save: none

Prerequisites: Combat Shield

Specialized: var

Wild-Talent: none

Target: self

Description: Advanced shields are a number of applications, that can be added to combat shields. The advanced shield does not cost any pp in itself.

1 Combat Shield: 1 pp
2 Advanced Shield: var pp

PP Effect

- | | |
|----|--|
| +3 | <i>Capturing:</i> Capturing shields capture the mind of attackers using magical or psionical attacks. A cage is build in the mind of the shielded character, a shield to the inside, granting a save bonus of +2 for every 3 pp spend. If a creature attacks the characters mind and overcomes the shield, he lands inside the mind of the character, but can not get out, until he overcomes the capturing shield. As long as the mind is captured inside the capturing shield, the gaining pool of the character is reduced by 10 and fatigue-levels can not be regenerated. If the character uses the ejection power, the ejector and the attacker got to fight it out immediately as if they where in the otherworld (see otherworld psionics). If the attacker is unable to leave the mind of the character, he will die in the end if the body is not cared for. A negative side effect of the capturing shield is, that the character is not able to reach out with his mind, i.e. he will not be able to use otherworld-psionics or assault mind-psionics. |
| +3 | <i>Reflecting Shield:</i> this advanced shield reflects mind-attacks back at the attacker. 3 pp are required to reflect back one pp of the attack. |
| +4 | <i>Mind Echo:</i> This shield fakes surface thoughts, which fools attempts to detect thoughts and other powers. This will hide possible shields from detection and give mind-readers something to work with, even |

if the wrong stuff. Any mind-reader may detect the mind-echo and the shield by making a int-check vs. DC 12.

- +5 *Second Line of Defense:* A second shield is raised, behind the surface thoughts: the first second line of defense-point costs 5 PP, per additional defence point „only“ 2 PP got to be paid. This shield can not be detected by scans, detect thought or from the Otherworld even when it is anchored. The shield grants a second save, even if the first save failed. The second save will only use the defence points of the second line of defence, not the will-saving throw bonus.
- +15 *Subconsciousness Shield:* Creates a shield to guard the subconsciousness, even from the shielded person himself. The advantage of this is, that the person will not be bothered by his subconsciousness anymore. But he got to make a will-saves vs. DC 19 each month or get one kind of insanity (each month)

Divide Mind [15]

Mind-Psionics [active defense] - Base

Save: none

Specialized: 8

Wild-Talent: none

Target: self

Description: The character divides his mind into two separate minds, each with the capability of the original mind and completely independent (they even could form a circle).

Each of the two minds got half the work-places of the original mind minus one. fatigue-levels of the one mind affect both minds and both minds use the same gaining pool.

none

Eject Contact [2+]

Mind-Psionics [active defense] - Base

Save: none

Specialized: 1+

Wild-Talent: none

Target: self/ other

Description: In case, that some other psionic creature has established contact to the character, the character will be able to eject the established mind-contact. To eject, the character must spend 2 pp + one pp per point the other psionic creature used to establish the contact (but not the pp used for works building on the contact that where established in later rounds after the contact had been established).

none

Forwarding [6]

Mind-Psionics [active defense]

Save: none

Prerequisites: Contact Mind, Psionic Trigger feat

Specialized: 3

Wild-Talent: none

Target: other

1 Contact Mind: 1 pp
+2 Forwarding: 6 pp

Description: After establishing a shield in another person, the character can establish a “forwarder”, a special kind of psionic trigger, that forwards assaults on the mind of the shielded person to the psionic character, i.e. every attack on the mind of the shielded person is experienced by the character, who, most of the time, is better prepared to resist massive assaults.

With the grant-power-effect power it would be possible to forward the effect to another creature than the character by granting the forwarder on himself.

Psionic Inflation [15]

Mind-Psionics [assault] -

Base

Save: will

Specialized: 8

Wild-Talent: none

Target: self

Description: The character sends out a cone of psionic noise, an unintelligible wave of thoughts. This noise makes psionic works for all psionics except the noise-sending one, more difficult: the pp-cost is doubled for all psionic works in the radius.

The psionic noise will be “heard” in the paid range in the sight (120 degree). To send the noise in all directions, tripple the cost for the power and the range.

The noise will stay as long as the character concentrates.

none

Psychic Surgery [+1]

Mind-Psionics [assault] -

Save: will

Prerequisites: Contact Mind, Telepathy, Heal Psionically Induced Insanity, (Heal Insanity)

Specialized: 1

Wild-Talent: none

Target: other

Description: Psychic surgery allows very fine manipulation of the mind, most often used to heal damage to the mind. Depending on which type of manipulation is intended, the character may use either heal psionically induced insanity as a prerequisite or, more often heal insanity.

After setting up the psychic surgery, the character can start to use one or more of the following effects. The pp given are added to the already required pp (specialists use half of the pp rounded up):

1 Contact Mind: 1 pp
2 Telepathy: 2 pp
3. Heal P.I. Insanity: 5 pp
4. Psychic Surgery: 1 pp

PP Effect

- +4 *Remove Anchor:* Removes one anchor (own, foreign or trance) without harming the person. The anchored work simply dissibates.
- +7 *Mindfill:* removes per use one application of mindwipe, i.e. one removed point of intelligence or wisdom or one removed level can be given back.

- +8 *Mindwipe*: The character hides part of the mind of the victim from the victim. Intelligence, wisdom or even levels can be hidden. Per usage, the one point of either int or wis can be permanently removed. To reduce the level of a character 6 additional pp per usage have to be spend. Only one point or level can be removed per round. Per round, the victim receives an additional save to end the contact.
- +10 *Open Wild Talent*: Changes the wild talent [basic] feat into the psionic talent feat. With additional uses of this power, the wild talent [additional] feats can be turned into additional psionic talent feats (increased and greater).
- +12 *Block Psionic Abilities*: The character blocks any psionic ability in the victim. The victim receives a second saving throw vs. DC 10 (+ any pp the character spends to set the DC). If the victim fails the second saving throw, all its psionic powers (either wild talent or true psionic abilities) are blocked and can not be used, as long as the character concentrates.
- +42 *Remove Psionic Abilities*: This effect works just like blocking psionic powers (including the second save), except that all psionic abilities are permanently removed in the victim.
- +60 *Reactivate Psionic Abilities*: Reactivates removed or blocked psionic abilities. This will not grant psionic abilities that the character did not possess beforehand.

Take-Over Greymatter [10]

Mind-Psionics [assault]

Save: will

Prerequisites: Contact Mind

Specialized: 5

Wild-Talent: none

Target: self

Description: The character takes over foreign greymatter (see greymatter-forming). If the greymatter belongs to another psionic creature, who is still alive and on the same plane of existence as the greymatter, the character who tries to take over the greymatter, must succeed at an opposed wisdom check, modified by each pp brought up to bolster this check.

1	Contact Mind: 1 pp
2	Take-Over GM: 10 pp

Ultra-Blast [+25]

Mind-Psionics [assault]

Save: will

Prerequisites: Psionic

Inflation

Specialized: 13

Wild-Talent: none

Target: self

Description: Like psionic inflation, ultra-blast sends out a psionic noise, but stronger. All characters in the paid range must succeed at a will-save vs. DC 15 (this differs from all other saves, which have a base

1	Psionic Inflation: 15 pp
+	Ultra Blast: 25 pp

DC of 10) or loose consciousness for 2d6 * 10 minutes. Creatures with the latent psionic talent feat got to succeed at a second will-check or reduce their gaining pool by 10, permanently. This reduction can be reversed by psychic surgery.

The character using ultra-blast is in danger, too. If he fails a will-save, his fatigue-level is permanently raised by one. In addition, he got a 10% chance of falling into a coma for 1d10 days.

All creatures with the latent psionic talent feat in the paid range must check for insanity with an unmodified d20.

This work can not be maintained.

Basic Energy Psionics

Many years of combat and resolving conflicts, have shown, that many psionic creatures are not as subtle as most people may think. Once someone has seen the transparently blue energy-fields blocking arrows, smashing someone into the ground or flying through the air, he will never ever see the psionic creature in the same light.

Energy forms are created as an extension of the aura of the psionic creature. A psionic character extends his aura and gives it a form and loosens it to the world.

Basic energy psionics have aura-psionics as a prerequisite.

Energy Form [2]

Energy Psionics [basic] –

Base

Save: none

Specialized: 1

Wild-Talent: 1

Target: self

Description: This power creates an energy form (EF) with the maximum size of 23,000 ccm in or at the rim of the aura-range. The EF must be 0.25 cm thick at least at any part. The EF can be build hollow or around something. The EF must have a symmetrical form, else the cost is trippled. The energy of the EF is penetrable by gas, temperature and light. It is transparent and shines with a bright blue light, that will illuminate only up to half a meter around the EF.

The whole EF got an AC of 3, a hardness of 2 and 3 hp. Adding more pp to increase the size will neither increase hardness, AC nor hit points. Each pp added will increase the size of the EF by additional 23,000 ccm.

Specialists create an EF of 23,000 ccm for one pp.

Wild talents create an EF of 23,000 ccm for the first pp. For the next 23,000 ccm they need to spend 2 pp. The character can allways increase the density of the EF by reducing the size accordingly.

A character may move the EF with a speed of 30 feet to any position in his aura-range as a move equivalent action. If the character moves faster, the EF will move with the character. On the other side,

none

he can leave the EF at a specified position and keep it at that position as long as he concentrates. If the EF has left the aura-range, it can not be integrated in the aura-range again and can only be moved by using the appropriate power.

Some example symmetrical forms (for 23,000 ccm and wall-thickness of 0.25 cm):

Sphere	Area: $A = 4\pi r^2 \rightarrow$ would (roughly) give a sphere of 180 cm diameter, hollow
Cube	Area: $A = 6a^2 \rightarrow$ roughly a cube with the sides being 123 cm long, hollow
Disc (round)	Area: $A = \pi \cdot r^2 \rightarrow$ a disc with a diameter of 342 cm
Disc (square)	Area: $A = a^2 \rightarrow$ side length of 303 cm.
Disc (triangle)	Area: $A = (g \cdot h)/2$. Calculate on your own (to many variables)
Cylinder	Area: $A = 2\pi \cdot r \cdot h$ (open on top and bottom) or $A = 2\pi \cdot r \cdot h + 2 \pi \cdot r^2$ (closed on top and bottom) Open: e.g. 200 cm high and 74 cm radius.
Cone	Area: $A = \pi \cdot r \cdot s \rightarrow$ s = side-length. s = 200 cm

EF-Body [+1]

Energy Psionics [basic]

Save: none

Prerequisites: Energy Form

Specialized: 1

Wild-Talent: 2

Target: self

Description: The character adds stability to an EF. per pp spend on stability, 1d6 hit points are added. Specialists add 2d6 hit points. Wild Talents add 2d6 for the first pp and 1d6 for each pp spend on stability thereafter.

1	Energy-Form: 2 pp
2	EF-Stability: 1 pp

EF-Breath-Giver [*3]

Energy Psionics [basic]

Save: none

Prerequisites: Energy Form, EF-Gas-Tightness

Specialized: *3

Wild-Talent: *3

Target: self

Description: After making an EF gas-tight, some may want to use it to go to places with harmful gases or no breathable surroundings. With this power, the EF receives its own air-supply, allowing someone inside the EF to breath normally. The pp of the volume of the EF are multiplied, i.e. the pp, that were multiplied beforehand because auf EF-Gas-Tightness.

1	Energy Form: 2 pp
2	EF-Gas-Tightness: *2
3.	EF-Breath-Giver: *3

EF-Flexibility [+2]

Energy Psionics [basic]

Save: none

Prerequisites: Energy Form

Specialized: +1

Wild-Talent: none

Target: self

Description: For two pp a hinge is added to the EF, allowing flexibility. For example, a clamshell or a tweezer could be build with one hinge. Moving the EF in itself with a max speed of 10 does not cost any additional pp. Use the rules for EF-Speed to calculate the pp needed to improve the speed for the movement of the parts of the EF. Reduce this cost by one pp (i.e. the speed of 20 feet costs 1 pp)

1	Energy Form: 2 pp
2	EF-Flexibility: +2 pp

EF-Gas-Tightness [*2]

Energy Psionics [basic]

Save: none

Prerequisites: Energy Form

Specialized: *2

Wild-Talent: *2

Target: self

Description: By doubling the basic pp of the EF (that is, the pp, that are used to build the volume) the EF will become gas-tight. Some use this power to suffocate victims.

1	Energy Form: 2 pp
2	EF-Gas-Tightness: *2

EF-Otherworld Secure

[*5]

Energy Psionics [basic]

Save: none

Prerequisites: Energy Form

Specialized: *5

Wild-Talent: *5

Target: self

Description: The character pays five times the normal volume cost for his EF and secures it in this way against aura-bodies, that are not able to penetrate this EF. Normally, an aura-body is able to penetrate any EF as if it was not present at all.

1	Energy Form: 2 pp
2	EF-Otherworld Secure: *5

EF-Unsymetrically [*2]

Energy Psionics [basic]

Save: none

Prerequisites: Energy Form

Specialized: *2

Wild-Talent: *2

Target: self

Description: Efs have to have a symmetrical form. With this power, the character may give the EF any form desired. To build something specific, like the face of a person, the character got to succeed at an intelligence-check vs. DC 12. Only the volume pp of the EF are multiplied. If the EF is gas-tight, multiply all the multiplied pp.

1	Energy Form: 2 pp
2	EF-Unsymetrically

EF-Psionic-Resistance

[+2]

Energy Psionics [basic]

Save: none

Prerequisites: Energy Form

Specialized: 1

1	Energy Form: 2 pp
2	EF-Psionic-Resistance: 2 pp

Wild-Talent: 3**Target:** self

Description: Per two pp spend on EF-Psionic Resistance, an EF will block one pp. After blocking a one pp, two pp are depleted. If not the entire work can be blocked by the EF-psionic-resistance, because the resistance pp left are too few, the work will get through.

Only psionic works, that are used to affect the other side of the EF can be resisted. Works, that do damage to the EF will brand against the EF and may harm the EF by reducing its hit points or even destroy it.

Mind psionics have to be resisted with mind-shields and are not countered by the EF.

EF-Speed [+1]*Energy Psionics [basic]***Save:** none**Prerequisites:** Energy Form**Specialized:** 1**Wild-Talent:** 1**Target:** self

Description: Normally an EF can only be moved inside the aura-range of a character or put at specified position and left this position. By spending pp on EF-Speed, the character can move the EF anywhere he can think of. To control the flight of the EF, the skill energy form directing is used. The speed, with which the EF can fly, depends on the number of pp spend on EF-speed as follows:

PP	Speed: feet	Speed: km/h	attack -modi	AC	max- dmg
1	MV 5	0.9 km/h	- 6	5	1
2	MV 10	1.8 km/h	- 5	7	1d2
3	MV 20	3.6 km/h	- 4	9	1d3
4	MV 30	5.4 km/h	- 3	11	1d6
5	MV 60	10.8 km/h	- 2	13	2d6
6	MV 90	16.2 km/h	- 1	15	3d6
7	MV 120	21.6 km/h	+ - 0	17	4d6
8	MV 180	32.4 km/h	+ 1	20	8d6
9	MV 240	42.8 km/h	+ 2	23	9d6
10	MV 500	91.5 km/h	+ 3	26	10d6
11	MV 1000	183 km/h	+ 4	29	11d6
12	MV 2000	366 km/h	+ 5	32	17d6
13	MV 4000	732 km/h	+ 6	36	18d6
14	MV 8000	1464 km/h	+ 7	40	19d6
15	MV 16000	2928 km/h	+ 8	45	27d6
16	MV 32000	5856 km/h	+ 9	50	29d6
17	MV 64000	11712 km/h	+ 10	56	32d6

The character may use the EF to attack. The attack-modification depends on the speed of the EF. The EF is able to deal an amount of damage that may not be greater than the hit points of the EF, because the damage done to the victim is done to the EF, too.

Per round, the EF can do an amount of damage as shown in the table. When attacking with the EF, the hardness does not reduce the damage taken by the EF. Attacks done with the EF are touch attacks.

1	Energy Form: 2 pp
2	EF-Speed. +1 pp

Example: Dorisande gains and forms an EF with one pp for the volume, 5 pp for the body (3 + 5d6 → 20 hp) and 8 pp for speed. She receives a bonus of +1 on her attack roll and is able to do a maximum of 8d6 of damage per round up to 20 points. She attacks and decides to do 4d6 damage to one or more enemies (depending on the size of the EF: Dorisande could create a long staff of energy and hurl it at a row of enemies). Her attack does 11 points of damage causing 11 points of damage to the EF, too.

Depending on the speed of the EF, the AC of the EF increases. The increased AC is used when the attacker is on the outside of the EF, not when the attacker stands on the moving EF.

Specialists and wild talents receive no modifications with this power.

Note: Try to note the pp spend for volume, body and speed separately like (2/5/8).

EF-Spell-Resistance [+4]*Energy Psionics [basic]***Save:** none**Prerequisites:** Energy Form**Specialized:** 2**Wild-Talent:** 5**Target:** self

Description: Per four pp spend on EF-Spell Resistance, an EF will block one spell level. After blocking a spell level, four pp are depleted. If not the entire spell can be blocked by the EF-spell-resistance, because the resistance pp left are too few, the spell will get through.

Only spells, that are used to affect the other side of the EF can be resisted. Spells, that do damage to the EF will brand against the EF and may harm the EF by reducing its hit points or even destroying it.

EF-Spell-Resistance will work against divine and arcane magic.

1	Energy Form: 2 pp
2	EF-Spell-Resistance
4	pp

Influence Mechanics [1]*Energy Psionics [fine] – Base***Save:** fortitude**Specialized:** 1/2**Wild-Talent:** 1**Target:** self

Description: Per pp spend the character receives one point in the disable device skill for one specified device only. The character adds both his intelligence and his wisdom modification. After making the disable device check the spend pp dissipate.

Mechanical creatures may be attacked with this power. These creatures receive a fortitude save against this power.

Specialists receive two skill points per pp spend.

Wild talents receive two skill points for the first pp spend, but only 1 skill point for each additional pp.

none

Healing-Psionics

Every fighter hopes to have a cleric by his side, when the battle is over. Not so psionic masters. They hope to have a healing-psionics specialist close at hand. They are not only great healers but in some instances, they can even do things, that not even clerics are able to do.

But psionic healing is not entirely on the light side of the energy-usage. The precise knowledge of the anatomy and the energy-channels allows the psionic healer to do some really nasty damage to other creatures.

Healing-Psionics have body-psionics as prerequisites.

Cleaning Channels [21]

none

Body Psionics [complex] -

Base

Save: fortitude (harmless)

Specialized: 13

Wild-Talent: none

Target: other

Description: The character channels clean psionic energy through the psionic channels of another creature. This pure energy will clean out pollutions of the channels and leave the channels clean.

Healing [1]

none

Body Psionics [complex] -

Base

Save: fortitude halves

Specialized: 1

Wild-Talent: none

Target: self/other

Description: The character is able to heal one hit point per pp spend.

Specialists heal 2 hit points per pp spend.

Undead take damage, although this damage is not due to divine energy but due to psionic cell-regeneration that leads to a chain-reaction when mixed with negative energy.

Once activated, the power does not need to be maintained.

Pollute Channels [20]

none

Body Psionics [complex] -

Base

Save: fortitude.

Specialized: 12

Wild-Talent: none

Target: self/other

Description: By channeling unclean energy into the psionic channels the character pollutes the channels of a psionic creature. Per application of the power the channels are polluted as if the victim had participated at one act of sex, with the exception, that this pollution will have no benevolent effect when the skill channel sexual energy is used.

Remove Disease [1]

none

Body Psionics [complex] -

Base

Save: fortitude halves

Specialized: 1

Wild-Talent: 1

Target: self/other

Description: For each pp spend, the character receives one rank in the heal skill, to make a heal check to heal the disease. The character is even able to heal diseases, that normally require magic (like mummy rot) with half the rank, the character acquired with the pp.

If the check is successful, the recovery time is halved for one day only.

Specialists receive two skill-points per pp.

Wild talents receive two skill-points for the first pp and one skill point for each additional pp.

Remove Poison [12]

none

Body Psionics [complex] -

Base

Save: fortitude halves

Specialized: 8

Wild-Talent: 11

Target: self/other

Description: The character uses his psionic power to remove a poison out of the body of the character. Each time this power is used, the subject of this power receives an additional saving throw to expell the poison.

Reversed Healing [1]

none

Body Psionics [complex] -

Base

Save: fortitude halves

Specialized: 1

Wild-Talent: none

Target: self/other

Description: If it is possible for a psionic character to manipulate the cells of a creature in a way, that they start to regenerate more easily, it should be possible for the character to manipulate the cells, that they degenerate. In this way, the character may cause one pp of damage to any living creature by spending one pp.

Specialists cause two points of damage per pp spend.

Undead are not affected by this power.

Once activated, the power does not need to be maintained.

Slow Healing [2]

none

Body Psionics [complex] -

Base

Save: fortitude halves

Specialized: 2

Wild-Talent: none

Target: self/other

Description: The character is able to heal three hit points per two pp spend.

Specialists heal 5 hit points per two pp spend.

The disadvantage of this power compared to the healing power, is, that the the subject of this power

will heal only three points per round. The power got to be maintained for several rounds to have its full effect. Slow healing will heal three hit points per round for a number of rounds equalling the pp spend for the power divided by two.

Undead take damage, although this damage is not due to divine energy but due to psionic cell-regeneration that leads to a chain-reaction when mixed with negative energy.

This power is very useful, when used with a psionic trigger.

Slowing Poison [7]

Body Psionics [complex] -

Base

Save: none

Specialized: 4

Wild-Talent: 6

Target: self/other

Description: As long as the character concentrates on this work, a poison in the bloodstream of the subject of this power, will cause no harm.

none

Metamorphosis-Psionics

As body psionics and healing-psionics show, psionic creatures can have great influence not only on the mind, but on the body, too. Metamorphosis psionics are, for some, the peak of mind over matter.

A complete metamorphosis of one body is allways one work.

The GM may allow a reduction in the pp-cost for morphing into a very specific creature, that the character has watched for at least two days. The reduction should not be greater than 30% and the character should be required to succeed at a knowledge [anatomy], knowledge [nature] knowledge [specific crature] check vs. DC 15.

Metamorphosis-psionics have body-psionics as a prerequisite.

Base Morphing [2]

Body Psionics [morph] -

Base

Save: fortitude

Specialized: 1

Wild-Talent: none

Target: self/other

Description: Metamorphosis-psionics are difficult powers. The base morphing power gives the basic pp-costs, that have to be paid to initiate a metamorphosis. All other metamorphosis-powers can be build upon this power. As with all psionic powers, that are build upon one basic power, only one save is allowed to resist the power and all the powers building on it (see contact mind)

All cost given for metamorphosis powers are for self-metamorphosis only. The pp-cost is taken by one and a half, if someone else is to be affected.

The metamorphosis will last as long as the character concentrates.

none

Wild-talents can learn base morphing only in conjunction with other metamorphosis-powers.

Morph Body-Part [+4]

Body-Psionics [morph]

Save: fortitude

Prerequisites: Base Morphing

Specialized: 2

Wild-Talent: 5

Target: self/other

Description: The character is able to change one part of his body into something different (arms to wings, a stump into an arm etc.). The changed body parts maintain the mass and volume of the original body part.

1 Base Morphing: 2 pp
2 Morph Body Part: 4 pp

Morph Body-Surface [+1]

Body-Psionics [morph]

Save: fortitude

Prerequisites: Base Morphing

Specialized: 1

Wild-Talent: 2

Target: self/ other

Description: With one pp, the character can change his own body-surface (skin), either colour or quality (scales, goose-skin, more hair, feathers). This change is cosmetically only and will not affect game-play or only slightly (dark skin will sun-burn less often, social implications will probably come to mind).

For one pp the skin of a small or smaller creature can be completely changed. Double the required pp for a complete change for each size-category (2 pp for medium sized etc.).

Specialists can are able to change the body-surface of a medium-sized creature with one pp.

1 Base Morphing: 2 pp
2 Morph Body Surface: 1 pp

Morph Body-Sub-Surface [+5]

Body-Psionics [morph]

Save: fortitude

Prerequisites: Base

Morphing, Morph Body

Survace

Specialized: 3

Wild-Talent: none

Target: self/other

Description: The character changes the quality of the skin on a deeper level than possible with morph body surface.

For 5 pp he can either

- increase his natural AC by one.
- increase his damage reduction by one (does not stack with other kinds of damage reduction). For five points, the character will have a DR 1/-.
- increase his energy-resistance to one kind of energy by 2 points.

1 Base Morphing: 2 pp
2 Morph Body Surface: 1 pp
3. Morph Body Sub-Surface: 5 pp

The surface to be changed in this way must have been changed beforhand by morph-body-surface completely.

Morph Equipment [+5]

Body-Psionics [morph]

Save: fortitude

Prerequisites: Base Morphing

Specialized: 3

Wild-Talent: none

Target: self/other

Description: Psionic creatures do not have great influence over non-living matter, at least as far as the form is concerned. This is the only way for a psionic creature to influence the matter on the body, that is morphed, by including it into the form, the body is morphed to.

1	Base Morphing: 2 pp
2	Morph Equipment: 5 pp

Morph Gender or Race [+5]

Body-Psionics [morph]

Save: fortitude

Prerequisites: Base Morphing

Specialized: 3

Wild-Talent: 6

Target: self/other

Description: This power changes either gender or race of the character. This change is restricted to the fertility of the character only. The character will not acquire any other racial or gender traits, like looks, abilities or powers, only the ability to mate with a different race or gender than would normally be possible and to produce fertile offsprings. If the character changes into a feminine creature and becomes pregnant, he will either have to keep the gender for the duration of the pregnancy to deliver or the child will be aborted on turning back into a male. If the change was into another race, that would normally be incompatible, the unborn will be either aborted during the first half of the pregnancy (50% chance) or it will come to no complications. The child will be a member of the race, the character changed into (although it may possess some strange traits).

The change will last for the duration of the concentration.

This power allows fertility even for impotent or barren creatures, but not for creatures, that are not able to beget children at all (like ant-workers).

To change both, gender and race, the character got to use this power twice.

1	Base Morphing: 2 pp
2	Morph Gender or Race: 5 pp

Morph Height or Weight [+1]

Body-Psionics [morph]

Save: fortitude

Prerequisites: Base Morphing

Specialized: 1

Wild-Talent: 2

Target: self/other

Description: By spending one pp, the character may change the height or weight by 20%. Either height or weight is changed, which can lead to very tall but light creatures (10 meter giants with the weight of a 1,80 meter human).

The percentage change is not cumulative but has to be calculated on a point by point basis: 3 pp spend for a height change will increase the size of a

1	Base Morphing: 2 pp
2	Morph Height or Weight: 1 pp

100 cm creature to 196.8 cm or decrease it to 51.2 cm.

Specialists are able to change to up to 30% per pp spend.

Morph New Body-Part [+2]

Body-Psionics [morph]

Save: fortitude

Prerequisites: Base Morphing

Specialized: 1

Wild-Talent: 3

Target: self/other

Description: By expanding the required pp, the character creates a 10 cm stump at a designated place on his body. He got complete control over this stump, just as if it was an arm or leg. To achieve something usefull with this power, the character got to use the morph body part power.

1	Base Morphing: 2 pp
2	Morph New Body Part: 2 pp

Morph Specific Height or Weight [+1]

Body-Psionics [morph]

Save: fortitude

Prerequisites: Base Morphing

Specialized: 1

Wild-Talent: 2

Target: self/other

Description: This work functions just like morph height and weight with the exception, that only one body part (one arm, one leg or the head) is morphed by up to 60% per pp.

Specialists are able to change up to 80%.

1	Base Morphing: 2 pp
2	Morph Height or Weight: 1 pp

Wild-Talent-Morph [*]

Body-Psionics [morph]

Save: none

Wild-Talent: (½)

Target: self

Description: Wild-talent-morph is a special power, that can only be learned by wild-talents and ki-users and can only be used in this way. Wild-talent-morph is a combination of all the metamorphosis-powers and allows the wild-talent to use one combination of these powers with one specific result only with half the normally required pp. This means, that the character will be able to assume one form (like a wolf) only and is not able to morph into something else. This form got to be specified on taking the feat. A wild-talent can take additional forms by taking additional wild talent feats, each gaining access to an additional form.

none

Otherworld Psionics

The otherworld, a plane of existence that belongs as much to the psionic energy as the creatures, that use it. Some believe, that the otherworld is just another name for the astral- or the ethereal plane. But the rules of this plane and the things, a character will find there, are slightly different.

It is a plane of pure thought consisting of a grey glimmering material, the greymatter. Movement in the Otherworld is with the speed of thought. Distance exists, because character in the otherworld can see the psionic shadows of the material world, consisting out of greymatter. But at the same time, it is of no consequence to movement or range, because the thought can travel faster than the body.

Only psionic creatures, dreamers and mages with the appropriate spells are able to reach the otherworld.

Travelers in the otherworld, who call themselves otherworld-strider, reach the otherworld with their aura-body only. The aura-body is the core of the being of the character, showing his emotions, his basic character traits and his power. therefore sense aura-powers and empathy are useless in the otherworld, because any aura-body "seeing" the character will know these things anyway. That is the reason, why psionic creatures like to meet in the otherworld, when they got to talk about difficult subjects.

Creatures in the otherworld are able to see creatures, using psionic powers, matrixes and anchors, that are not more than 500 ft. away in the material world.

Energy-psionic powers reach into both, the material- and the otherworld and can harm creatures in both worlds.

Sound in the otherworld is a bit dull, the hearing range is halved. The touch-sense is increased to double sensetivity. There is no smell in the otherworld

The aura-body keeps its intelligence, wisdom and charisma. These ability scores double their usefulness, because the strength of the aura-body equals the intelligence score, dexterity equals wisdom and constitution equals charisma. Each character in the otherworld possesses hit points equalling his charisma-score times five plus his level and an AC equalling 10 + wisdom-bonus + 1 per pp spend on AC. Base attack bonus and saves remain the same, although the will-save is used instead of fortitude saves and reflex-saves are modified by the wisdom-ability score.

If the aura-body is reduced to zero (0) hit points, the aura-body is automatically thrown back into the physical body and the character falls unconscious for 3d1000 rounds. He has to succeed at a fortitude save vs. DC 15 or die. On awakening, the fatigue-level of the character is automatically raised by six.

Combat in the otherworld can be done with all kinds of mind-psionics, advanced mind psionics, aura-psionics, energy-psionics, greymatter-forming, greymatter-summoning and illusion psionics, as well as with direct combat.

There are some spells, that will work in the otherworld, namely those, that do affect the mind or the astral-body as well as those spells, that have the spell-descriptor [Force].

Spells and psionic powers, that affect the mind are handled normally, those, that use psionic energy or force, do half of their damage to the aura-body and half to the real body, although the body may not be in the area of effect.

Because characters move with the speed of thought, "physical" combat is much faster in the otherworld.

The effect of this speed is, that every character can move 120 ft. per round and still do full round actions. Each character receives automatically the combat reflexes, the dodge and the improved unarmed attack feat, as long as he stays in the otherworld. Unarmed damage does 1d4 points of "real" damage, i.e. it harms the aura-body and can result in throwing the aura-body out of the otherworld. In addition, psionic energy weapons are present in the otherworld and can be used normally, doing damage to both aura-body and body when hitting the aura-body.

Energy forms created in the otherworld stay in existence, as long as one of the creators stays alive or till it is destroyed. An energy form can be penetrated easily by the aura-body. But it is a lot easier to create energy forms, allowing the character to add +2 to his forming force check when trying to form any power with the energy psionics descriptor.

After leaving the otherworld a character automatically receives one fatigue-level.

Aura-Body to Body

none

Connect [1]

Otherworld-psionics [Stride]

- Base

Save: will (harmless)

Specialized: 1

Wild-Talent: none

Target: self/other

Description: The character spends one pp to establish a connection between his aura-body and his body to find his body from any place in the otherworld again without the need to search for it. Only by willing to, the character may return to his body as a free-action if his aura-body is not held or the path is barred.

Leave Otherworld [+2]

Otherworld-psionics [Stride]

Save: none

Prerequisites: Otherworld

Stride

Specialized: 1

Wild-Talent: none

Target: self

Description: After entering the otherworld, the aura-body may leave the otherworld anytime, although he got to succeed at a wisdom-check vs. DC 7 to enter and to leave. He may repeat this check each round. To return to the material body, the aura-body has first to return to the otherworld. If the aura-body takes enough damage to bring it to zero hit points, and the character fails his wisdom-check to return to the otherworld, he will die immediately. An aura-body returned to the real-world can be affected by the same methods as an aura-body in the otherworld.

After leaving the otherworld, the aura-body is able to use any psionic power he possesses, as if his body

1 Otherworld Stride: 4 pp
2 Leave Otherworld: 2 pp

was at the position of the aura-body, i.e. the range-cost is calculated accordingly.

The aura-body is visible in darkness as a dim blue phosphorescent light. With some imagination, the light can be recognized as a ghostly body.

The aura-body is incorporeal and requires a +2 weapon to hit.

This is a good position, to start a possession attempt.

Otherworld-Connection

none

[4]

Otherworld-psionics [stride]

- Base

Save: none

Specialized: 2

Wild-Talent: 3

Target: self

Description: This power opens a connection to the otherworld, that allows a character to draw greymatter from the otherworld.

This connection stays open as long as the character concentrates.

Otherworld-Link [20]

none

Otherworld-psionics [stride]

- Base

Save: none

Specialized: 12

Wild-Talent: none

Target: self

Description: Otherworld-link opens a link to the otherworld, that allows a character to draw energy from the otherworld. The link must be connected to one specified item and will stay open, as long as the item exists or it is not severed.

The item it is linked to, must be cleansed and prepared as described under creating psionic items.

Otherworld Look [2]

none

Otherworld-psionics [Stride]

- Base

Save: none

Specialized: 1

Wild-Talent: 1

Target: self

Description: This power allows the character to take a look into the otherworld. As long as the character concentrates, his visual sense is tuned into the otherworld. He "sees" as if he was in the otherworld (see otherworld-stride power) and only what would be visible in the otherworld. All other senses are still connected to the material world.

Otherworld Spying [+3]

Otherworld-psionics [Stride]

Save: none

Prerequisites: Otherworld

Stride

Specialized: 2

Wild-Talent: 6

Target: self

Description: When a psionic creature enters the otherworld or is looking into the otherworld, he is able to take a look out, by spending three pp.

1 Otherworld Stride: 4 pp
2 Otherworld Spying: 3 pp

The character may use aura-psionics with the sense-descriptor when looking out of the otherworld with the cost adjustment for a range calculated as if the character himself was at the position of the view, not at the position he is in the material world.

The range for all other psionic powers is calculated with the distance between the material body and the place of use, with the only exception, that, when body of the character dies and the aura-body is in the otherworld, the rules for an aura-body without a material-body apply.

Otherworld Stride [4]

none

Otherworld-psionics [Stride]

- Base

Save: none

Specialized: 2

Wild-Talent: 3

Target: self

Description: By using this power, the character parts aura-body from physical body. This will take 1d4 rounds to achieve. The aura-body automatically enters the otherworld. Once the aura-body has left the physical body, this work is maintained automatically without any need for concentration.

After leaving the body, all mental abilities are going with the aura-body and the body is left behind. To find it again after leaving it behind and roaming the otherworld, the character has to search for his body again. The character may make knowledge [otherworld]-checks vs. a DC equalling the time in minutes he was in the otherworld (not counting the minutes searching) divided by two. He may repeat the check each minute. For each previous minute of search the DC is reduced by one. Otherwise the character will only have a 5% chance to find his body again.

Once the body is found, the character can return to his body as a free action.

The left behind body will die from organ failure after about two minutes. The character can push this time back by succeeding at a con-check vs. DC 10 + 1 per minute after the second, every minute. Once failed, the character got five minutes till his body dies. (Characters with the heal-skill may be able to re-animate the character, depending on the GM).

If the body of the character dies the aura-body got to succeed at three wisdom checks vs. DC 11 or the aura-body dies, too, and goes wherever his religion thinks, he should go to, although especially the psionic masters tend to be rather deistic.

If the character succeeds, he got three days left to do something about his miserable situation.

Plane Travel [+10]

Otherworld-psionics [Stride]

Save: none

Prerequisites: Otherworld

Stride, Leave Otherworld,

Energy Form

Specialized: 5

Wild-Talent: none

Target: self/ other

Description: Works just like the teleport-power with the exception, that the teleport will bring the

1 Otherworld Stride: 4 pp
2 Leave Otherworld: 2 pp
3. Plane Travel: 10 pp

character to a different plane. Per plane between the original plane and the target plane, 10 pp got to be paid (i.e. Ethereal plane can be reached with 10 pp while the elemental planes will require 20 pp – although this depends solely on the cosmology of the campaign i.e. on the GM). The character got to know about the plane and of its position or got to start a long and expensive search.

Possession [+1]

Otherworld-psionics [Stride]

Save: will

Prerequisites: Otherworld Stride, Leave Otherworld or Otherworld Spying.

Specialized: 1

Wild-Talent: none

Target: self

Description: The character tries, while material body and aura-body are parted, to possess somebody. Both sides, the character and his victim, have to make opposed wisdom-checks vs. a DC of 10. The character can establish a mind contact to the victim to reduce the wisdom of the victim by one point per pp spend for one of these checks only. Loser is, who fails his check first in a round the other character does not fail his check. If the character loses, he is either thrown back to his body (if his aura-body resides in the otherworld) or takes 3d6 points of damage to the aura-body (if the aura-body resides in the material world). In addition, he will take one fatigue-level.

If the victim loses, it is possessed. The character will be able to hold himself in the mind of the victim for a number of days equalling 100 – (5 * original wisdom of the victim). If a victim got a wisdom of above 19, calculate the time in hours (44 – wisdom in hours). After this time, the contest of the mind will be repeated. The character may try to kill the mind of the victim and take over the body permanently.

1	Otherworld Stride: 4 pp
2	Leave Otherworld: 2 pp or Otherworld Spying: 3 pp
3.	Possession: 1 pp

Take to Otherworld [6+]

Otherworld-psionics [Stride]

- Base

Save: none

Specialized: 4

Wild-Talent: none

Target: other

Description: The character sends the aura-body of another, willing person into the otherworld. The cost depends on the state of the person to be taken.

PP	State of Person
11	Awake
9	Sleeping
6	In Trance

The cost can be reduced further, if the character, who tries to take the person into the otherworld, is working from the otherworld himself.

Teleport [+10]

Otherworld-psionics [Stride]

Save: none

Prerequisites: Otherworld Stride, Leave Otherworld, Energy Form

Specialized: 5

Wild-Talent: none

Target: self/ other

Description: Movement in the blink of an eye. The best movement there is. Alas, it takes at least a round for each psionic character to teleport. The character has to get into the otherworld, to the place, he wants to teleport to, leave the otherworld and draw the body behind. The body got to be surrounded by an 1.5 cm EF to be connected to the otherworld and be able to be drawn and the body should be connected to find it again. All in all the cost for a teleport is generally 20 pp for a medium sized creature: 4 pp otherworld stride, 1 pp connecting aura-body and body, 2 pp leave otherworld, 10 pp teleport, 3 pp EF.

Whenever a character uses this power to teleport someone else, the aura-body of the other person got to be brought into the otherworld first. Afterwards proceed as if teleporting self is used.

1	Otherworld Stride: 4 pp
2	Leave Otherworld: 2 pp
3.	Teleport: 10 pp

Sound-Psionics

By some considered to be the absolutely weakest of all the psionic abilities, it still got its merits. While not as versatile as body-, mind- or energy-psionics, and not even able to emulate different sounds, stopping a bunch of spell-casters from casting their spells or doing sonic damage are nothing to be trifled with.

Sound-psionics require aura-psionics as prerequisite, although basic energy-psionics are required for some of the powers as well.

Change Sound Volume

[4]

Sound-sionics [alter]

Save: none

Specialized: 3

Wild-Talent: 4

Target: self

Description: By changing the sound wave at its source, the character is able to control the volume of the sound. Although this is not an EF, follow the rules for the basic EF-creation to create the area, that the sound should be controlled of. The basic-size a character can controll with 5 pp, is 23000 ccm with a min.-thickness of 1 cm. Each additional pp spend increases the size according to the rules (sound-specialists and wild talents do not receive any modifications, though).

The first 4 pp allow to change the volume-level by one in any direction. For each additional three pp, the level can changed one additional step.

none

Lv. Description

1. Silence, outside the human range.
2. Whispering
3. Faint talking
4. Normal.
5. Loud talking
6. Shout
7. Roar
8. Thunder (Fortitude save vs. DC 15 or deaf for 1d8 rounds).
9. Loud Thunder (Deafness for 1d20 rounds, fortitude save vs. DC 15 or permanent deafness).
10. Unbearable (as loud thunder, but a the victim got to succeed at a second fortitude save vs. DC 15 or victim falls unconscious).

Create Ultrasonic Sound [5]

Sound-psionics [alter]

Save: none

Specialized: 3

Wild-Talent: 4

Target: self

Description: The character changes one of the sounds, his body creates, into ultrasonic sound. Without adjusting his ears with the use of body-psionics, the character will probably not be able to hear these ultrasonic sounds and without the skill knowledge [ultrasonic], he will not understand the heard sound.

Most characters use their own heart-beat as the base-sound and send it out to use the ultrasonic sound as a means to navigate in complete darkness.

Silence Field [8]

Sound-psionics [alter]

Save: none

Specialized: 5

Wild-Talent: 7

Target: self

Description: With this power, the character changes his body-sounds into a sound disrupting anti-sound. This anti-sound is emitted to the rim of the paid range and suppresses any sound in this area (even ultrasonic sound). The silence field surrounds the character and will stay with him as long as he concentrates.

Sonic Blast [2]

Sound-psionics [alter]

Save: reflex

Specialized: 1

Wild-Talent: 1

Target: self

Description: A single word spoken by the character is transformed into a deadly sound carried as a ray to the paid range. The sound causes 1d4 points of sonic damage per 2 pp spend. a successful save will half the damage.

Wild Talents do 1d4 points of damage for the first pp, and 1d4 points of damage for each two additional pp spend.

Sound Sucker [+2]

Energy Psionics [sound]

Save: none

Prerequisites: Energy Form

Specialized: +1

Wild-Talent: 3

Target: self

Description: By adding this quality to an EF with the thickness of at least 1 cm, no sound will leave or trespass this EF. The sound is sucked into the EF.

Sound Trap [4]

Sound-psionics [capture]

Save: none

Specialized: 2

Wild-Talent: 3

Target: self

Description: The character creates a sound cage created out of pure, very silent sound. This captured sound is not hearable as long as it is captured. As soon as someone comes in contact with this sound cage, the cage is destroyed and the sound is released. The cage got the size of the head of the creator.

The cage exists as long as the character concentrates.

Throw Sound [3]

Sound-psionics [alter]

Save: will

Specialized: 2

Wild-Talent: 2

Target: self/ other

Description: By capturing the sound, the character can take the captured sound and throw it at any place in the paid range. This means, that the sound does not seem to stem from the position, it was created but from the position, it was thrown to.

A creature can try to save to avoid the capturing of its sound.

The source of the sound can not be bigger than a tiny creature (or breast and head of a medium sized creature).

The sound got to be thrown immediately.

Weather-Control

Weather control psionics are the most tiring ability, a psionic creature can use, because the works have to be maintained till the desired effect sets in.

The time, till the effect sets in, depends on the weather conditions and takes about 1d10 + 3 hours. Each weather-control power lists a time-modification (tm) to indicate, in how far a given power diverts from this time. Time modifications, that would reduce the needed time below zero, are counted as half an hour. Specialists reduce the time required by one hour. By quatripling the pp cost, the required time can be halved. The time-reduction of specialists is applied befor dividing the time when paing four times the required pp. The time can not be reduced any further without the aid of special psionic tools.

1	Energy Form: 2 pp
2	Sound Sucker: +2

none

none

none

none

none

The desired effect will last for a duration depending on the effect.

Effect	Duration
Wind-Strength	3d4 minutes
Temperature Change	3d6*10 – 10 * degree changed.
Cloud Creation	3d6 hours
Wind Direction Change	3d6 hours

The effected area is 23,000 cbm (except cloud creation). On the rim of the affected area, the effect lessons. The centere of this area can be moved, but may not be moved faster than 100 meters per hour. The concentration-time till the first tiring sets in, stays the same.

After most of these powers, the fatigue-level is increased at least by one due to the long time required of concentration.

Each weather-control work will require one work-place.

Weather-control psionics have aura-psionics as prerequisite.

Change Rainfall [4]

Weather-psionics [alter]

Save: none

Specialized: 2

Wild-Talent: 3

Target: self

TM: +1 hour per level

Description: The rainfall can only be changed, if there is allready rainfall or at least clouds.

The rainfall is changed by one level per 4 pp spend.

Lv.	Rainfall
1.	no rain
2.	a few drops
3.	drizzle
4.	average rain
5.	strong rain
6.	cloud burst

To change to the desired rainfall-level the right cloud-density has to be present.

Wild-talentspay 3 points for the first level changed and 4 pp for each additional level.

Change Wind-Direction [10]

Weather-psionics [alter]

Save: none

Specialized: 6

Wild-Talent: none

Target: self

TM: +- 0

Description: The wind direction in the affected area is changed as desired.

Change Wind-Velocity

[5]

Weather-psionics [alter]

Save: none

Specialized: 3

Wild-Talent: 4

Target: self

TM: 10 min + 3 min/ level over the first level changed.

Description: This power changes the wind-velocity by one level on the Beaufort-scale per 5 pp spend. The wind-direction does not change.

The GM should change the temperature depending on the wind-speed.

Wild talents alter the wind-velocity by one for the first pp. Additional steps cost 5 pp.

Cloud Density [20]

Weather-psionics [alter]

Save: none

Specialized: 11

Wild-Talent: none

Target: self

TM: +2 hours per level.

Description: The character changes the cloud-density by one level.per 20 pp spend in the given area.

Lv.	Description
1.	no clouds.
2.	Some clouds (up to ¼ clouded)
3.	Medium clouded (up to ½ clouded)
4.	up to ¾ clouded.
5.	Completely clouded

Fog [8]

Weather-psionics [alter]

Save: none

Specialized: 4

Wild-Talent: 7

Target: self

TM: -5 hours

Description: The character creates a fog with half the area of usual area affected. Visual range within this fog is halfed. For each additional 8 pp spend, the visual range is halfed.

Wild-talents spend seven pp for the first step and 8 pp for each additional step.

Temperature Change [1]

Weather-psionics [alter]

Save: none

Specialized: 1

Wild-Talent: 1

Target: self

TM: -4 hours

Description: For each pp spend, the character changes the temperature by one degree, either plus or minus.

Specialists change the temperature by two degrees per pp.

Wild-talents change the temperature by two degrees for the first pp and by one degree for each additional pp.

Thunderstrom [10]

Weather-psionics [alter]

none

Save: none

Specialized: 5

Wild-Talent: none

Target: self

TM: +1 hour

Description: This power will only work, if the cloud-density is at least 5. After initiating this power, it will rain 70% of the time. every 3d6 +10 rounds a lightning strikes, which will inflict 12d6 points of damage on all people in a 15 ft. radius. The lightning will come down 16 ft. or more away from the character. With 4 pp the character can direct the next lightning to a specified place, with a toleration of 1d20 –10 ft.

6. 3 Psionic Abilities: Advanced

Silently the grey mass slithered under the the door and into the room. Miran lay in his bed and waited. His senses where burning the images into his brain. He had known, that someday, they would find him. The order had some very strict rules and one was, that no one left the order, befor he was dead. He was not dead, yet. But the order intended to change that. And they had learned from his example and used powers like his.

Miran could even imagine, who of his former brethren was sending the greymatter against him. He waited.

The greymatter creature rose to its full size and turned its blind head towards the assassin. It formed one large fist and attacked miran.

He had anticipated this rather stupid action and the energy field was triggered by the action of the construct. It withstoud easily the first attack and the same moment, energy and greymatter clashed and caused the energy to ground in tiny blue lightnings, the windows crashed and three black clad brethren entered gracefully the room, throwing knives in Mirans directions, which were blocked by the energy shield, too.

One additional attack was led against Miran. Someone assaulted his mind. But his combat shields were taking care of this, at least at the moment.

That was all they could muster to hunt down a traitor?

Miran raised a finger and pushed one of the three attackers back through the window. Third floor.

He hoped, that the the poor bastard would land really hard.

Instantly he pointed with his finger at the second assassin and blasted him with some energy, he had spared especially for this occascion.

Lets start the second round, Miran Dul thought.

Not all advanced Psionic abilities are really more powerful than the expert abilities, but they have psionic expert abilities as prerequisites, i.e. it they are harder to learn.

Advanced Energy Psionics

Where basic energy psionics are really nice and versatile, they only scratch the surface of energy manipulation abilities. Advanced energy psionics go deeper and teach the creature how to use the energy without giving it a specific form (EF).

Advanced energy psionics require the character to be able to use aura-psionics and basic energy psionics.

Note: Advanced energy psionics would be able to manipulate electronics and computer, if those are present in the campaign.

Body Lightning [3]

Energy-psionics [advanced]

none

Save: none

Specialized: 2

Wild-Talent: 2

Target: self

Description: This power creates lightning, that come out of the body of the character and up to a distance no futher away than the paid range. The Lightnings destroy Efs, illusions and sound-psionics. Per pp after the first three, one pp of psionic energy (EFs, illusions and pure energy) are destroyed. The character does not have to know, that psionic energy is around to affect it. The lightnings will search for the closest energy by themselves.

Charge Weapon [1]

Energy-psionics [advanced]

none

Save: none

Specialized: 1

Wild-Talent: 1

Target: self

Description: The character charges a weapon with psionic energy wich will be released with the first hit and will dissipate 3 + 1d4 rounds later if not used. The character does not need to concentrate, to keep this energy in the weapon. Per pp installed, the weapon does 1d4 points of additional damage. Specialists do 2d4 points of damage per pp used. Wild-talents do 2d4 points of damage for the first pp and 1d4 points of damage for each additional pp.

Destroy Psionic Work [2]

Energy-psionics [advanced]

none

Save: none

Specialized: 1

Wild-Talent: 1

Target: self

Description: Channeling pure energy into an existing psionic work disrupts the energy in his work. Two pp will disrupt one pp of the work. Excepted are only permanent works like healing. The character got to succeed at a will-save vs. the the DC set by the psionic, who created the work. This will even destroy stabalized and anchored greymatter, although in this case the stabilizing and anchoring has to be overcome as well.

Wild talents destroy one pp with the first pp, and one pp for every two additional pp.

Destroy Spell-Magic [12]

Energy-psionics [advanced]

none

Save: none

Specialized: 7

Wild-Talent: none

Target: self

Description: This power destroys per 12 pp one spell-level, either an active spell or spell-effect or a memorized spell (one random-spell). Spells have to be destroyed entirely.

Energetic Float [1]

none

Energy-psionics [advanced]

Save: none

Specialized: 1

Wild-Talent: 1

Target: self/ other

Description: This power is not unlike the fill with energy power in that something is filled with energy. In this case a body is filled with energy and a fall is stopped. The character can only float a body of his own size-category or smaller.

The energy of one pp suffices to slow down a fall of 10 feet enough, that the creature will take no damage.

The power works as long as the character concentrates or till the energy is used up.

Specialists slow down a 20 ft. fall per pp spend.

Wild talents slow down a 20 ft. fall with the first pp and 10 ft. with the next pp.

This power would allow the character to move across water and similar substances for double the distance they would be able to slow a fall.

Energy Discharge [1]

none

Energy-psionics [advanced]

Save: none

Specialized: 1

Wild-Talent: 1

Target: self

Description: Pure energy is discharged at a designated point in the paid range. Each pp spend does 1d4 points of damage. The attack is a ranged touch-attack with the wisdom-bonus replacing the dexterity-bonus as attack modification.

Specialists do 2d4 points of damage per pp spend.

Wild talents do 2d4 points of damage with the first pp and 1d4 points of damage with ever pp thereafter.

Energy Field [10]

none

Energy-psionics [advanced]

Save: none

Specialized: 6

Wild-Talent: none

Target: self

Description: By spending 10 pp, the character creates a field, that either distorts magic of psionics (to affect both, the character got to create two field).

The field re-directs energy attacks aimed at the character by 90 to 270 degrees. Re-directed attacks include all types of energy-psionics, aura-psionics, illusions, sound psionics, otherworld-psionics, spells with an energy-descriptor as well as creatures with an energy-type (fire, positive, negative etc.).

The field shows as a bright red globe in the otherworld.

The energy will be deflected up to the max. distance it would have traveled.

The area affected depends on the range paid.

Fill with Energy [1]

none

Energy-psionics [advanced]

Save: none

Specialized: 1

Wild-Talent: 1

Target: self

Description: Just a little bit of energy is filled into an item, not bigger than the head of the character. He may spend more pp to increase the size of the item by one head per additional spend pp. As long as the character concentrates, the item can be moved up to a distance of 10 ft. per wisdom-bonus per move-pp. Note move and size-pp separately.

As soon as the distance is used up, the energy is used up and the item will drop to the ground.

The allowed distance may be used up in one round or in several rounds. While moving the item, the character initiate one direction change per round by up to 45 degrees.

The character may use the item to attack as if he was using a moveable EF although, due to the reduced maneuverability, the attack-bonus is reduced by 2. The item can not do more damage than it can sustain.

Overcomming Charge

none

[3]

Energy-psionics [advanced]

Save: none

Specialized: 2

Wild-Talent: 2

Target: self

Description: The character charges a weapon to overcome damage reduction. For the first 3 pp, a damage reduction of +1 or a specific material is overcome. To overcome a better damage reduction, multiply the previous cost by 1.5:

DR	PP spend
+1	3
+2	5
+3	8
+4	12
+5	18
etc.	

This bonus will not grant a bonus to attack or damage. It will remain as long as the character concentrates.

Wild-talents and specialists calculate their bonus from a base of 2 pp.

Illusion-Psionics

Some psionic masters create illusions by using mind-psionics and controlling the senses of their victims. Other characters just manipulate the air and create images as if painting on a canvas.

Illusion-psionics have aura-psionics and energy-forming as prerequisites.

Create Illusion [1]

Illusion-Psionics [basic]

Save: will

Specialized: 1

Wild-Talent: 1

Target: self

Description: With one pp, the character creates a canvas of 960000 qcm in the thin air he can use to project illusions on. The character got to succeed at an intelligence-check vs. DC 11 to create a perfect illusion. Per two points, he stays above the DC of 11, the DC of the saves against the illusion are raised by one, per point, the character stays below the DC of 11, the save-DC of the observers is reduced by one. The observers are allways entitled to a save.

The illusion exists as long as the character concentrates.

The illusion got an AC of 3 and withstands 1d4 points of damage.

Specialists create a double sized canvas for each pp.

Wild talents create a double sized canvas for the first pp and normal sized addition for each additoinal pp.

Improve Illusion [+1]

Illusion-Psionics [basic]

Save: will

Prerequisites: Create Illusion

Specialized: 1

Wild-Talent: 1

Target: self

Description: The character receives a bonus of +1 to his intelligence check to check for the perfection of the illusion for each pp spend.

Moveable Illusion [+1]

Illusion-Psionics [basic]

Save: will

Prerequisites: Create Illusion

Specialized: 1

Wild-Talent: 2

Target: self

Description: An unmoving canvas is rather restricted in its possibilities. With this power, a character can create and controll movements in an illusion. This works just like create illusion with the exception, that the DC is 13.

The illusion looks like a silent (but coloured) movie.

Moving Illusion [+3]

Illusion-Psionics [basic]

Save: will

Prerequisites: Create Illusion

Specialized: 2

Wild-Talent: 3

Target: self

Description: The character creates an illusion, that moves with the character or can direct it like an EF. This allows the character to wear the illusion as a mask or to make himself invisible.

Suggested Costs:

12 pp Cost for a body covering illusion.

none

16 pp Cost for a body coevering illusion including the a weapon in the hand.

Dreamworld Psionics

The dreamworld is a world, not unlike the otherworld, only with more colour. Most people are able to enter their own, privat dreamworld in their sleep, only seldom making the step into the wide open dreamworld, that connects all of these dream-beaubles. A character with this psionic ability has not to be asleep to enter the dreamworld in this way.

The dreamworld got some special rules:

- All powers used in the dreamworld cost one quarter of the original cost. Powers costing 1 pp can be used for free.
- The character enters the dreamworld with his aura-body. But if his body dies while the aura-body is being in the dreamworld, the aura-body stays forever in the dreamworld, becoming a dream-shadow.
- Entering a privat dreamworld, that was found in the great wide dreamworld, requires the feat Enter Privat Dream Realm.

Dreamworld-psionics require the ability to travel the otherworld.

Dreamworld Stride [6]

Otherworld-psionics [Dream]

- Base

Save: none

Specialized: 3

Wild-Talent: 5

Target: self

Description: By using this power, the character parts aura-body from physical body. This will take about 1d4 rounds to achieve. The aura-body automatically enters the otherworld and travels further into the dreamworld as a free action. Once the aura-body has left the physical body, this work is maintained automatically without any need for concentration.

In general, dreamworld-stride works exactly like otherworld-stride and all the otherworld-psionics can be used accordingly in the dreamworld or with the dreamworld, with the exception of teleports and the view into or out of the dreamworld, which are not possible.

See Otherworld-Psionics.

Take to Dreamworld

[8+]

Otherworld-psionics [Stride]

- Base

Save: none

Specialized: 5+

Wild-Talent: none

Target: other

Description: The character sends the aura-body of another, willing person into the dreamworld.

The cost depends on the state of the person to be taken.

none

none

PP	State of Person
14	Awake
11	In Trance
8	Sleeping

The cost can be reduced further, if the character, who tries to take the person into the dreamworld, is working from the dreamworld or otherworld himself.

Greymatter-Forming

Greymatter, the hardened essence of the otherworld. In a very narrow way, every character, who creates energy forms, creates greymatter in the otherworld. And some of this greymatter may even endure.

But the more precise and direct way, to work with

1 Otherworld Connection: 4 greymatter forming ability.
pp
2 Greymatter Grabbing: 1 pp that allows a psionic creature,
1 pp
3. Harden Greymatter: 2 pp Greymatter has to be stabilized, nonetheless. On the other hand, a character could just summon the greymatter and keep it unstabilized to keep it for later use.

Greymatter-Forming requires otherworld-psionics as a prerequisite.

Forming Greymatter

[+1]

1 Otherworld Connection: 4
pp
2 Greymatter Grabbing: 1 pp
3. Stabilize Greymatter: 4 pp

Grabbing.

Specialized: 1

Wild-Talent: none

Target: self

Description: Sculpting greymatter by hand takes long and is rather senseless, because the greymatter sooner destabilizes than anything fine can be accomplished.

Psionic creatures are able to form greymatter with their thoughts alone. Each pp spend on forming greymatter will give the character one rank in the appropriate craft-skill, he would use to work the greymatter by hand. If he would use more than one skill to accomplish the final work, he would have to use the skill more than once.

The skill-rank is modified by the intelligence-bonus.

Specialists receive 2 ranks for each pp spend.

1 Otherworld Connection: 4
pp
2 Greymatter Grabbing: 1 pp

[forming]

Save: none

Prerequisites: Otherworld

Connection, Greymatter

Grabbing.

Specialized: 1

Wild-Talent: none

Target: self

Description: The character grabs a one cubicmeter lump of greymatter. The lump will be two cubicmeter, if the character is in the otherworld. The lump can be sculpted into the desired form by using the craft (sculpter) – skill, although the lump will return to being a lump after 5 minutes, if no more pp are spend.

Uncondensed greymatter uses the hit points and hardness value of rope, completely condensed is considered to be like stone.

Greymatter can be condensed to one quarter of its original volume.

Specialists grab double the amount of greymatter per pp spend.

Harden Greymatter

[+2]

Otherworld-psionics

[forming]

Save: none

Prerequisites: Otherworld

Connection, Greymatter

Grabbing.

Specialized: 1

Wild-Talent: none

Target: self

Description: The character increases the hardness of the greymatter by one point per two pp spend.

Stabilize Greymatter

[+4]

Otherworld-psionics

[forming]

Save: none

Prerequisites: Otherworld

Connection

Specialized: 2

Wild-Talent: none

Target: self

Description: This power is used to stabilize greymatter. Not-stabilized greymatter will return to lump-form after 5 minutes, even if a character concentrates on the greymatter.

Stabilized greymatter gains hardness 3 and 20 hit points per inch of thickness. It can only be formed using the appropriate tools.

Example:

2 Longswords 27 pp

Greymatter Summoning

Actually, greymatter-summoning is a misnomer, because not only greymatter is summoned, but an astral-construct (see SRD).

Greymatter-Summoning got otherworld psionics as prerequisite.

Animate Greymatter

[+1]

Otherworld-psionics

[forming]

Save: none

Prerequisites: Otherworld Connection, Greymatter Grabbing.

Specialized: 1

Wild-Talent: none

Target: self

Description: By spending one pp, the character ignites a spark of live in a lump of greymatter. This greymatter does not need to have been summoned by the character himself.

The lump will automatically possess one hit die per cubic-meter of greymatter (original, that is, not compressed). The construct will not have any intelligence. It will only move, as long as the character concentrates on the movement of the construct. As long as the construct exists, the character may start again to move the construct. This will normally require one work-place. If the construct is used to attack, this will require three work-places.

The construct automatically got senses and some means of movement as well as some kind of arms or tentacles.

The construct can be created as a psionic item, using the rules for greymatter-summoning in addition to the rules for creating psionic items.

Once created, the construct can be imbued with additional powers. When all the powers are finally used on the construct, all these works become one work and require only one work-place. The construct will only exist as long as the character concentrates on it. Greymatter-summoning-works can be anchored.

1	Otherworld Connection: 4 pp
2	Greymatter Grabbing: 1 pp
3	Animate Greymatter: 1 pp

Improve Greymatter:

Intelligence [+13]

Otherworld-psionics

[forming]

Save: none

Prerequisites: Otherworld Connection, Greymatter Grabbing, Animate Greymatter

Specialized: 7

Wild-Talent: none

Target: self

Description: The character can use this power to imbue the construct with intelligence.

The construct is first prepared by the character. He spends 13 pp to create a energetic-area in the construct that will be able to keep the intelligence.

Afterwards, the character spends one pp for each point of intelligence, wisdom or charisma up to an ability score of 16. From there on, the cost is raised to 10 pp per ability score point.

1	Otherworld Connection: 4 pp
2	Greymatter Grabbing: 1 pp
3	Animate Greymatter: 1 pp
4	Improve Greymatter: Intelligence: 12 pp

Improve Greymatter:

Stamina [+2]

Otherworld-psionics

[forming]

Save: none

Prerequisites: Otherworld Connection, Greymatter Grabbing, Animate Greymatter

Specialized: 1

Wild-Talent: none

Target: self

Description: The character spends pp to increase the hit dice of the construct.

Additional Hit Dice	PP
---------------------	----

1 HD	2
2 HD	5
3 HD	8
4 HD	12
5 HD	20
6 HD	28
7 HD	36
8 HD	42

+ 8 PP per added HD

1	Otherworld Connection: 4 pp
2	Greymatter Grabbing: 1 pp
3	Animate Greymatter: 1 pp
4	Improve Greymatter: Stamina: 2 pp

Summon Intelligence

[10]

Otherworld-psionics

[forming]

Save: none

Prerequisites: Otherworld Connection, Greymatter Grabbing, Animate Greymatter

Specialized: 6

Wild-Talent: none

Target: self

Description: Instead of imbueing a construct with the desired intelligence, the character may summon "something" from the otherworld that will possess the construct. This is completely random and the character possesses no influence on or control over the construct, once possessed, except that he may stop concentrating.

1	Otherworld Connection: 4 pp
2	Greymatter Grabbing: 1 pp
3	Animate Greymatter: 1 pp
4	Summon: Intelligence: 12 pp

Time-Travel

Few psionic creature ever master the secret of time-travel. To travel in time is one of the hardest works, that a psionic creature can do, but that is probably not the only reason.

It is simply to dangerous.

Just think about the stupid thing with your grandfather, who gets killed befor he has the chance to beget your father.

Time-Travel got otherworld-travel as prerequisite.

Time-Step [+2]

Otherworld-psionics [time]

Save: none

Prerequisites: Otherworld-Stride

Specialized: 1

Wild-Talent: 5

Target: self

Description: This very tiring power allows the character to make a simple step into the future. Because the parameters are so very clear and the step through the otherworld is rather short, the character does not notice anything of it. The character makes a step into the the future precisely one round per wisdom-bonus he got. For all that others may know, he simply vanishes and returns at the same spot or at the max. five foot away from his old position, if that is occupied. The character requires a move equivalent action to readjust to the changes. For him, no time has gone by.

The character receives a fatigue-level after using this power. It can be used as a free-action, causing a second fatigue-level.

1	Otherworld Connection: 4
pp	
2	Time Step: 2 pp

Time-Travel [+10]

Otherworld-psionics [time]

Save: none

Prerequisites: Otherworld-Stride

Specialized: 5

Wild-Talent: none

Target: self

Description: Part of the time-travel is very similar to teleports. To travel in time, the character first has

1	Otherworld Connection: 4
pp	
2	Time Travel: 10 pp

to enter the otherworld. From here, he can go one year into the future or the past by spending 10 pp. and succeeding at wisdom-check vs. DC 11. He receives a bonus of +1 to this check per additional pp spend.

If this or any later check fails, the character stays in his time, and has to restart.

If the first check is successful, the next year costs only 5 pp. The check has to be done for each year. The necessary pp drop for the next years as follows:

PP	Years
2	third
1	fourth
1	fifth and sixth
1	seventh, eight, ninth, tenth
1	eleventh to eighteenth
1	nineteenth to thirtysecond
1	thirtythird to fiftysecond

One pp per 20 years is the best rate, the character can ever get. To reach a a specific month, the character got to spend additional 5 pp. The same goes for day, hour, minute and second, resulting in additional 25 pp for the exact time (this can be taken further if somebody desires, but really makes no sense).

As long as the character stays in the otherworld, the aura-body can get back to his body as a free action and without additional cost (if body and aura-body are connected). To move the body in time, use the rules for teleporting. As soon as the body was moved, the way back gets expensive.

6.4 Psionic Abilities: Elemental Psionics

One could say many thinks about Palink, but not, that he was not stubborn – only if you called it really single-minded.

Non one had ever believed, that psionic energies could be used to influence fire. No one, at least, that had his mind intact.

But Palink had gone through that many insanities, that it was hard to tell, when he was sane, and when not.

And somehow, one day the idea of taking control of fire had come to his head and he had begun to try.

None of his friends was sure, how long and how hard he had tried, but finally, when they were cooking their dinner – a hare it had taken Demi two hours to catch – the flame shot up and burned the hare till only charcoal was left.

It is no use being angry at Palink, but somehow, everyone felt better after they had knocked him out. Since this day, the usefulness of Palinks abilities during combat had increased dramatically.

Alas, it is hard to get him to do something different than burn things now.

Elemental Psionics are a rather new development or call it discovery to the psionic world. Not many users of these energies are able to influence fire, water, earth or air. But those who do, are thought after.

Elemental psionics are handled slightly differently than other psionic powers, requireing a feat, elemental psionics [basic], that is available to psionic masters only, as well as body-psionics, making them the only psionic powers with two feats from different paths as a prerequisite.

Many psionic masters are arguing about the reason, why body-psionics are the prerequisite to elemental psionics, and not mind-psionics or aura-psionics.

The reason may be the influence on the real world, a character has learned with the body-psionic ability, that he does not have with the other basic psionic abilities.

It is important to note, that these abilities will not enable the character to create any of these elements, only to influence them.

All of the influence element abilities have the elemental psionics and body-psionics abilities as prerequisites.

Elemental psionics and all influence elemental powers can be anchored in a matrix, but not self-anchored.

Elemental Psionics

This is the basic ability any psionic master got to know, who wants to learn one of the elemental psionics. it is really rather useless in any other way. Elemental psionics got body-psionics as a prerequisite.

Know Elements [1]

Elemental-Psionics [basic] -
Base

Save: will

Specialized: 0

Wild-Talent: 1

Target: self

Description: The character senses and discerns everything, that is of pure elemental stock, either summoned or created. This allows the character to recognize any creature, that was summoned from a plane or place that is mostly occupied by the element. What this means is, that elemental creatures from according planes will be recognized as such (even if magically or psionically altered), as well as creatures coming from oceans or lava-lakes, outside their natural environment. A polymorphed triton on land would be detected, but a simple fish in the water can not be sensed.

The sense reaches out to the paid range.

Specialists do have this sense allways on without the need to concentrate.

This is the prerequisite power to all inclunece element powers. If know element is already active, several different powers can be used without the need to work another know element power. The exception to this rule is, that a know element can only be used for one element at a time in this way. If a character intends to use powers from earth and fire, for example, he would need to gain and form know element twice. Know element can be worked together with sub-powers in one work or in two works.

Influence Element: Air

Air. Everyone needs it, but no one notices it anymore. Only when it is missing. The power to influence air is not to be trifled with and psionic masters with the ability to influence air can be the best friend or the worst enemy.

Air Blast[+1]

Elemental-Psionics [Air]

Save: reflex (none)

Prerequisites: Know Elements

Specialized: 1

Wild-Talent: 2

Target: self

Description: By spending one pp on this power, the character creates a gust of wind, that will blow out large candles at the paid range in a straight line. Fine creatures are tumbled over taking 1d4 points of damage. By doubling the, the character can affect one size-category larger: 2 pp for tiny, 4 pp for small, 8 pp for medium. The damage per size category improves accordingly: 4 pp cause 3d4 points of damag to fine creatures, but only 1d4 points of damage to small. Per size-category affected, the creatures are thrown back for 5 feet.

none

1 Know Elements: 1 pp
2 Withdraw Air: 1 pp

The size-category larger than the last affected is halted in its movement for one round.

The air blast is instantaneous and can not be maintained. The area affected can be increased by one field (5 foot) by adding the same amount of pp originally spend, i.e. to effect a 10 foot wide path to tumble over tiny creatures, 4 pp have to be spend.

Air Pressure [+1]

Elemental-Psionics [Air]

Save: reflex (none)

Prerequisites: Know Elements

Specialized: 1

Wild-Talent: 1

Target: self

Description: The character increases the air-pressure in a cube of one foot times one foot times one foot (the measurements can be increased by spending the according number of pp (2*1*1 = double pp)). For the pressure receives a strength score, that equals the number of pp spend on this power. It can be used to push over things, bend prison-cell bars or keep a character up in the air.

On the other side, the character can reduce the air-pressure in an area the same size, by spending 5 pp per point of strength (coming from a suggested strength of 5). This is mainly used to get down flying objects.

The air-pressure will last in this condition in the area as long as the character concentrates. The area can be moved freely in the aura-range. Once it has left the aura-range or is put at a statically at a place, it can not be moved, just like Efs.

Specialist increase the strength of the pressure by two per pp spend.

Wild talents increase the strength of the pressure by two for the first pp and by one for each additional.

1	Know Elements: 1 pp
2	Air Temperature: 1 pp

Air Temperature [+2]

Elemental-Psionics [Air]

Save: none

Prerequisites: Know Elements

Specialized: 1

Wild-Talent: 2

Target: self

Description: The little brother of the weather-psionics power temperature change, this power changes the temperature of one cubic foot of air by 5 degree per 2 pp spend for the duration of the concentration. The change is immediately and the temperature will change back after the concentration stops with one degree per round. Only air can be influenced by this power, not water or the soil, although the surrounding will feel the effects, too.

1	Know Elements: 1 pp
2	Air Temperature: 2 pp

Withdraw Air [+3]

Elemental-Psionics [Air]

Save: reflex (none)

Prerequisites: Know Elements

Specialized: 2

Wild-Talent: 3

Target: self

1	Know Elements: 1 pp
2	Withdraw Air: 3 pp

Description: In an area of one cubic-foot, the character withdraws the air for one round (quenching small fires and pushing light objects away), causing someone caught in this area to take 2d6 points of damage from tear on his body. Afterwards, the air will rush in with a very loud plop.

The area of effect can be expanded by spending 3 additional pp per cubic foot. The duration can be prolonged by spending three additional pp per cubic-foot.

Influence Element: Earth

What can be done to earth? Is it useful, to influence it?

While it is obvious, that hot air can be useful and hot fire is even more dangerous than normal fire, hot air seems senseless, somehow. That is because we sometimes forget, that lava is hot earth, too. And never forget the usefulness of moving soil, when it comes to building a defense-position.

Heat Earth [+20]

Elemental-Psionics [Earth]

Save: fortitude (negates)

Prerequisites: Know Elements

Specialized: 12

Wild-Talent: none

Target: self

Description: A small patch of earth is superheated to a point, that it melts and becomes lava. A patch of 3*3*6 feet is affected. The heating takes one minute of concentration and will start to cool down as soon as the character stops to concentrate.

The surrounding areas may be affected by the heat of the lava.

For each additional patch of earth the size adjacent to the original patch to be melted, the character got to spend 12 pp (6 for specialists).

Earth elementals receive a fortitude save to avoid being affected by this power.

1	Know Elements: 1 pp
2	Heat Earth: 20 pp

Magnetism [+1]

Elemental-Psionics [Earth]

Save: none

Prerequisites: Know Elements

Specialized: 1

Wild-Talent: 1

Target: self

Description: For one pp, the character creates enough magnetism in an object, made out of metal or flesh, the size of his hand to draw one object of lesser size and less weight that can be affected by magnetism (i.e. most often iron), from up to one foot away. By spending one additional pp, the character can either increase the object to be effected or the range to attract by one foot. The magnetism is not pointed and other objects can be attracted to the object magnetized. The object affected keeps the magnetism as long as the character concentrates, although objects, that have been in touch with the

1	Know Elements: 1 pp
2	Quicksand: 1 pp

affected object can be magnetised, too and would keep the the magnetism.

Some psionic masters use this power to affect the body of an opponent to draw the metal to this body (i.e. sharp metal).

There is no bonus for specialists or wild-talents.

Move Earth [+1]

Elemental-Psionics [Earth]

Save: none

Prerequisites: Know Elements

Specialized: 1

Wild-Talent: 1

Target: self

Description: One of the favorite powers of altruistic psionic masters with the influence element: earth ability, this power allows to move earth to build ramparts and walls by moving the earth. Per pp spend, two cubic-feet of earth can be moved (stone can not be affected by this power). The earth can be moved with a speed of max. 2 ft per wisdom-bonus +1 up to a distance of 2 ft per wisdom-bonus +1. Afterwards the energy is used up. To move further, extra-pp got to be spend. The earth will move into any direction, as long as it still got contact to some more earth, stone or plants.

The earth can be moved as long as the character concentrates and the energy is not used-up. Afterwards, gravity sets in and will pull everything down, that is not held up by something else.

Earth-elementals take one point of damage per pp spend on this power, although they are allowed a fortitude save to avoid the damage.

Once in control, a character could use appropriate grey-matter-forming powers to form earth. All the rules for these powers apply, even stabilization and anchoring.

1 Know Elements: 1 pp 2 Move Earth: 1 pp

Quicksand [+5]

Elemental-Psionics [Earth]

Save: reflex (negates)

Prerequisites: Know Elements

Specialized: 3

Wild-Talent: 5

Target: self

Description: Walking across the earth is easy, as long as the density of the soil is great enough to carry someone. With this power the character reduces the density of the soil in a way, that it becomes quicksand. For 5 pp a patch of earth of 3*3*6 feet. The change occurs instantaneous and will last as long as the character concentrates. For each additional 5 pp spend, the area affected increases by the same amount (3*3*6 feet).

This power can be used against earth-elementals. These receive a fortitude save to avoid being affected. Earth-elementals take 3d6 points of damage and their strength is reduced by 2 points per 5 pp spend on the quicksand power. The reduction of strength lasts for the duration of concentration, the damage is normal damage.

1 Know Elements: 1 pp 2 Quicksand: 5 pp
--

Influence Element: Fire

The most dangerous of all the elements, when directly employed at least. Most psionic masters, who aspire to become masters of one element, tend to find fire the most attractive, although the merits of the other three can not be denied.

Fire Blast [+5]

Elemental-Psionics [Fire]

Save: reflex (halves)

P

Prerequisites: Know Elements,

Maintain Fire

Specialized: 2

Wild-Talent: 5

Target: self

Description: The one thing psionic masters were never capable to do was the fire-ball.

At last, here it is, kind of ...

The character sends out a flame very fast and very hot up to 20 ft. per wisdom bonus +1 with a speed of 300 ft. Per 2 pp spend on size for maintaining a fire, 1d6 points of damage are done. This damage can be divided between a number of individuals equalling the spend pp that are not further away than 20 ft.

The fire used to start the fire blast is quenched according to the rules for quenching fire.

1 Know Elements: 1 pp 2 Maintain Fire: 1 pp 3. Fire blast: 4 pp

Maintain Fire [+1]

Elemental-Psionics [Fire]

Save: none

Prerequisites: Know Elements

Specialized: 1

Wild-Talent: 1

Target: self

Description: The most basic power of fire-influence, is to maintain an existing fire.

The character can maintain a handful of fire just by spending pp, without the need for any other material. He could carry a small fire on his hand or let it burn on a stone floor. Per pp spend, the fire will last for one minute, without burning anything beneath it. After this time, the fire will require either additional pp, something to burn or will expire.

If the concentration stops, the fire will burn out after 1d2 rounds, if it is not fueled in any other way.

The pp used as fuel are static, that is, if the fire is taken from this point of

One pp fuels a handful of fire, one index-finger high. The size of the fire, that can be fueled doubles with each additional pp. therefore two pp would fuel two handful two index-finger high and three pp would fuel four hands full four index finger high. To maintain bigger fires, the full pp got to be paid, not only one.

Specialists maintain a fire with one pp for two minutes.

Wild-Talents maintain a fire with the first pp for two minutes, for every other pp for just one minute.

By doubling the required pp for the fire to be maintained, the character can double the size and create in this way greater fires.

1 Know Elements: 1 pp 2 Maintain Fire: 1 pp
--

Quench Fire [+1]

Elemental-Psionics [Fire]

1 Know Elements: 1 pp 2 Quench Fire: 1 pp
--

Save: none

Prerequisites: Know Elements

Specialized: 1

Wild-Talent: 1

Target: self

Description: By spending one pp, the character can quench four hands full of fire. Each additional pp spend on quench fire doubles the size of the fire, that can be quenched. Magical fire or superheated fire require the expenditure or double the amount of pp.

Specialists double the amount of fire, that can be quenched.

Wild-Talents can quench two additional hands for the first pp.

Send Fire [+1]

Elemental-Psionics [Fire]

1 Know Elements: 1 pp 2 Send Fire: 1 pp
--

Save: none

Prerequisites: Know Elements

Specialized: 1

Wild-Talent: 1

Target: self

Description: The character imbues one hand full of fire with energy and sends it with a maximum-speed of 20 ft per wisdom-bonus +1 up to a maximum distance of 20 ft. per wisdom bonus +1 along a burnable surface. If the surface is not burnable, it can be made so with the maintain fire power. In this way, a fire could be send through the air. The fire leaves the place it was burning originally and go along the path. If less fire is send than the original fire contained, the fire will be ripped into two. The size of the fire to be send can be doubled by spending one additional pp.

The path of the fire can be changed by up to 45 degrees per round. The fire can be send as long as the movement pp are not used up and the character concentrates.

As soon as the distance is used up, the energy is used up and the fire stops where it is.

If the fire is used to attack, the fire will do 1d3 points of damage per pp spend on the fire. A character the fire was aimed at receives a reflex save vs. DC 4 + (speed of the fire/5) + (1 per 3 points spend on the size of the fire, rounded down) to avoid being hit.

Superheat [+1]

Elemental-Psionics [Fire]

1 Know Elements: 1 pp 2 Maintain Fire: 1 pp 3. Superheat: 1 pp
--

Save: none

Prerequisites: Know

Elements, Maintain Fire

Specialized: 1

Wild-Talent: 2

Target: self

Description: For one pp per hand-size of the fire, the fire is heated to a temperature, that melts iron and doing 1d6 points of damage. With three pp per hand-size of fire, the melting point of adamantium-steel is reached, doing 2d6 points of damage.

There is no bonus for specialists.

Influence Element: Water

Water, the source of all life. No one can life without it.

Alas, no psionic character can actually create water, only control it, influence it. Like the other influence element abilities, influence element: water allows to heat the element and guide it, but there are some specialties about influence element: water, that can not be achieved with other elements.

Cleanse Water [+1]

Elemental-Psionics [Water]

1 Know Elements: 1 pp 2 Cleanse Water: 1 pp
--

Save: none

Prerequisites: Know Elements

Specialized: 1

Wild-Talent: 1

Target: self

Description: One litre of liquid is cleansed of poison and impurities for one pp spend. This means, that even vine is turned into water.

Specialists cleansen two litre of liquid per pp.

Wild-talents cleansen two litres of liquid with the first pp and one litre per pp spend afterwards.

Water-elementals receive heal 1 hit point per litre cleaned.

Heat Water [+1]

Elemental-Psionics [Water]

1 Know Elements: 1 pp 2 Heat Water: 1 pp

Save: none

Prerequisites: Know Elements

Specialized: 1

Wild-Talent: 1

Target: self

Description: The character heats up the volume of his head in water by 15 degrees per pp spend. Per additional pp, the water is heated up by 15 degrees more. Water implies any liquid that consists mainly of water.

Specialists heat double the amount of water by 15 degrees for each pp spend.

Wild-talents heat up double the amount of water for the first pp and the normal amount for each additional pp.

Iceing [+1]

Elemental-Psionics [Water]

1. Know Elements: 1 pp 2 Iceing: 1 pp
--

Save: none

Prerequisites: Know Elements

Specialized: 1

Wild-Talent: 1

Target: self

Description: With one pp, the temperature of one litre of water is reduced by 25 degrees in one round, most often freezing it. By spending one additional pp, the character can either increase the amount of water affected or decrease the temperature by further 15 pp per pp spend.

The surrounding will be affected normally.

The temperature change is instantaneous and it is not possible to maintain it just by concentrating on it. To keep the lowered temperature, the character got to pay half the amount of pp originally paid.

For 3 pp, the character is able to freeze the water in the air, drawing the water from the surrounding, till one a block of one litre is achieved. This block can have any geometrical form.

Specialists influence double the amount of water per pp spend.

Wild-talents influence double the amount of pp for the first pp and the normal amount per pp thereafter.

Water Blast [+1]

Elemental-Psionics [Water]

1. Know Elements: 1 pp 2 Icing: 1 pp

Save: none

Prerequisites: Know Elements

Specialized: 1

Wild-Talent: 1

Target: self

Description: The character imbues two hand full of water with energy and sends it with a maximum-speed of 30 ft per wisdom-bonus +1 up to a maximum distance of 30 ft. per wisdom bonus +1 along a any surface, even if the surface would normally soak up water. The water leaves the place it was put originally and goes along the path. The amount of water to be send can be doubled by spending one additional pp.

The path of the water can be changed by up to 45 degrees per round. The water can be send as long as the movement pp are not used up and the character concentrates.

As soon as the distance is used up, the energy is used up and the water stops where it is.

This power can mostly be used to soak up somebody or do damage to fire-elementals (2d6 points of damage per pp spend on the amount of water).

7. Prestige Classes

The group closed in on the lair of baron Eiben, who called himself the Dark Lord. They were the third group, that tried to set an end to this threat. The first had vanished without a trace, but from the second group, one of the men at arms had come back. He told them of the mind-blades, the ruthless killers, that had waited for them in the shadows and slaughtered them one by one.

That was the reason, why this group consisted mostly of specialists, who could survive attacks on mind and body. All of them had some psionic talent and could shield their minds.

They had faught their way through the guards, the traps and had finally encountered and killed more mind-blade-killers than they had ever imagined existed.

Now, they where becoming uneasy. They had not encountered anything for at least half an hour and could not imagine, that they had overcome everything, the baron could muster.

And finally, they found out, that they were right.

The group came to a portal. After checking the door with all tools and powers, they had left, they forced the doors out of the hinges by applying some psionic energy and scanned the hall behind.

A small army waited in front the throne. But these men were not what the group found disturbing. Next to the throne, where the baron gloated, a human stood. They saw him, but their psionic senses where unable to pierce his cloak of anti-energy. At the same moment, they could feel, how the psionic energy, that had still coursed through their bodies, was drawn to this person.

"It is a pleasure, to have met you," said the anti-psionic.

The Alternative Psionic System is very versatile and the options to customize are endless. Creating a psionic weapon-master is easy, simply mix fighter and psionic master-levels. Or creating a psionic master concentrating on some psionic abilities can be accomplished by using specialization.

Nevertheless sometimes, it is nice to have something special, something, that can not be accomplished by obeying the rules.

What follows are some prestige classes, that use the rules, but bend them or build on them to expand them.

Anti-Psionic (aps)

"You will probably have some problems with your abilities now."

*Ulai, the Friendless
(at least amongst psionic masters)*

Most characters, that have minor psionic talents, tend to become wild-talents or even true psionic users. But some find something special inside of them. They become anti-psionics, able to cancel out

the abilities of psionic creatures. Some of them gain this special talent, after having negative experiences with psionic users. Others may train to fight back. And even others just develop these talents without realising their usefulness.

The role of an anti-psionic strongly depends on the spread of psionic abilities in the campaign. They may be the saviours of the the oppressed or the hunters of the psionically gifted, send by the despots.

Regardless of his role, though, the anti-psionic is one of the most feared opponents, a psionic master could face.

Prerequisites	
Feats:	Latent Psionic Talent, Instant Psionic Energy
Skill:	Knowledge [psionic]: 4
BAB:	+ 4
Other	The character may not possess any psionic talent feat above the latent psionic talent feat.

Game Rule Information

Alignment: Any

Hit Die: d6

Class Skills

The anti-psionics class skills are Concentration, Craft, Gather Information, Knowledge (psionic), Listen, Profession, Spot, Search.

Skill Points at Each Add. Level: 4+Int.modifier

Class Features

Weapons and Armor: Anti-psionics are proficient in all simple-weapons, light armor and shields.

Improved Instant Energy: The anti-psionic receives four points of instant psionic energy per level.

Aura-Invisibility: To much anti-psionic energy flows through the body of the character which results in, that the he can not be sensed by aura-sense powers (as if the character had become undead) or by empathy.

Wild talents: every third level the character receives the wild talent [additional] feat but must choose his wild talent from the following list:

Body Lightning, Combat Shield, Destroy Psionic Work, Detect Truth, Energy Form, Expended Sense Aura, Hide Aura, Sense-Aura, Taint Aura. In addition, the character may take the psionic range or instant psionic energy feat

Inherent Psionic Immunity: The anti-psionic receives an inherent bonus to all will-saves against psionic attacks equaling his level.

Feel Psionic Creature: By spending one pp, the character is able to feel the presense of psionic

creatures in range. By spending two additional pp, the character can discern the exact creature.

Suck Psionic Energy: The anti-psionic character spends 5 pp (+ range cost), to draw energy from psionic creatures, matrixes psionic works or psionic items. The victim has to succeed at a will-check vs. DC 10 + the class-level of the anti-psionic to resist this attack. Shields are depleted by two points not by one point (see combat shields).

When energy is drawn, non-living energy-sources are destroyed, when they lose their last bit of energy. Psionic cratures become insane and have to succeed at a fortitude check vs. DC 12 or die.

The anti-psionic character draws either pp or energy from the gaining pool. With five pp, he will draw one point, either. Per level, he may use one more pp, to draw additional points on a point by point basis, destroying any psionic ability if the gaining pool reaches -40. The sucked gaining-pool-points will recover one a week.

The anti-psionic can store the energy for up to one week in his body.

Using Sucked Energy: The character learns to use the sucked up energy for his own good.

Points Required	Use
10	Can be used to raise one ability score according to the rules given under the raise ability power, permanently
2	Reduce the age of the character by one month permanently.
1	Reduce any exhaustion to fatigue and fatigue to normal
1	Allows the character to go for one day without food or drink

Psionic Disrupting: The character is able to create a shield, that disrupts all psionic energy passing through, causing the energy to dissipate. One time psionic items are destroyed, other items have to recharge. Psionic works are destroyed, gaining pools are depleted. The shield costs 12 pp and is build at the rim of the paid range. The shield lasts, till the character stops to concentrate.

Anti-Psionic Class Table

Lv.	BAB	Fort	Ref	Will	Special Abilities
1 st	+0	+0	+0	+2	Improved Energy, Instant Psionic Energy, Inherent
2 nd	+1	+0	+0	+3	Aura-Invisibility, Feel Psionic Creature
3 rd	+2	+1	+1	+3	Wild Talent
4 th	+3	+1	+1	+4	Suck Psionic Energy
5 th	+3	+1	+1	+4	
6 th	+4	+2	+2	+5	Wild Talent
7 th	+5	+2	+2	+5	Using Sucked Energy
8 th	+6	+2	+2	+6	
9 th	+6	+3	+3	+6	Wild Talent
10 th	+7	+3	+3	+7	Psionic Disrupting

Combat Meditant (cme)

"Stay calm, little one. Only if you stay calm you can find the might to vanquish your foes"

*Krujan to his pupil
befor attacking 20 chuor*

Combat meditants are psionic warriors, that channel their psionic energy into their bodies to enhance their combat abilities. This group of warriors meets at random places and times to trade secrets and train together. Most combat meditants train a student and roam the world alone or with their students.

Students have the obligation to care for their former masters, when these are no longer able to care for themselves.

Prerequisites	
Skills:	Forming Force 10
Feats:	Latent Psionic Talent, Psionic Talent, Improved Psionic Talent, Weapon Proficiency with one melee weapon, 3 points of instant psionic energy.
Other	Finding a combat meditant, that is willing to train the student Body Psionics

Game Rule Information

Alignment: Any lawful

Hit Die: d10

Combat Meditant Class Table

Lv.	BAB	Fort	Ref	Will	Special Abilities
1 st	+1	+2	+0	+0	Combat Meditation +2 Fast Attack
2 nd	+2	+3	+0	+0	Psionic Glowing 1/- Psionic Jump
3 rd	+3	+3	+1	+1	Psionic Movement
4 th	+4	+4	+1	+1	Psionic Glowing 2/-
5 th	+5	+4	+1	+1	Combat Meditation +2
6 th	+6	+5	+2	+2	Psionic Glowing 3/-
7 th	+7	+5	+2	+2	Psionic Precision
8 th	+8	+6	+2	+2	Psionic Glowing 4/-
9 th	+9	+6	+3	+3	Combat Meditation +2
10 th	+10	+7	+3	+3	Psionic Glowing 5/-

Class Skills

The Combat Meditant class skills are Balance (Dex), Bluff (Int), Craft (Int), Forming Force (Wis), Jump (Str), Profession (Wis), Tumble (Dex)

Skill points at each additional level: 2 + Int modifier.

Class Features

Weapons and Armor: Combat Meditants are proficient with all simple and melee weapons as well as with light and medium Armor and shields.

Combat Meditation: Sometimes it seems strange, how the abilities of the most sophisticated

combatants seem to be very similar to those of the most primal ones. The combat meditation, that gives this prestige class its name, is a state of mind and body, that temporarily increases the combat abilities of the character while reducing the ability of the character to use skills, that require concentration, just like the rage of the barbarians comes from his instincts un-controlled desires, combat meditation is a psionically induced state, which requires the controll of the basic needs of the character.

A combat meditant may initiate a combat meditation once per encounter as a free action by channeling 6 pp into his body (contrary to the normal rules, where 6 pp will require a move-equivalent action). Once combat meditation is initiated, the character receives a bonus of +2 on strength, dexterity and will-saves.

While in this state, the character will not be able to use psionic powers other than those from the body-psionics group and those, that have the body-psionics group as a prerequisite. That is, he can not use any powers from mind-psionics, aura-psionics etc. He can use any of his class abilities.

The combat meditation will last for a number of rounds equalling 5 plus the charisma modifier of the character. When he leaves the combat meditation the character takes two points of constitution damage, that will last till the character got at least 8 hours of rest, of which at least 4 hours had to be sleep.

On fifth level, the bonus on strength, dexterity and will saves increases to +4 on ninth level to +6.

Psionic Glowing: After spending one pp, the character starts to glow with a faint blue shimmer. For a number of rounds equalling the charisma score of the character the combat meditant receives damage reduction from the psionic energy cursing through his body. On first level, the DR is 1/-. Every second level, the DR will increase by one reaching DR 5/- on 10th level.

Fast Attack: After spending two pp, the character receives multiple attacks from high BAB one level earlier, i.e. normally, as soon as the BAB reaches +6 the character receives a second attack at an BAB of +1. If this ability is in use, he receives his second attack at a BAB of +5.

This ability lasts for a number of rounds equalling 3 plus the charisma-bonus of the character.

Psionic Jump: From 2nd level onwards, the character adds twice his level to his jump-checks, as long as he character has one pp of instant psionic energy left. The distance or height of the jump is not influenced by the size of the character.

Psionic Movement: From 3rd level on, the character becomes much faster, increasing his movement by 5 each level for as long as he got two pp of instant psionic energy left.

Psionic Precision: At 7th level, the character may spend 1pp to receive his class-level as a bonus to his attack bonus for one attack.

Crystal Convert (cco)

"Sometimes it hurts, but this happens less and less."

Nomai, shortly before the crystal transcension

Next to brains, crystals are by far the best material for a psionic character to work with. But holding

several crystals to use them seems such a waste, when you are able to graft them into your skin. And because brains are such a ghastly thing to graft to the skin, crystals it must be.

The crystal convert has seen the matrixes and knows, that, if he wants to be able to achieve great things, he needs more than one. therefore he has found a way to graft crystals into his skin and turn them into matrixes. This is very painful and many crystal converts take scars from the experience not only to their bodys but to their minds, too. Among psionic masters, they are considered to be strange but very useful allies (at least after they are dead).

In some areas it might be very dangerous to be a crystal convert, because other psionic characters may hunt for the matrixes on the body of the crystal convert.

Prerequisites	
Feats:	Latent Psionic Talent, Psionic Talent, Improved Psionic Talent, Otherworld Psionics specialization, Healing Psionics specialization.
Skill:	Forming Force: 10, Knowledge [psionic]: 9
Other	Must possess a crystal-psionic energy store of at least 20 pp at which creation he must have had participated.

Crystal Convert Class-Table

Lv.	BAB	Fort	Ref	Will	Special Abilities
1 st	+0	+0	+0	+2	Graft Crystal, Ugly Half-Being, Forming Force Level Bonus
2 nd	+1	+0	+0	+3	Graft Energy Store
3 rd	+1	+1	+1	+3	
4 th	+2	+1	+1	+4	Remove Crystal
5 th	+2	+1	+1	+4	
6 th	+3	+2	+2	+5	Crystal Eyes
7 th	+3	+2	+2	+5	
8 th	+4	+2	+2	+6	Influence Matrix
9 th	+4	+3	+3	+6	Crystal Transcendence
10 th	+5	+3	+3	+7	Construct Transcendence.

Game Rule Information

Alignment: Any

Hit Die: d4

Class Skills

The crystal convert class skills are Autohypnosis, Concentration, Craft, Energy Form Direction, Forming Force, Heal, Knowledge [anatomy] Knowledge [psionics], Knowledge [sonar], Profession.

Skill Points at Each Add. Level: 4+Int.modifier

Class Features

Weapons and Armor: Crystal converts receive no additional weapon or armor proficiencies.

Forming Force Level Bonus: The crystal convert receives a bonus of +1 per level in the crystal convert on his forming force check. This bonus stacks with any other forming force level bonus, the character may possess from other classes.

Graft Crystal: Each level, a crystal convert may graft one crystal to his body, slowly transforming them into matrixes. After grafting the crystal to the body, the crystal become a matrix after 1d4 month. He is automatically connected to these matrixes, i.e. he is able to be connected to more than one matrix. On the other side, he could improve one of the matrixes already on his body, and increase the level of the matrix by one. Each time a matrix is created in this way, the character loses one point from his constitution score.

Ugly Half-Being: The character loses one point from his charisma score for each level in the crystal convert class for the strangeness of his appearance and the mental changes he goes through from becoming more and more like a matrix himself.

His charisma can not drop below one in this way.

Graft Energy Store: The character is able to graft psionic energy-stores made out of crystal to his body. He can have at any time up to one psionic energy store per level grafted to his person. Using or storing pps from or into a grafted store is a free action.

Remove Crystal: The character is able to remove grafted crystals from his body. This causes the character to lose 100 XP. Psionic Energy-Stores can be re-grafted or new ones attached, crystals, that where converted to matrixes leave behind an empty place permanently.

Crystal Eyes: Because the matrixes on the body of the character are constantly visible in the otherworld, so is the character. But in return, he may choose to look into the otherworld as a standard action. He will see ethereal creatures and aura-bodies, too. The eyes of the crystal convert look like blue crystals, whenever he looks into the otherworld.

Influence Matrix: The character has become so much like a matrix himself, that he is able to suppress the connection between a matrix and its psionic by spending 5 pp for as long as he concentrates.

Crystal Transcendence: When a crystal convert dies and his aura-body is still intact, the aura-body is automatically trapped in one of his matrixes and he becomes an intelligent matrix.

Construct Transcendence: After reaching 10th level, the crystal convert is considered to be a construct, with all its consequences, like the change of the hit die to d12, immunities to some spells. On the other side, he can only be healed with magic, that effects constructs.

Enlightened (enl)

"Without my God, these miracles could not possibly happen."

Hel, the wrongly named, devoted follower of Amabea

Sometimes characters with psionic abilities do not attribute their powers to their own bodily energies, but to the grace of some god. These are the Enlightened, the followers of a god, whose understanding of the divine teachings may be less than that of the priests, but their devotion often exceeds theirs by far. Sadly, at least from the point of view of psionic masters, enlightened are underestimating their own potential and think the power they use, does not come from themselves, but from their god, hindering them in the development of these powers.

Prerequisites

Feats:	Latent Psionic Talent, True Faith, Instant Psionic Energy.
Skill:	Knowledge [religion]: 2
Other	The character must be very devoted to one god. This devotion must be greater than regular prayers and going to the temple on sundays. The character may not possess any levels in a class that grants psionic abilities, ki-powers of wild-talents.

Enlightened Class Table

Lv.	BAB	Fort	Ref	Will	Special Abilities
1 st	+0	+2	+0	+2	Psionic Bonus Feats, Inner Divinity, Forming Force Level Bonus
2 nd	+1	+3	+0	+3	Increased Psionic Workplaces
3 rd	+2	+3	+1	+3	Improved Inner Divinity I
4 th	+3	+4	+1	+4	Bonus Feat
5 th	+3	+4	+1	+4	Improved Inner Divinity II
6 th	+4	+5	+2	+5	Religious Ritual
7 th	+5	+5	+2	+5	Improved Inner Divinity III
8 th	+6	+6	+2	+6	Bonus Feat
9 th	+6	+6	+3	+6	Improved Inner Divinity IV
10 th	+7	+7	+3	+7	Final Enlightenment

Game Rule Information

Alignment: Alignment of the god

Hit Die: d6

Class Skills

The enlightened class skills are Concentration, Craft, Forming Force, Heal, Knowledge [religion], Listen, Profession.

Skill Points at Each Add. Level: 4+Int.modifier

Class Features

Weapons and Armor: The enlightened receives no new proficiency in armor or weapon except with the primary weapon of their god, if they do not already possess it.

Psionic Bonus Feats on First Level: The enlightened receives the following bonus-feats on first level: Psionic Talent, Improved Psionic Talent, Great Psionic Talent, twice Increased Psionic Range (uses column 4 of the range chart). Although he would be able to perform normal psionic operations with these feats, under these special circumstances, he is only able to use his psionic powers on the abilities given for the true faith feat, on wild talents and on his own abilities.

The enlightened receives a gaining pool and can gain and form psionic energy just like a psionic master doing so in prayers and sacred rituals.

Forming Force Level Bonus: The enlightened receives a bonus of +1 per level in the enlightened prestige class on his forming force check. This bonus stacks with any other forming force level bonus, the character may possess from other classes.

Inner Divinity: From first level onwards, the enlightened only pays half the pp (rounded up) when using the abilities granted by his true faith feat.

Increased Psionic Workplaces: On second level, the Enlightened receives the increased psionic workplaces feat as a bonus-feat.

Improved Inner Divinity I: The pp required to use orisons drop to 2 pp, the pp for first level spells drop to 5 pp. The character can still decide on the fly, which spells to cast.

Bonus Feat: On 4th and 8th level the character receives a bonus feat, that he must use to acquire a divine feat, that he can power with his pp. An enlightened is not allowed to take the extra turning feat, because he not really possesses the ability to turn undead through divine energy.

Improved Inner Divinity II: From 5th level on, the character is able to cast 2nd level clerical spells by spending 8 pp.

Religious Ritual: At the same time, the knowledge of the enlightened about his religion increases, at the same rate does his understanding of the rituals increase. From 6th level on, the character will be able to substitute his knowledge [religion] skill for knowledge [psionics] when calculating psionic rituals and foci, i.e. he knows one focus per rank in the knowledge [religion] skill and one ritual for every 5 ranks.

Improved Inner Divinity III: By now, even clerics must recognize the devotion of the enlightened, who is now able to cast 3rd level spells by spending 11 pp.

Improved Inner Divinity IV: On reaching 9th level, the enlightened is finally able to use 4th level cleric spells by spending 12 pp first through third level spells will cost one pp less from now on.

Final Enlightenment: The enlightened's devotion and inner tranquility strengthens his inner divinity to a degree, that he himself becomes an outsider, with a 20/ +1 damage reduction and all the accompanying benefits and drawbacks.

Greymatter Former (gmf)

"My master always said, 'You can paint it afterwards'. But I think: What is the point? It would still be 'grey'-matter."

Jaron, after showing his new construct to a friend.

Greymatter, the stuff dreams are made of. Literary. Few bother to learn to control the matter of the otherworld, even fewer master it. Those, who want to go even further become greymatter formers.

Not much can be said about these individuals. They are reclusive, if they are forced to live in communities, where they would not be understood. But they can be valuable friends and members in those communities, that value the right tool at the right time. Sometimes they are even employed by the military, who know, what a greymatter construct can do for them and their contry.

Greymatter formers are highly specialized, although some of them branch out into influence element: earth, which allows them to use their gained capabilities in different way. In addition, they tend to be seen often in the otherworld, because it is another psionic ability, that benefits from their special learning.

Prerequisites	
Feats:	Latent Psionic Talent, Psionic Talent, Improved Psionic Talent, Mind Psionics, Otherworld Psionics, Greymatter Forming psionics specialization, Greymatter Summoning.
Skill:	One Craft, that can be used to sculpt something with a rank of 9.

Game Rule Information

Alignment: any

Hit Die: d6

Class Skills

The greymatter formers class skills are Appraise Concentration, Craft, Decipher Script, Disable Device, Energy Form Direction, Forgery, Forming Force, Heal, Knowledge [otherworld], Knowledge [psionics], Profession.

Skill Points at Each Add. Level: 6+Int.modifier

Class Features

Weapons and Armor: The greymatter former receives proficiency in all simple weapons and

shield as well as any weapon or armor he may already possess proficiency in.

Double Grabbing: The greymatter former receives double the amount of greymatter for each pp, i.e. 8 cubicmeter per pp if he is in the otherworld, or 4 if he is on any other plane connected to the otherworld.

Double Forming: When forming a greymatter lumb into a desired shape, the greymatter former receives 4 skill points for each pp spend.

Forming Force Level Bonus: The greymatter former receives a bonus of +1 per level in the greymatter former prestige class on his forming force check. This bonus stacks with any other forming force level bonus, the character may possess from other classes.

Live-Like Greymatter: On 4th level, the greymatter creations of the greymatter former become more life-like. The features become more rounded and well defined, some shadow of colors start to show. This got no immediate game effects, except when selling these items.

On 7th level, only very close inspections will reveal the greymatter item as what it is.

Inherent Forming Skill: The character can use any craft, he already got skill-ranks in and that can be used to sculpt or form items, to sculpt or form greymatter with his mind by spending only one pp. He can add more skill-ranks by spending additional pp for this greymatter-forming attempt only. The craft must be the right craft for the job. For example, 12 ranks in masonry will not help the greymatter former in creating a spoon, but ranks in silver-smith will. In the end, the GM is the judge to which skill can be used to achieve the desired result.

Friendly Intelligence: When creating a greymatter construct, the character can summon intelligence into the construct instead of imbuing it step by step. Under normal circumstances, no one got any influence, what kind of intelligence enters the construct. From 3rd level on, the greymatter former will allways summon an intelligence with an alignment deviating only by one step from his own, i.e. if a lawful good greymatter former summons an intelligence, this intelligence will either be lawful good, lawful neutral or neutral good in alignment.

Improved Stabilization: When a greymatter former stabilizes greymatter, the greymatter stays stabilzied for 5 hours per wisdom bonus, without requireing any concentration, i.e. the greymatter even stays in existance if the greymatter former does not concentrated on it.

Improved Construct Health: All with greymatter summoning created constructs automatically receive one hit die more than they would have. The greymatter former does not need to form additional pp. That is, the any construct, the greymatter former creates automatically got 2 hit dice.

Greymatter Summoning Expertise: The greymatter former needs to pay one pp less for each greymatter summoning power down to a minimum of one pp. No power will ever cost less than one pp.

Intelligent Construct: When a greamatter former imbues a construct with intelligence by summoning it, the summoned intelligence will have at least 18

points to divide among the intelligence, wisdom and charisma ability scores. It may have more, but not less. In addition, the intelligence will not behave contrary to the pans and ideas of the summoner, but may have to be convinced to do the bidding of the character, but will be friendly towards him.

Greater Stabilization: The greymatter stabilized by a 7th level greymatter former stays stabilized for one week per point of wisdom-bonus.

Greymatter-Former Class-Table

Lv.	BAB	Fort	Ref	Will	Special Abilities
1 st	+0	+0	+0	+2	Double Grabbing Double Forming Forming Force Level Bonus
2 nd	+1	+0	+0	+3	Live-Like Greymatter
3 rd	+1	+1	+1	+3	Inherent Forming Skill Friendly Intelligence
4 th	+2	+1	+1	+4	Improved Stabilization
5 th	+2	+1	+1	+4	Improved Construct Health
6 th	+3	+2	+2	+5	Greymatter Summoning Expertise Intelligent Construct
7 th	+3	+2	+2	+5	Greater Stabilization

Master of Mind and Weapon (mmw)

"My weapon is part of me. You may have heard this form others, but with me, it is true."

Gaina, the Swordmistress of the Senur-Clan

Enhancing the body by using the psionic energies coursing through it, is easy for every user of psionic powers. Most restrict themselves to using the corresponding powers to raise their ability scores or imbue their weapons with energy.

The master of mind and weapon takes this enhancment of his weapon further than any other character, by making the weapon a part of his body. After becoming a master, the weapon will allways be ready to use, because it is embeded in the body and can be pulled forth out of the hand it was holding during the first rituals, that made the master, what he is. Not many masters of mind and weapon exist, because the path requires both, hard mental training and bodily devotion to the weapon.

But where they appear and are involved in combats, the locals will speak of their strange powers and their even stranger weapons for generations to come, sometimes to the disadvantage of the master, because others are likely to seek them out to fight them.

Prerequisites	
BAB:	+7
Feats:	Latent Psionic Talent, Psionic Talent, Improved Psionic Talent, Body Psionics Specialization, Aura-Psionics, Mind-Psionics, Weapon Focus, Expertise, Dodge
Skill:	Forming Force +6
Other	Must know one psionic focus, that is combat oriented. Must possess a medium sized or smaller masterwork weapon of the type he got the weapon focus with.

Game Rule Information

Alignment: Any

Hit Die: d10

Class Skills

The master of mind and weapon class skills are Autohypnosis, Balance, Concentration, Craft, Forming Force, Jump, Knowledge [psionics], Swim, Tumble.

Skill Points at Each Add. Level: 2+Int.modifier

Class Features

Weapons and Armor: The master of mind and weapon is proficient in all simple and martial weapons, shield, light and medium armor.

Grafted Weapon: When entering the prestige class, the master of mind and weapon learns, how to graft his preferred, non-magical weapon to his body. The weapon may not be bigger than medium size. The weapon becomes part of the body and can be hidden inside, invisible to anyone looking on the character. The weapon can be produced as a free action and can be dropped after it is in the hand. Putting the weapon back into the body requires a standard action.

The weapon is not connected to the body, when it is not withdrawn into it, it can therefore be disarmed.

The character can only possess one grafted weapon at a time. If his weapon is lost, he can graft a new, non-magical weapon with a ritual, that requires one hour and 100 XP.

The grafted weapon is considered to be part of the aura-range. If the weapon is not held, it will be part of the aura-range for two more rounds, only, even when the weapon is still in the aura-range. If the character is able to expand his aura-range with special powers, up to the weapon, the character can reactivate the weapon. This is important for powers imbued into the weapon.

Forming Force Level Bonus: The master of mind and weapon receives a bonus of +1 per level in the master of the mind and weapon prestige class on his forming force check. This bonus stacks with any other forming force level bonus, the character may possess from other classes.

Charge Weapon: When held inside the body for more than one hour, the grafted weapon will be charged with psionic energy, that will cause 1d4 points of damage the next time the character hits wishes to discharge this energy. The damage is raised by 1d4 every second level. This damage is energy damage and is not affected by damage reduction, critical hits or similar rules, that effect the damage done. Creatures with a resistance to psionic energy (or force-effects, if the GM rules so), will reduce the damage accordingly.

Only one charge can be held in the weapon at any time.

Psionic Imbue: The master of mind and weapon starts to permanently alter his grafted weapon and turn it into a psionic weapon. For every second level, he can imbue his weapon with psionic powers. The power may cost one pp per level of the master and each power must be imbued into one part of the weapon, which means, that no more powers can be imbued into the weapon than the weapon got separate parts. For example, a basic sword got a blade, a handle and a guard, each made separately. The character could add knobs on the end of the handle as well as gems, each presenting an additional part. Regardless of the number of parts of the weapon, no grafted weapon of a master can have more than 5 powers imbued.

The power is actually stored in the character, which is the reason, why a character can change the grafted weapon and why the weapon loses the powers two rounds after it has left the hand of the character. The character does not need to know the power, that he wants to imbue, he only needs to know someone, who can use it on him or his weapon.

The power imbued may not require more than one pp per class-level of the master to initiate and it may not be a power that discharges after the use. Overcoming charge would be a great power, while energy discharge would not. Powers, that can be further expanded, like overcoming charge, which allows to overcome DR x/+1 with 3 pp, but DR x/+5 with 18 pp, can be expanded on, by spending extra pp in addition to the pp provided by the weapon.

Changing an imbued power to another power costs 50 * pp to initiate in XP.

Bonus Feat: On 4th and 8th level the character receives bonus feats, that he may take from general-psionic, psionic master or fighter feats.

Mind over Body Defense: As a free action, the character can add his base-will-save-bonus to his AC for a number of rounds equalling his wisdom-bonus. If he does so, he can not use the save bonus for the same time and loses one point for 24 hours from this bonus for each time, he used this ability. He can do this as often as he got a will-save-bonus left. Mind over Body Defense can be dropped as a free action.

Greater Mind over Body Defense: The character is able to add twice his base-will-save-bonus to his AC. In all other respects, it works just like Greater Mind over Body Defense.

Master of Mind and Weapon

Lv.	BAB	Fort	Ref	Will	Special Abilities
1 st	+1	+2	+0	+2	Graft Weapon Charge Weapon (+1d4) Forming Force Level Bonus
2 nd	+2	+3	+0	+3	Psionic Imbue
3 rd	+3	+3	+1	+3	Charge Weapon (+2d4)
4 th	+4	+4	+1	+4	Bonus Feat Psionic Imbue
5 th	+5	+4	+1	+4	Charge Weapon (+3d4) Mind over Body Defense
6 th	+6	+5	+2	+5	Psionic Imbue
7 th	+7	+5	+2	+5	Charge Weapon (+4d4) Greater Mind over Body Defense
8 th	+8	+6	+2	+6	Bonus Feat Psionic Imbue
9 th	+9	+6	+3	+6	Charge Weapon (+5d4)
10 th	+10	+7	+3	+7	Psionic Imbue

Mind-Berserker (mbk)

"My heart burns and my blood burns, and now my head will burn, too."

*Unknown Mind-Berserker,
shortly before laying waste to an enemy
encampment*

The serene abilities of the mind and the rage of a barbarian seem not to match at all. Concentration is the first ability, that is left behind when a person enters the rage.

But the first impression is misleading. While it is not possible for a raging character to use psionic powers with gaining and forming the required energies and maintaining the work, wild talents and ki-powers are a completely different matter. And when you consider the way, psionic creatures and barbarians employ their energies, you find a similarity, especially, that they both use the energy of their body to increase special aspects of their body.

This class allows both, ki-users as well as wild-talents to expand their psionic abilities.

In theory, the prerequisites could be fulfilled by other characters using standard psionic abilities, but the use of forming and gaining during a rage is never possible, even with this prestige class.

Prerequisites	
BAB:	+7
Feats:	Latent Psionic Talent, either Wild Talent [basic] and Wild Talent [additional] or Ki-Use and one Ki-feat
Skill:	Concentration 5
Other	Ability to Rage Ability to use the Banish Tiring power

Game Rule Information

Alignment: Any

Hit Die: d10

Mind-Berserker Class Table

Lv.	BAB	Fort	Ref	Will	Special Abilities
1 st	+1	+2	+0	+0	Inner Strengthening Concentrated Rage Empowering Rage
2 nd	+2	+3	+0	+0	
3 rd	+3	+3	+1	+1	Bonus Feat
4 th	+4	+4	+1	+1	Convert Rage
5 th	+5	+4	+1	+1	Convert Energy

Class Skills

The mind berserker class skills are Concentration, Craft, Intimidate, Intuit Direction, Jump, Listen, Swim.

Skill Points at Each Add. Level: 4+Int.modifier

Class Features

Weapons and Armor: The mind berserker is proficient in simple and martial weapons as well as light and medium armor.

Inner Strengthening: The mind-berserker receives one point of instant psionic energy per level in addition to any other instant energy he may receive from other sources.

Concentrated Rage: By succeeding at a concentration check vs. DC 15, the mind berserker is able to use his ki-abilities or wild-talents as if he was not raging.

Empowering Rage: Hit points, gained through the rage, can be spend to power ki-powers or wild-talents. These hit points are not taken as damage or subdual damage after the rage ends. The mind berserker still got to succeed at a concentration check vs. DC 15.

Bonus Feat: The mind-berserker receives one bonus feat at 3rd level, which he must use for ki-feats, wild-talents (and related feats) or fighter feats.

Convert Rage: The character can convert one of his rage-attempts per day into 10 instant psionic energy-points that he does not need to take subdual damage for. The pp last for a number of rounds equalling the time, the character could rage. Afterwards, the character becomes tired, just as if he had raged normally.

Convert Energy: By spending 10 points of instant psionic energy or taking 20 flat points of subdual damage, the character can initiate an additional rage. This rage is handled just as any normal rage, with the exception, that it can be ended like a psionic power. In any case, the mind berserker becomes exhausted when the rage ends.

Mind-Blade (mib)

"You cannot see me, but I can feel you."

*A mind-blade,
whispering to her victim*

Where the anti-psionic are the most feared psionic energy using creatures to other psionic users, mind blades are the most feared among those, who do not know much about psionic energies. They are assassins, when you ask those, who like to describe these people with more exotic words. Others will call them insane murderers.

While they certainly are not murderers in the commonly used sense, they most often become insane, because their psionic powers grant them some disturbing abilities. Disturbing to those, who have to face them, but maybe even more disturbing to the mind of the mind-blade.

They are certinly assassins, employable by those, who know how to contact them and know of the right incentives. Often it is not the money, they will get their attention, but a cause or some trinket, that may seem trivial to others. But it has to be the right payment and it has to be delivered beforhand, at the moment the contract is signed. Else the mind-blades could get annoyed.

And the last thing, anyone could want, is an insane assassin annoyed at him.

Not for long, that is.

Prerequisites	
BAB:	+5
Feats:	Latent Psionic Talent, Psionic Talent, Mind-Psionics, Aura-Psionics, Basic Energy Psionics, Illusion Psionics, Increased Psionic Range
Skill:	Forming Force +8, Hide +8, Move Silently +10
Other	Any non-good alignment. Must be connected by the mind-blades. Must have at least 5 work-places.

Game Rule Information

Alignment: Any non-good

Hit Die: d10

Class Skills

The mind-blades class skills are Autohypnosis, Balance, Bluff, Climb, Concentration, Craft, Diplomacy, Disable Device, Disguise, Energy Form Directing, Escape Artist, Forgery, Forming Force, Gather Information, Jump, Listen, Knowledge (psionic), Knowledge (ultrasonic), Move Silently, Oben Lock, Profession, Pick Pocket, Search, Sense Motive, Spot, Tumble, Use Rope.

Skill Points at Each Add. Level: 8+Int.modifier

Mind-Blade Class-Table

Lv.	BAB	Fort	Ref	Will	Special Abilities
1 st	+0	+0	+2	+2	Empathic Field Sneack Attack +1d6
2 nd	+1	+0	+3	+3	Mind Sneak Attack
3 rd	+2	+1	+3	+3	Sneack Attack +2d6
4 th	+3	+1	+4	+4	Null-Aura
5 th	+3	+1	+4	+4	Empathic Find
6 th	+4	+2	+5	+5	Sneack Attack +3d6
7 th	+5	+2	+5	+5	Field of Utter Darkness
8 th	+6	+2	+6	+6	
9 th	+6	+3	+6	+6	Sneack Attack +4d6
10 th	+7	+3	+7	+7	Mind-Blade

Class Features

Weapons and Armor: Mind-blades are proficient with the crossbow (hand, light, or heavy), dagger (any type), dart, rapier, sap, shortbow (normal and composite), and short sword. Mind-Blades are proficient with light armor but not with shields.

Forming Force Level Bonus: The mind-blade and weapon receives a bonus of +1 per level in the mind blade prestige class on his forming force check. This bonus stacks with any other forming force level bonus, the character may possess from other classes.

Empathic Field: The mind-blade automatically establishes a secure empathy with one creature of intelligence 4 or more per level in the range, that he does not need to pay any pp for. The DC to resist this secure empathy is 10 + level of the mind blade + wisdom bonus of the mind-blade. Even if the creature resists the empathy, the mind-blade knows of the creature in his range-radius for as long as he reserves this connection for this creature.

He can only connect to creatures, that are not ethereal or present as aura-body and which are not undead.

If the mind-blade got connections left, he automatically feels other creatures enter his range.

If more creatures are present than the character has connections, the character got to know of the presence of a creature, he wants to connect to, if he wants to switch the connection. Switching the connection is a standard action.

As a free action, the mind-blade can either switch on or of the Empathic Field, but not both in one round.

The character can expand the range by spending extra pp, that he got to concentrate on.

Mind Sneak Attack: In the same situations, the character would be able to do a sneak attack, he can attempt a mind sneak attack for 5 pp. This is a mental assault, that establishes a short-lived connection to deal mental damage. The character sends forth his mind to open the connection. The DC to resist this assault is 10 + wisdom bonus of the character + extra pp + mind-blade-sneak-attack damage bonus. For example, a third level mind-blade receives a +2d6 sneak attack bonus. If he tries to open the mind sneak attack connection, he rolls 2d6 and adds the result to the DC.

If the connection is established, the mind-blade does one point of ability score damage to intelligence, wisdom or charisma per level. The mind-blade can

decide, which score to affect and can devide the damage between one, two or all three ability scores. He can never lower the ability score below 2.

After doing the damage, the connection is closed.

The mind sneak attack is a standard-action, that provokes an attack of opportunity.

Sneak Attack: Any time the mind-blades's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not), the mind-blade's attack deals +1d6 points of damage. This extra damage increases by +1d6 points every other level (+2d6 at 3rd level, +3d6 at 5th level, and so on). Should the mind-blade score a critical hit with a sneak attack, this extra damage is not multiplied.

It takes precision and penetration to hit a vital spot, so ranged attacks can only count as sneak attacks if the target is 30 feet away or less.

With a sap or an unarmed strike, the mind-blade can make a sneak attack that deals subdual damage instead of normal damage. He cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual -4 penalty, because he must make optimal use of his weapon in order to execute the sneak attack.

An mind-blade can only sneak attack living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Additionally, any creature immune to critical hits is similarly immune to sneak attacks. Also, the mind-blade must also be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The mind-blade cannot sneak attack while striking at a creature with concealment or by striking the limbs of a creature whose vitals are beyond reach.

If an mind-blade gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

Null-Aura: By spending one pp, the mind-blade can hide his aura in a way, that he can not be seen by aura-sense powers. This ability can be anchored, but if it is maintained (or anchored) for more than his maximum concentration time without receiving a fatigue-level (even if he would not receive a fatigue-level when he anchors the ability), the aura becomes tainted.

Empathy Find: From 2nd level on, the mind-blade can find any creature in his range, he got an empathy-connection to. This cancels out concealment completely.

Field of Utter Darkness: The mind-blade can gnerate a field of utter darkness in his paid range by spending 15 pp. The field of utter darkness can not be anchored. The field cancels out any kind of sight, normal, low-light vision, darkvision and any spell or power, that grants a special kind of vision.

Mind-Blade: On 10th level, the mind-blade receives the ability, he got his name from. By spending 5 pp, he creates an energetic blade, that shoots with a speed of 600 feet per round from his head towards a victims head and mind. The victim receives a will-saving throw against the same DC as described under the mind sneak attack ability. If the save fails, the blade connects to the mind of the victim. The

blade causes in the mind of the victim the effect of a failed forming force check of 4 pp, causing 4d6 points of damage and a chance for insanity.

The character can only use this ability once per wisdom-bonus +1 per day.

Ojin (oji)

"My heritage can not be fathomed, and so can not be my responsibility."

*Horon Macithodottir,
on encountering a priest.*

The ojin are what comes closest to a psionic knight. They are an order of dedicated warriors, serving some god or the other, defending law and goodness. Where the ojin differ from other orders is, that they can be sure to claim, that their order was divinely inspired. Even more so, it was founded by the gods of good an law. They are the elite, and not everyone is taken into its ranks. The applicant must have at least some celestial blood in his veins. But most are even descended from the gods, so that, when they say: "I serve my father, the great god Veshna," they really mean it.

The gods founded the order for one specific purpose: the last stand against the great enemy, whoever this may be. And from this purpose, the most important goal of every ojin springs: to become the perfect warrior, that can stand next to his kin and to live, where so many are destined to die.

They are not as honor-bound as other orders and if someone meets an ojin, he will probably never know, that this strange man or woman was not unique, but they still got rules, they follow and feel a strong responsibility towards their brethren.

Prerequisites	
<i>BAB:</i>	+3
<i>Feats:</i>	Latent Psionic Talent, Psionic Talent (Mind-Psionics), Increased Psionic Range
<i>Other</i>	Must be of lawful good, neutral good or lawful neutral alignment Must have a divine ancestor, either being the direct descendent of a god or having the half-celestial template. Must swear allegiance to the cause of the gods and be prepared to stand at the side of the gods in the last battle.

Game Rule Information

Alignment: lawful good, neutral good or lawful neutral

Hit Die: d10

Class Skills

The ojin class skills are Autohypnosis, Balance, Climb, Concentration, Craft, Diplomacy, Energy

Form Directing, Forming Force, Heal, Jump, Knowledge (psionic), Knowledge (ultrasonic), Profession, Sense Motive, Tumble.
Skill Points at Each Add. Level: 4+Int.modifier

Class Features

Weapons and Armor: The ojin does not receive any additional proficiencies with weapons, armor or shield, except the exotic weapon proficiency (Ojinga). In fact, an ojin tries to avoid armor, because he feels, that it hinders his abilities.

Bonus Feat on First Level: The ojin receives the following bonus feats on first level:

Improved Psionic Talent, Great Psionic Talent, ce Increased Psionic Range (uses column 4 of the range chart).

The ojin does not receive any psionic abilities through the feats improved psionic talent and great psionic talent and can only receive psionic abilities by taking the Added Psionic Ability feat.

He can use his psionic abilities with the wild-talents, spending gained and formed pp on the wild-talents.

The ojin is allowed to take psionic-master feats.

Forming Force Level Bonus: The ojin a bonus of +1 per level in the ojin prestige class on his forming force check. This bonus stacks with any other forming force level bonus, the character may possess from other classes.

Bonus Feat: From 4th level on and every 4th level thereafter, the ojin receives a bonus feat that he must take either from the fighter feat-list or from all general-psionic and psionic-master feats with the exception of added psionic ability, extra psionic ritual, true faith or ki-use.

Forming Force Bonus: The ojin receives a +2 psionic bonus on his forming force skill on 5th level. This bonus does not stack with the bonus the psionic master receives.

Slow Aging: From 15th level onwards, the ojin ages only one tenth the normal rate, i.e. he ages every tenth year by one year only.

Codex of the Ojin: The ojin are a group of gods-children, that waits for the final days to stand besides their parents against the final enemy of the world. Their only objective is to improve their abilities up to a measure, that they are able to succeed in this fight. Every single one of them fights for his own till then. Still, they are an order with some rules. The first rule is, that no ojin is allowed to harm another ojin. They must fight to win, not to kill or harm, i.e. if possible, disarm, not stun, stun, not harm, harm, not dismember, dismember, not kill. They are required to fight in the last fight. They need to return to the enclave of the ojin to lie there sleeping to the end of days, when they have reached the peek of their abilities.

Honor is a reasonable notion for an ojin, because it is something to rely on, but honor is nothing to risk the live about.

Every ojin has to answer first to his god, then his older brethren. His god can send him on missions on his behalf.

Ex-Ojins: An ojin, that violates the codex will be judged by his peers. An ojin, that changes his alignment to one not allowed for the class, can not advance in this class for as long as he has not returned to his old alignment. An ojin, that leaves the class to pursue another class or tries to hide from his duties, will be constantly reminded in friendly and not so friendly terms, of his duty.

Ojin Class Table

Lv.	BAB	Fort	Ref	Will	Special Abilities
1 st	+1	+0	+0	+2	Bonus Feats on First Level. Ojinga Wild Talent
2 nd	+2	+0	+0	+3	Wild Talent
3 rd	+3	+1	+1	+3	Wild Talent
4 th	+4	+1	+1	+4	Bonus Feat
5 th	+5	+1	+1	+4	+2 Forming Force Bonus Wild Talent
6 th	+6	+2	+2	+5	Wild Talent
7 th	+7	+2	+2	+5	Wild Talent
8 th	+8	+2	+2	+6	Bonus Feat
9 th	+9	+3	+3	+6	Wild Talent
10 th	+10	+3	+3	+7	Wild Talent
11 th	+11	+3	+3	+7	Wild Talent
12 th	+12	+4	+4	+8	Bonus Feat
13 th	+13	+4	+4	+8	Wild Talent
14 th	+14	+4	+4	+9	Wild Talent
15 th	+15	+5	+5	+9	Slow Aging Wild Talent

Wild Talent Expert (wte)

[template]

"It is a little talent I got, nothing special, but useful"

An expert with the little extra

Some people just have these little gifts, something, they can not explain but that greatly improves their abilities in their chosen profession. They are the herbalists with the special knack for healing, the woodsman with the green finger or the special danger sense, the farmer with the uncanny weather-sense who sits down in the evening to rub his leg to bring some rain.

The wild talent expert is a template class, that is, it is very general and must be filled with specifics. Some examples are given after the class description. The wild talent expert should never be used without a theme, just to get the bonus-feats and abilities.

Prerequisites	
Feats:	Latent Psionic Talent, Wild-Talent [basic].
Skill:	One Skill of the character choice at 6 ranks. This skill should be in some way related to the wild-talent and specifics

Game Rule Information

Alignment: any

Hit Die: d6

Class Skills

The wild talent expert's class skills are Craft and Profession. The specific direction, the class takes, adds another 7 class skills that fit the direction. Skill Points at Each Add. Level: 4+Int.modifier

Wild Talent Expert Class-Table

Lv.	BAB	Fort	Ref	Will	Special Abilities
1 st	+0	+0	+0	+2	Instant Psionic Energy Skill-bonus
2 nd	+0	+0	+0	+3	Wild Talent
3 rd	+0	+1	+1	+3	Instant Psionic Energy
4 th	+1	+1	+1	+4	Wild Talent
5 th	+1	+1	+1	+4	Bonus Feat Skill-bonus

Class Features

Weapons and Armor: The wild talent expert receives no additional weapon, armor or shield proficiencies.

Instant Psionic Energy: The character receives the feat instant psionic energy as a bonus-feat on first and 3rd level.

Skill-bonus: The character receives a +2 skill-bonus on first and fifth level to one or two different skills of his choice, that must fit the theme.

Wild Talent: On second and fourth level the wild talent expert receives the wild talent [additional] feat. The talent must fit the theme of the character. The GM should be very strict on the choices.

Bonus Feat: On fifth level, the character receives one bonus feat, that must either be skill-feat, fitting the theme, or a psionic feat complementing the wild talent.

Examples:

Expert Healer:

- Prerequisite: Wild-Talent: Minor Healing
- Skills: Diplomacy, Handle Animal, Heal, Knowledge [anatomy], Knowledge [herbalism], Knowledge [local], Wilderness Lore
- 1st level: Skill Bonus: Heal +2
- 2nd level: Wild Talent: Remove Disease
- 4th level: Wild Talent: Slow Poison
- 5th level: Bonus Feat: Instant Psionic Energy, Skill-bonus: Knowledge [herbalism]

Dedicated Smith:

- Prerequisite: Wild-Talent: Superheat Fire
- Skills: Craft, Knowledge [fire], Knowledge [metallurgy], Listen, Profession, Spot.
- 1st level: Skill Bonus: Craft [smith (any)]
- 2nd level: Wild Talent: Maintain Fire
- 4th level: Wild Talent: Heat Earth
- 5th level: Bonus Feat: Instant Psionic Energy, Skill-bonus: Craft [smith (any)]

Woodsmen:

- Prerequisite: Wild-Talent: Secure Empathy
- Skills: Animal Empathy, Climb, Jump, Listen, Spot, Swim, Wilderness Lore
- 1st level: Skill Bonus: Wilderness Lore
- 2nd level: Wild Talent: Influence Plant Growth
- 4th level: Wild Talent: Charm (animals)
- 5th level: Bonus Feat: Wild Talent: Speed, Skill-bonus: Wilderness Lore

8. Psionic Items

Is was not as if she would be afraid of going into this dungeon. Her friends were helping her and she would have enough time to do their psionic wonders.

But ever since she botched her one attempt at flying them out of the den, their protection seemed to lack. Their trust in her had lessened, and hers in them, too. Nevertheless, they needed her now. And that brought her to this bloody stinking country they were now. She needed a matrix and no one was giving one to her.

Everyone should have one. Where she came from, everyone did. But here, where the talent was rare and the training even rarer, noone seemed to even have heard of them. But she could not believe them, they just hid them from her.

But the worst part was, that no one knew, how to create one.

Damn!

But for this special occasion, she needed another matrix, another place to store some energy forms. A green matrix would not do, because it could not hold enough energy, and the creation was to ardeous and disgusting anyway.

That left the bloody familiar. Not her first choice. An animal, that depended as much on you as you depended on it. But it was an anchor-place for one additional energy form.

And she realy would not go into this dungeon without at least two body-shields.

Psionic items are not like magic items in that they do not require one specific feat. Any character with the right combination of abilities can create a psionic items, although most often items are created by circles, because the cost is enormous. On the other side, the item to be used does not have to be a masterwork-item or especially clean or expensive.

How to Create an Item

To create a psionic item, the characters involved must know the feats greater psionic talent, drain works and otherworld anchoring as well as the powers cleaning channels and otherworld-link.

The first step, that is undertaken in the persuit of creating a is obtain the item that will keep the psionic work. Anything can be taken, but some rules make some items more desireable as candidates than others.

The first rule that applys is,

Rule 1: One part can only keep one anchor.

Rule one means, that the item must possess something, that consists of only one material and of only one part in itself. For example, a cotton pull-over can not be converted into a psionic item. But a pearl sewn into the colar can be. The other side is true, too: only one anchor can be put into one part. An item, consisting of more than one part, for example a sword, with its blade, the hilt and the guard would possess three parts, each being able to keep an anchor and only one. This will greatly influence the design of the item.

Rule 2: Each work, an item is intended to do, requires one anchor-place.

This is very simple. If the item should have an enhancement-bonus to attack and damage and a bonus to overcome damage reduction, the item would require two anchor-places.

Rule 3: The item must be clean:

Befor starting to imbue psionic abilities in an item, the item has to be cleaned with the channel cleaning power, thrice. Even if it seems strange, to use a body-psionic power on an item with no mind of its own, the channels are already there and have to be prepared to receive something, that is not entirely unlike a mind.

Rule 4: The item got to possess a mode

The mode of an item describes the way, it can be used and how often it can be used. There are four modes for psionic items:

- Mode 1: automatic: This item is allways “on” and will work for anyone who knows how to use it.
- Mode 2: switchable: There is some kind of switch, a command word, a power, that got to be activated etc. that activates this item. The item either deactivates after it has done what it was intended to do or after a second command was given.
- Mode 3: psionically powered: The item only possess the ability to give the user a power, but not the energy to activate it.
- Mode 4: energy store: Not truly a psionic item, in that it will not do anything, energy stores just store psionic energy to be used by someone else.

After the item has been cleaned, the characters creating the item decide on the mode and establish it in the item by spending pp.

Mode	pp required
1	5
2	15
3	1
4	0

Rule 5: The Item got to possess an energy source.

Only few psionic creatures are willing to keep up drain pools and drain works to power a psionic item. While this is possible it akes more sense to find some other source of energy. And what better source than the otherworld to draw the energy from.

This is done by using the otherworld-link power on the item. For each part with an anchor-place, an additional otherworld-link must be established.

Mode 3 and mode 4 items do not require an energy source.

The otherworld-links got to be anchored until the item is completed, when they automatically are taken over by the item.

Rule 5: Anchor places got to be prepared to allow powers to be established.

This rule goes hand in hand with rule one, in that it is only possible to establish one anchor-place in one part. To establish an anchor-place, the characters got to spend 5 pp + an additional number of pps depending on the material of the part and the number of pp that are to be placed into the anchor.

The following table lists materials and a multiplier by which the number of pp, that give the size of the anchor, are to be multiplied. The result is the number of pp that has to be spent.

Factor	Material
NA.	Cloth, rope,
1/4	Human brain.
1/3	Animal brain of rather intelligent animals (Dolphins), unrefined matrix-crystal
1/2	Animal brain, pure crystal without pollutions.
1	Glass, ice, stainless, pure metal (non-alloy), hard, pure stone, bone, skin, meat
2	Stainless alloy, paper, pure metal, pure stone
3	Alloy, wood, stone

Rule 6: The work can not be made of more pp than the prepared anchor-place possesses.

The work, that, what the psionic item is all about, may not be made of more pp than the anchor-place got, that was created under rule 5. Once created in the anchor-place, the work can never be changed in itself apart from what may be triggered or changed from outside.

After finalizing the work, the character, who is responsible for the work (either the center of the circle or the character who did all the work), got to spend 30 times the pp spend for the psionic item in XP.

The GM is asked to set sensible borders for the power of the item.

Rule 7: All this work has to be done in 180 minutes.

Example Psionic Items:

Ojinga: The Ojinga is a sword made of psionic energy. The blade is a very thin energy form, that receives its energy from the otherworld. The hilt is made of an iron-tube that holds stainless pure metal globes. The energy blade can be switched of by pressing a button.

Medium Exotic Weapon, dmg 1d12, attacks are touch-attacks, overcome +5 damage reduction.

Cost:

Parts Required: 1. energy blade, 2. overcome DR +5

- Channel Cleaning, 3* →	63 pp
- Mode 2: switchable →	15 pp
- Otherworld Connections, 2* →	40 pp
- Prepared Anchor Places:	
- Blade: →	6 pp
- Overcoming Charge: →	23 pp

- The Work:

- Blade: →	1 pp
- Overcomming Charge →	18 pp
	166 pp
	4980 XP

Pure Energy Store: A pure energy store is just that, a storage device for psionic energy. Depending on the anchor-place created, the energy-store can hold a number of energy in pp.

Only someone, who is connected to the store (see Profession: Circle Center) can put energy into the store and draw it from it. A character can be connected to more than one pure energy store. If someone, who is connected to a store is more than his wisdom-score in feet away from it, he can not draw energy from it. If the store is destroyed, while the character is connected to it, he will take a number of points of damage equalling 1d6 per pp still stored in the store.

To store pp from in a store is a standard action, regaining them a free action.

In the example, a pure crystal is taken which should be able to store 30 pp.

Cost:

Parts Required: 1. store

- Channel Cleaning, 1* →	21 pp
- Mode 4: energy store →	0 pp
- Otherworld Connections, 1* →	20 pp
- Prepared Anchor Places:	

- Store: →	20 pp
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- The Work:

- Store: →	15 pp
	76 pp
	2280 XP

Matrixes

There are times, when a character would like to anchor Efs and other psionic works, that can not be stored in the mind of a creature. Any psionic masters greatest wish is, therefore a matrix, a crystal, harvested at special and secret places if there is indeed a known place where they can be found. Some psionic creatures hunt for matrixes their whole life and never find one, that does not belong to someone else already. (for an alternative place to “harvest” matrixes take a look at the crystal convert prestige class).

Most often a matrix is a blue crystal with small lights dancing on the inside, about one inch in diameter per level. A matrix got a hardness of 10 and 20 hit points per level. Each matrix got a level between 0.5 and 20.

The advantage of the matrix is first, that it is possible to anchor any kind of psionic power in it. Each matrix possesses one anchor-place and anchoring one work in the matrix still requires the character to devote one of his work-places to the anchored work. In addition, the character receives a bonus to his range chart of one per level of the matrix.

Alas, matrixes are not easy to control and a matrix induces a modification of -4 on the forming force of the leading character using the matrix per character missing, i.e. a matrix above fist level requires a circle to control. In addition, per matrix-level above the first the backlash of failed forming-checks is multiplied by the level of the matrix minus one (3rd level matrix would cause a backlash of xd6 *2).

The full potential of a matrix is only revealed, when a character is connected to it. In this instance, the character receives an enhancement-bonus of +6 on his charisma-score per level of the matrix. This bonus is only used to calculate the gaining-pool and has no effect on any other skill or ability. The forming-force-modifier is dropped, because the matrix, regardless of its level has become an extension of the characters mind. In addition, the character can store a fatigue-level he would normally suffer from, in the matrix. The matrix is able to keep one t-level per matrix level. The fatigue-level can only be kept for one day per wisdom-bonus+1. Afterwards, the character receives 2d6 points of damage per matrix level for each fatigue-level, that is overdue.

Last but not least, the concentration time of the character is increased by 30 minutes per level of the matrix.

The side effect of the connection between the character and the matrix is, that it hurts the character to be parted from the matrix, even that someone touches the matrix.

If the matrix is moved away from the character connected to it, the character receives 1d8 points of damage for each round, the matrix is further away than three times the aura-range of the character, except when the character is able to touch the matrix with his aura-body.

Whenever someone else than the connected character touches the connected matrix the character takes 1d8 points of damage per round of touching. A character with the profession: circle center skill can make a skill check vs. DC 10 + 2* level of the matrix, to avoid doing damage. This check got to be done only once when the matrix is picked up, but every time it is picked up.

Green Matrixes

The infamous green matrix is one of the newest attempts to create matrixes. It is a rather gruesome way, not many psionic masters are going to chose.

Like its bigger brother, the blue matrix, the green matrix is a crystal, that is able to hold up to 10 pp of psionic energy. In all other aspects, it is just like a ½ level matrix and can be used as such.

The creation of a green matrix involves fetching the life-energy/ aura-body (some druids claim the soul) of an animal with an intelligence of at least 2, by transporting it into the otherworld and capturing it in an EF. The soul is permanently entrapped inside the crystal. Use the normal rules for creating psionic items from this point on. Be careful though, because this is rather nasty and leaves behind some bodies.

Intelligent Matrixes

No one, not even the greatest psionic masters know exactly, what the matrixes are. But somehow, they all agree, that there are some similarities between the brain of a psionic creature and a matrix, Especially if the matrix is intelligent.

There are two ways, a matrix can become intelligent in two different ways.

Installation:

A psionic circle can install intelligence in a matrix.

First of, the circle can use improve greymatter: intelligence, with the according follow-up costs although the basic cost has to be paid once per level of the matrix. Half-level matrixes can not be imbued with intelligence.

After intelligence, wisdom and charisma are installed and the circle-center has paid 20 XP per ability-score point to finalize the installation, the matrix automatically becomes a psionic master of the level of the matrix. A matrix of level eight or below can only use mind-, aura- and otherworld-psionics. The matrix receives feats and skills, like a psionic master, but can only know those, any member of the circle possesses.

The alignment of the matrix depends on the average of all members of the circle.

Coincidental Intelligence:

Sometimes, the body of a psionic creature, that is connected to a matrix, dies while the aura-body is in the otherworld. In this instance the character got to succeed at a will-save vs. DC 15, or be succed into the matrix and be trapped there.

An intelligent matrix can have more than one workplace, depending on the abilities of the matrix. But only one of these work-places can hold energy-psionics anchors.

The main-disadvantage of intelligent matrixes is just that they are intelligent. They have a will of their own. And regarding the state of a matrix as an intelligent stone with nothing to do but thinking and using their psionic powers. The nicest intelligent matrixes look for a task to fullfill and just do it. Other begin to scheme. The worst ones simple go insane.

A lot of characters found themselves the thrall of an intelligent matrix. Especially dangerous are intelligent matrixes in this case, because an intelligent matrix can be connected to a number of characters equalling its level. And a connected character receives a negative-modification of double the level of the matrix against all mind-psionic assault powers from the matrix, i.e. it is ridiculous easy for the matrix to contact and charm any connected creature.

If a matrix takes damage, that controls psionic creatures, all controlled creatures take the same damage.

Psionic Familiars

Unlike familiars of wizards and sorcerers, psionic creatures can only use animals and vermin with an intelligence of 3 or less as a familiar.

It is rather easy to create a psionic familiar, if you do forget for a moment the steep pp cost.

The first step is to establish mind-contact with the candidate-animal. The animal got to be charmed, put into trance and the charm must be anchored. Afterwards a rapport with the animal is anchored as well.

The next step is to create an anchor-place, normally for 20 pp requiring 25 pp to create.

To finalize the creation, the character got to spend 5 XP per pp of the anchor-place (normally 100 XP). The familiar is finalized, all anchors and works done for the creation of the familiar are drawn into one work and are not considered to be anchors anymore.

The character gets a faithful companion and spy, that is able to hold energy just like a matrix and connected to the character with a rapport. It will not improve in its abilities like an arcane familiar, but the character can still use his psionic abilities for its improvement.

This is the only known way for psionic creatures to be connected to two “matrixes”.

Psionic Drugs and Poisons

Poisons and drugs, the difference is thin if existant at all. What some consider to be a poison, others inhale for the fun of it or even treat as a cure.

Basically, drugs in this guide, are things, that are taken by someone of his own free will with the knowledge of what he is taking and what the effects will be. They are most often used to enhance one or more abilities, aknowledging the side-effects, that sometimes far outreach the benefits and becoming addicted to the stuff.

Poisons do not have any beneficial side-effects.

While this leaves us with some difficulties in classifying some of the substances, it helps in the application.

Psionic Poisons

Poisons are a good way, to harm psionic beeing. Each poison, that reduces the wisdom will greatly reduce the forming force of the character, and poisons, that reduce charisma will reduce the gaining-pool.

Some special poisons where invented, especially to harm psionic creatures, often without harming beeing without any psionic ability. Most of these poisons work on any creature with the latent psionic talent feat, i.e. wild-talents and ki-users are affected as well as are true psionic masters.

Contrary to the custom of listing initial damage and secondary damage for a poison, these entries are not given for psionic poisons, because none of these poisons deal any damage, at least not directly.

All psionic poisons will dissolve psionic anchors without the anchors causing any daage, if either of the saves is failed.

Poison	Type	Price
Abby's Wish	Injury DC 14	300 gp
Blue Moth	Contact DC 7	20 gp
Drandal	Ingested DC 21	400 gp
Joint Link	Inhhalde DC 15	2500 gp
Yeomon Grass	Ingested DC 13	170 gp

Abby's Wish: The assassins dream come true, at least if he got to deal with psionic enemies. Abby's Wish is the distilled essence of the blue moth flower. After receiving entry to the blood stream, Abby's Wish will reduce the gaining pool of the affected creature by 4d4 points as initial “damage”. After the poison has

done its initial damage, it starts to affect the psionic channels of the body and cause 2d4 points of damage to the psionic channels, reducing the forming force as well as the gaining pool. As with all pollutions to the psionic channels, this last damage may be permanent.

All damage taken by Abby's Wish will recover with one point per day of rest, except when permanent.

Blue Moth: A very harmless blue, little flower, that grows in masses on some grass-planes. The hem exudes the mild poison, all psionic creatures will react allergic to, receiving a mild rash after 2d4 minutes. Blue Moth causes a reduction of the gaining pool by one point with no additional effect after the first loss. Nonetheless sleeping in the planes of Yors may not be a good idea for psionic masters.

Drandal: One of the most feared poisons among psionic creatures, Drandal is an alchemical product, that will taint the aura-range of the victim as initial damage, reducing the gaining-pool by 20 points immidiately. The tainting will go on as described in chapter 5. If the victim fails the save against the secondary damage, the aura-range is disrupted. Drandal will cause severe headaches to non-psionic creature as well as nausea as secondary damage.

Joint Link: Nasty, but not as hated as Drandal. Joint Link is mostly feared, because, when you notice the yellow smoke, it is already to late and you have inhaled it. All creature inhaling Joint Link become fatigued as initial damage and exhausted as secondary. These condition will last for 4d4 minutes only, although exhausted creatures will need to become fatigued first to recover completely. The name of the poison derives from the feeling, that the body becomes heavy and nothing seems to be moveable. The effect on psionic creatures is obvious.

Yeamon Grass: No-one knows, why this poison is called Yeamon Grass, but it is one of the favorites among adventurers, who got to capture psionic creatures. Yeamon Grass reduces the will of the character. The will-saving throw is reduced by the base saving-throw bonus (the wisdom-bonus as well as all other modifications stay). The forming force is reduced by the same amount. The secondary-damage reduces wisdom by 1d6 points. The points are recovered by one point per day.

Psionic Drugs

Some, rather stupid psionic creature enhance their abilities with drugs, ignoring the drawbacks or hoping to get away without experiencing them.

The following drugs are described like poisons with the difference, that they have a addiction rating and a side-effect.

Drug	Type	Price
Blind Yorsman	Ingested DC 17	500 gp
Booster	Ingesting DC 14	150 gp
Empathy	Injury DC 12	50 gp
Otherway	Inhaled DC 19	230 gp
Sweet-Dreams	Ingested DC 15	100 gp

Drug	Addiction
Blind Yorsman	High
Booster	Medium
Empathy	Medium
Otherway	Extreme
Sweet-Dreams	High
Tower-Friend	Low

Blind Yorsman: Blind Yorsman is a special distillation from the blue moth flower from the planes of Yors.

Initial Effects: The character receives one random wild talent with the mind- or body-psionic descriptor and +3 on his range. This will last for 3d6 minutes. Creatures, that are not able to use psionic powers do not benefit from the initial effects.

Secondary Effects: 50 +2d10 minutes after the initial effect is over, the character receives a modification of -1 on his wisdom score.

Side Effects: The character loses his eye sight for a duration of 4d10 minutes.

Overdose: When taken more than once in a 6 hour period, the side effects will last for another 2d4 hours.

Booster: Booster is the dream of every psionic creature that needs a lot of energy, fast. A fungus which is recorded as being fine in taste, good for a stew, some careless or clueless characters fell into the trap or eating it and suffering the side-effect, because they had some latent psionic talent.

Initial Effects: Booster increases the gaining pool of a character by 5 per dose taken (about one small fungus), immediately after ingesting it. The gaining-pool bonus lasts for five round after ingesting. up to 5 doses can be taken per round. Characters with psionic talent but without a gaining pool receive the same amount of pp as instant psionic energy.

Secondary Effects: Any psionically talented creature takes 1d6 points of damage per dose one minute after ingesting the dose.

Side Effects: A pleasant feeling of power, due to the increased gaining pool.

Overdose: Obviously, you die.

Empathy: Seldom used by true psionic creatures, Empathy is a drug from the alchemy kitchens of the Small Castlelands.

Initial Effects: This drug grants the creature the empathy power on close range. The initial effect lasts for 10+1d4 minutes.

Secondary Effect: Hypersensitivity. As the character becomes sensitive to the emotions of others, he becomes more sensitive to tactile input, too. All checks involving touch, receive a +3 bonus during the last 6 rounds of the duration and a negative modification of - 5 on the first round. All damage taken, while Empathy is in effect cause two additional points and pain effects are doubled and the DC to resist is increased by five.

Side Effects: The character suffers from a rash around his ears and his nose.

Overdose: Each additional dose of empathy will add 1d4 minutes of duration and increase the range of the empathy. In addition, all negative modifications from the secondary effect are added up.

Otherway: Another fine example of a drug with good intention but a bad side-effect. Otherway consists of the dried root of the yeri-bean soaked in a special mixture of roots and berries, dried again and powdered.

Initial Effects: The character is taken to the otherworld with all its consequences. This lasts for 7d4 minutes.

Secondary Effects: The character receives a bonus of + 20 to his constitution checks to check against organ-failure from the absence of the aura-body.

Side Effects: There is allways the possibility, that the character dies.

Overdose: Each additional dose will prolong the time of the initial effect by 4d4 minute, but not the bonus from the secondary effect.

Sweet Dreams: This is an original drug, created with the intend to induce pleasure, what it does marvelously. Only by coincidence was it discovered, that it has some beneficial effects on psionic creatures.

Initial Effects: 1d4 points of Wisdom damage due to intense pleasure. The pleasure lasts for 20+3d10 minutes.

Secondary Effects: The character is stunned from the pleasure.

Side Effects: Polluted channels are cleaned by the pleasure wave for 1d4 days. The pollution returns after this time.

Overdose: Per additional dose, increase the initial effects accordingly. Per dose ingested above the first, the character got a chance of 5%, that the stun will turn into a paralyzis, that will be permanent.

Tower-Friend: Tower friend is a special drug created by psionic masters, to increase the feeling of unity among the members of a psionic community by increasing the aura-range.

Initial Effects: Psionic range and aura-range are treated as one category higher, i.e. the character got to pay less pp to bridge a specified distance with a psionic power and his aura extends further. This effects last for 1d4*10 minutes.

Secondary Effects: Tower friend makes it harder to shield from empathy requiereing tripple the pp for any empathy shield. Lesser empathy shield just does not work.

Side Effects: Every 1d6 minutes, the character will have to succeed at a will-save vs. DC 15 or experience a hallucination for 1d6 minutes. These hallucinations can be pleasant or nightmarish, depending on the whims of the GM.

Overdose: Taking more than one dose increases the duration by 1d4 minutes for each does. but the time between hallucinations is halfed for each dose and the likelihood of nightmares becomes greater.

Appendix A: Sheets

Name: _____ Classes: _____

Forming Force: _____ skill-rank _____ feat-bonus _____ class-bonus _____ wisdom _____ → _____ total

Standard Modifications: _____

Constitution: _____

Range Bonus: _____

Aura-Range : _____

Gaining Pool:

Psionic Feats: _____

Anchors: _____

Gaining-Table

Roll	Result
natural 1	Character receives a tiring level and possible subudal damage is turned into leathal damage. No pp gained.
below DC	Character receives a tiring level. Desired pp gained.
on or above DC	Desired pp gained.

Forming-Table

Roll + Check	Result
below DC 20 + pp	Character receives damage equalling 1d6 points per un-formed pp. Check for insanity
on or over DC 20 + pp	Psionic points are formed and can be used to create a work.

Time Required

Points Form	to Time required
0-1 pp	free action
2 – Con pp	standard action
con pp	full round

Receiving Tiring Levels

1	Failed gaining check or a natural 1 on the gaining check.
2	More than 5 pp required for range
3	Concentration time exceeds the time-limit (see concentration)
4	The pp gained and formed in one attempt exceeds the constitution score of the character.
5	Changing the time to create a work from a standard to move-equivalent action.

Range	Distance	pp	Aura-Range-lv
Self	self	2	1 st self
touch	touch	3	2 nd 2 inch
very short	2.5 ft	4	3 rd 6 inch
short	5 ft	5	4 th 1foot
very close	10 ft	6	5 th 2 feet
close	25 ft	7	6 th 5 feet
medium-close	50 ft	8	7 th 10 feet
medium-long	100 ft	9	8 th 15 feet
long	500 ft	10	9 th 20 feet
very long	1000 ft	11	10 th 25 feet
far	5000 ft	12	11 th 30 feet
very far	10000 ft	13	12 th 35 feet
sight	sight	14	13 th 40 feet
contacted	contact	20	14 th 40 feet
psionically viewed	special	20	15 th 40 feet

Feats/Range	self	touch	2.5 ft	5 ft	10 ft	25 ft	50 ft	100 ft	500 ft	1000 ft	5000 ft	10000 ft	sight	special
0	2	3	4	5	6	7	8	9	10	11	12	13	14	20
1	0	1	2	3	4	5	6	7	8	9	10	11	12	18
2	0	0	0	1	2	3	4	5	6	7	8	9	10	16
3	0	0	0	0	0	1	2	3	4	5	6	7	8	14
4	0	0	0	0	0	0	0	1	2	3	4	5	6	12
5	0	0	0	0	0	0	0	0	0	1	2	3	4	10
6	0	0	0	0	0	0	0	0	0	0	0	1	2	8
7	0	0	0	0	0	0	0	0	0	0	0	0	0	6
8	0	0	0	0	0	0	0	0	0	0	0	0	0	4

Often Used Powers

Appendix B: Lists

List of Powers by Psionic Ability

Aura-Psionics		
All-Around Sense	4	3
Aura Adaptation	8	7
Aura-Block	4	4
Aura-Light	3	2
Aura-Search-Wave	+4	-
Aura-Shock-Wave	6	5
Aureol	2	1
Body-Sensing	+1	2
Expanded Sense Aura	+1	2
Handfire	2	1
Hide Aura	4	3
Hide Foreign Aura	6	-
Sense Aura	2	1
Sense Non-Psionic Arua	+2	3
Taint Aura	5	4

Body Psionics		
Banish Tireing	2	1
Body Upkeep	10	-
Decrease Ability	2	1
Evade	7	6
Feign Death	7	6
Influence Plant-Growth	2	1
Jump	1	1
Metabolism Change	2	1
Minor Healing	2	1
Muscle Hardening	3	2
Muscle Slackening	1	1
Nauseate	5	4
Raise Ability	1	1
Speed	1	1
Start Heart	2	1
Stop Heart	1	-
Ultrasonic Hearing	2	1
Voice Mimicry	1	1

Mind Psionics		
Cause Fear	+3	3
Charm	+2	4
Combat Empathy	1	1
Combat Shield	1	1
Communication Rapport	+5	-
Confuse	+3	5
Contact Mind	1	-
Control Sense	+7	9
Decrease Mental Capability	+2	2
Depth Probe	+5	-
Detect Mind	2	1
Detect Truth	3	2
Empathy Shield	1	0
Grant Power-Effect	+2	-
Heal Insanity	+3	-
Heal Psionically Induced	+5	-
Insanity		
Language Empathy	1	1
Mental Assault	+4	6

Rapport Command	1	-
Rapport Hard Command	3	-
Rapport Incomplete Control	12	-
Rapport Subconscious Channel	+5	-
Rapport Subconscious Control	26	-
Rapport Unfree	+2/3	-
Rapport	+1/3	variable
Read Thoughts	+1	1
Remove Fear	+2	2
Secure Empathy	1	1
Shield Other Mind	2	1
Sleep	+1	3
Stun	+1	1
Suggestion	+3	5
Telepathy	+2	2
Trance	+1	3

Advanced Aura-Psionics		
Aura-Beam	4	3
Aura-Punch	1	1
Control Aura-Beam	+2	5
Dazzle	1	1
Deflect Arrows	3	2
Direct Arrow	+1	3
Disrupt Aura	30	-
Prolonged Aura-Beam	+2	5
Sticky Aura-Beam	+1	4

Advances Mind-Psionics		
Advanced Shield	variable	-
Divide Mind	15	-
Eject Contact	2	-
Forwarding	6	-
Psionic Inflation	15	-
Psychic Surgery	+1	-
Take Over Greymatter	10	-
Ultra-Blast	+25	-

Basic Energy Psionics		
EF-Body	+1	2
EF-Breath-Giver	*3	*3
EF-Flexibility	+2	-
EF-Gas-Tightness	*2	*2
EF-Otherworld Secure	*5	*5
EF-Psionic-Resistance	+2	3
EF-Speed	+1	1
EF-Spell-Resistance	+4	5
EF-Unsymetrically	*2	*2
Energy Form	2	1
Influence Mechanics	1	1

Healing		
Cleaning Channels	21	-
Healing	1	-
Pollute Channels	20	-
Remove Disease	1	1
Remove Poison	12	11
Reversed Healing	1	-
Slow Healing	2	-
Slow Poison	7	6

Metamorphosis		
Base Morphing	1	-
Morph Body-Part	+4	5
Morph Body-Sub-Surface	+5	-
Morph Body-Surface	+1	2
Morph Equipment	+5	-
Morph Gender or Race	+5	6
Morph Height or Weight	+1	2
Morph New Body Part	+2	3
Morph Specific Height or Weight	+1	2

Otherworld Psionics		
Aura-Body to Body Connect	1	-
Leave Otherworld	+2	-
Otherworld Connection	4	3
Otherworld Look	2	1
Otherworld Spying	+3	6
Otherworld Stride	4	3
Otherworld-Link	20	-
Plane Travel	+10	-
Possession	+1	-
Take to Otherworld	6	-
Teleport	+10	-

Sound Psionics		
Change Sound Volume	4	4
Create Ultrasonic Sound	5	4
Silence Field	8	7
Sonic Blast	2	1
Sound Trap	4	3
Sound Sucker	+2	3
Throw Sound	3	2

Weather-Psionics		
Change Rainfall	4	3
Change Wind Direction	10	-
Change Wind Velocity	5	4
Cloud Density	20	-
Fog	8	7
Temperature Change	1	1
Thunderstorm	10	-

Advanced Energy-Psionics		
Body Lightning	3	2
Charge Weapon	1	1
Destroy Psionic Work	2	1
Destroy Spell Magic	12	-
Energy Discharge	1	1
Energy Field	10	-
Energy Float	1	1
Fill with Energy	1	1
Overcoming Charge	3	2

Illusion Psionics		
Create Illusion	1	1
Improve Illusion	+1	1
Moveable Illusion	+1	2
Moving Illusion	+3	3

Dreamworld-Psionics		
Dreamworld Stride	6	5
Take to Dreamworld	+8	-

Greymatter-Forming		
Forming Greymatter	+1	1
Greymatter Grabbing	+1	-
Harden Greymatter	+2	-
Stabilize Greymatter	+4	-

Greymatter-Summoning		
Animate Greymatter	+1	-
Improve Greymatter: Intelligence	+13	-
Improve Greymatter: Stamina	+2	-
Summon Intelligence	10	-

Time-Travel		
Time-Step	+2	5
Time-Travel	+10	-

Elemental Psionics		
Know Element	1	1

Influence Element : Air		
Air Blast	1	2
Air Pressure	1	1
Air Temperature	2	2
Withdraw Air	3	3

Influence Element: Earth		
Heat Earth	20	-
Magnetism	1	1
Move Earth	1	1
Quicksand	5	5

Influence Element: Fire		
Fire Blast	+4	5
Maintain Fire	+1	1
Quench Fire	+1	1
Send Fire	+1	1
Superheat	+1	2

Influence Element: Water		
Cleanse Water	1	1
Heat Water	1	1
Iceing	1	1
Water Blast	1	1

List of Wild-Talent-Powers

Air Blast	2
Air Pressure	1
Air Temperature	2
All-Around Sense	3
Aura-Adaptation	7

Aura-Beam	3
Aura-Block	4
Aura-Light	2
Aura-Punch	1
Aura-Shock-Wave	5
Aureol	1
Banish Tiring	1
Body Lightning	2
Body-Sensing	2
Cause Fear	3
Change Rainfall	3
Change Sound Volume	4
Change Wind Velocity	4
Charge Weapon	1
Charm	4
Cleanse Water	1
Combat Empathy	1
Combat Shield	1
Confuse	5
Control Aura-Beam	5
Control Sense	9
Create Illusion	1
Create Ultrasonic Sound	4
Dazzle	1
Decrease Ability	1
Decrease Mental Capability	2
Deflect Arrows	2
Destroy Psionic Work	1
Detect Mind	1
Detect Truth	2
Direct Arrow	3
Dreamworld Stride	5
EF-Body	2
EF-Breath-Giver	*3
EF-Gas-Tightness	*2
EF-Otherworld Secure	*5
EF-Psionic-Resistance	3
EF-Speed	1
EF-Spell-Resistance	5
EF-Unsymmetrically	*2
Empathy Shield	0
Energy Discharge	1
Energy Float	1
Energy Form	1
Evade	6
Expanded Sense Aura	2
Feign Death	6
Fill with Energy	1
Fire Blast	5
Fog	7
Forming Greymatter	1
Handfire	1
Heat Earth	1
Heat Water	1
Hide Aura	3
Iceing	1
Improve Illusion	1
Influence Mechanics	1
Influence Plant-Growth	1
Jump	1
Know Element	1
Language Empathy	1
Magnetism	1

Maintain Fire	1
Mental Assault	6
Metabolism Change	1
Minor Healing	1
Morph Body-Part	5
Morph Body-Surface	2
Morph Gender or Race	6
Morph Height or Weight	2
Morph New Body Part	3
Morph Specific Height or Weight	2
Moveable Illusion	2
Move Earth	1
Moving Illusion	3
Muscle Hardening	2
Muscle Slackening	1
Nauseate	4
Otherworld Connection	3
Otherworld Look	1
Otherworld Spying	6
Otherworld Stride	3
Overcomming Charge	2
Prolonged Aura-Beam	5
Quench Fire	1
Quicksand	5
Raise Ability	1
Rapport	variable
Read Thoughts	1
Remove Disease	1
Remove Fear	2
Remove Poison	11
Secure Empathy	1
Send Fire	1
Sense Aura	1
Sense Non-Psionic Arua	3
Shield Other Mind	1
Silence Field	7
Sleep	3
Slow Poison	6
Sonic Blast	1
Sounc Trap	3
Sound Sucker	3
Speed	1
Start Heart	1
Sticky Aura-Beam	4
Stun	1
Suggestion	5
Superheat	2
Taint Aura	4
Telepathy	2
Temperature Change	1
Throw Sound	2
Time-Step	5
Trance	3
Ultrasonic Hearing	1
Voice Mimicry	1
Water Blast	1
Wild-Talent-Morph	var
Withdraw Air	3

Appendix C: Insanities

All of the following insanities are taken from the Complete Guide to Sanity. This section does not pretend to be psychologically sound, but it is a guideline and reference for players, whose characters become insane.

Catatonia

The character completely withdraws from reality. He will sit staring and unmoving, will not react to any outside stimuli, and will eventually die of dehydration if left alone. The catatonic character can be moved, led around, fed, and so forth; but he will do nothing personally. If continually provoke and irritated in order to get a response, there is a 1% cumulative chance per round that the character will react with homicidal mania (see insanity). Once provocation ceases, the catatonia returns.

Delirium

This disorder involves a temporary state in which a person's thoughts, level of consciousness, speech, memory, orientation, perceptions, and motor patterns are very confused, unstable, or otherwise grossly disturbed. The person may also experience delusions and/or hallucinations, as well as emotional disturbances (anxiety, euphoria, etc.). Delirium is caused by a change in brain metabolism. This can be caused by brain damage from head injury, drugs, fever, and others. It has a quick onset and a brief duration, usually and it rarely lasts longer than a month because the person either naturally recovers, or dies from the underlying physical condition. GMs should be very careful in killing off a character with this insanity.

Delusion Control

The character has the feeling that one is being controlled by others, or even by machines or appliances.

Delusion Grandeur

The character has grossly exaggerated conception of the individual's importance. He is convince that he is a famous figure such as a monarch, deity, or similiar personage. Those who "fail" to recognize the afflicted as such will incur great hostility. In normal affairs, the character will seem quite sane, but he will act approrate to a station which he does not actually have and tend to order around actual and imagenery creatures, drawe upon monies and items which do not exist, and so on.

Delusion Infidelity

The character has a false belief usually associated with pathological jealousy. The belief that spouse or lover is unfaithful with no reason or evidence.

Delusion Nihilism

The character has the feeling that one's self, others, or the world is nonexistent. Commonly feelings of unreality or the feeling that one is in a dream.

Delusion Persecution

The character has the belief that another person or persons are trying to inflict harm on the individual or his family.

Delusion Poverty

The character has the belief that the he has no material possessions of value. When confronted with the real value he may say that it's not his or insist on its worthlessness.

Delusion Reference

The character has the belief that the actions of others is somehow personal references to him. For example, the nobleman goes to opera and believes the opera is telling the story of his life.

Delusion Self-Blame

The character has the feelings of remorse without justification. For example, a man may feel responsible for a famine because of some sin he committed.

Delusion Somatic

These delusions are much more psychotic than the somatoforms to be discussed! Inappropriate concerns about one's own body typically relating to some disease. Without justification a person may feel his liver is missing, or ants have invaded his brain.

Delusion Thought Broadcasting

The character has the ideas that his thoughts are being broadcast to others. For example, a man believes everyone in the room can hear what he's thinking.

Delusion Thought Insertion

The character has the belief that thoughts are being inserted into his mind by outside forces.

Delusion Thought Withdrawal

The character has the belief that thoughts are being extracted from his mind.

Dipsomania

This mild insanity form manifests itself periodically. About once per week, or whenever near large quantities of alcoholic beverages, the afflicted will begin drinking excessive quantities of ale, beer, wine, or like spirituous liquors. The player questions the GMs decision, the GM should require an Sanity check. Such drinking will continue until the character passes out. It is 50% likely that the dipsomania will continue when he/she awakens if anywhere near alcohol, 10% likely otherwise (in which case the individual will seek to find drink and become violent if denied).

Dream Anxiety Disorder

The character experiences nightmares on a repeated basis. The dreams are very distressing. An adventurer can have some real nasty ones.

Generalized Anxiety

The character with this disorder worries about minor problems, and tend to magnify the extent of problems and are often pessimistic.

Hallucinatory Disorder

The character sees, hears, and otherwise senses things which do not exist. The more exciting or stressful the situation, the more likely the individual is to hallucinate. When in such a situation, the character must make a successful Sanity check or hallucinate. Common hallucinations are: ordinary objects, which do not exist, people nearby or passing when there are none, voices giving the character information or instructions, abilities or form which the character does not really have (strength, sex, wings, etc.), threatening creatures appearing from nowhere, etc.. Unless stimulated or under stress, the character acts normal. Hallucinations will then commence and continue for 1d20 turns after the excitement/stress passes. This malady is often confused with some great ability to see into the ethereal plane.

Homicidal Mania

The character appears absolutely normal. He will behave with what seems to be complete rationality, and nothing unusual will be noted regarding the individual - except he will occasionally manifest an unique interest in weapons, poisons, or other lethal devices (but for adventurers this may seem normal). The insanity causes the character to be obsessed with the desire to kill. The desire must be fulfilled periodically. Once a week the character must make a successful Insanity check or go kill. If prevented from killing, the frustrated individual will become uncontrollably maniacal and attack the first person he encounters, widely seeking to slay. After a kill, the character will fall into a fit of melancholia (see insanity) for 1d6 days before returning to a homicidal state once again.

Hypersomnia

This is when the character never feels rested. He often has problems getting up in the morning. Insomnia - This is the chronic inability to get sleep. The character may have difficulty falling asleep. He may wake up frequently or have a full night's sleep but not be rested.

Mania

The character must make a Sanity check everyday. If he fails then he freaks for 2d6 turns. The character (roll 1d6) will become hysterical (1-2), enraged (3-4) or completely maniacal (5-6). The character will shriek, rave, and behave in a violent manner. His strength will increase by 2d2, dexterity by 1d2, and constitution by 1d2. The maniac is unreasoning when spoken to, but he will possess great cunning. The afflicted will desire to avoid or to do something according, but not necessarily appropriate, to the situation at hand. When the maniacal state passes, the afflicted will not remember his insane actions and will not believe that he is insane.

Melancholia

Similar to dementia praecox, this malady makes the afflicted given to black moods, fits of brooding, and feelings of hopelessness. Everytime a situation presents itself, the character must make a Sanity check or have a fit of melancholia.

Multiple Personality / Split Personality

Having multiple personalities is considered to be a mental illness which shows itself with the different attitudes of the person. This is especially dangerous to the balance of a game. Careful consideration is required on the GM's part. This insanity often manifests itself in mages and psionics, when mental strain is part of everyday life. Also this sanity manifests itself in a person who experiences severe and protracted trauma. During the experience the person dissociates during the trauma (like self-hypnosis, escape mentally if you can't escape physically). Now during this period of dissociation period an alter steps in and develops a memory -personality. For example, if Rock was captured during a raid and was tortured daily, when the torturer walks into to give Rock his daily beating, Rock disassociates and an alter steps in. It must also be noted that people with this illness can function perfectly normal in society or it can totally hinder their ability to function properly in society. "Host" or "core" refers to the real person, there is only one host personality. "Alter" refers to all other personalities present. There are two common personality types: the victim (the personalities of an abused person), the protector (the personalities keeps the host from acting on self-damaging behavior).

The number of personalities the character depends on the severity of what causes the insanity to manifest itself. If the cause was relatively mild, the character only gets one or two additional personalities. For very harsh, traumatic experiences, the character gains multiple personalities. A character can have no more than seven additional personalities.

A personality takes complete control over the person's behavior. Therefore, only one personality can be in control at one time. Switching personalities can happen at completely random intervals. However, being in tense situations (like combat) can trigger a change to another personality. When a GM deems that the character is in such a situation, the character must make a Sanity check or switch to another personality. The transition from personality to personality is subtle and quick. Physical clues of transition are fluttering eye lids, eyes roll up in head, and/or a small head jerk (like a flinch when startled or suddenly coming out of a doze). A new personality can actually be of a different class and have different ability scores. For example, an insane fighter can enter combat, switch personalities, and begin casting spells because he now is a mage. On the same token, he could believe he is just a 10 year old girl (with an Intelligence to match).

Another personality that may develop is one that already exists. That is, a personality of somebody else such as an adventuring comrade, a high official, etc.

The GM should develop tables for a player to roll on to find out which personality is currently active. The GM may want to make certain personalities more popular than others.

Co-consciousness is the phenomenon that allows the personalities to talk to each other. However not all personalities may be known of, this explains some of the bouts of amnesia that people with this insanity often report. After every personality switch, the character has a percentage chance equal to his Intelligence of becoming aware of one of the other personalities. When personalities meet (i.e. in the mind), the character becomes paralyzed for 1d6 hours, while both sides are trying to take control of his mind.

The following list of symptoms are often found this insanity: depression, substance abuse, sleep disturbances, somatoform disorders, severe headaches, suicidal/self-mutilative, anxiety, intrusive images/flashbacks, amnesia/blank spells, auditory hallucinations.

Nervous Breakdown

The character has a nervous breakdown. He is not "dangerous", he just needs a nice quiet place to spend some time. For humans the time needed to recuperate is typically a few months. For long-lived races like elves and dwarves the time needed to recuperate is typically a few years. The GM decides the time period need for recuperation.

Obsession

The character becomes obsessed to a person, place or thing. The obsession becomes his life and it totally consumes him to the point where he ostracises his friends and family, spends all his wealth on his obsession, etc..

Paranoia

The character becomes convinced that "they" are plotting against him, spying, listening, and always nearby. As the affliction develops over several days, the character will become convinced that everybody around is part of the plot. Conversations are about him, laughter is directed at him, and every action of former friends is aimed at deluding him so as to fulfill the "plot". The character will be principally concerned about position or goods first, but as the insanity advances, he will realize that the plotters are actually after his life. The paranoid will evidence signs of increasing suspicion and take elaborate precautions with security. In the later stages of the insanity, he will have highly irrational behavior, hire assassins to do away with "plotters", and even become homicidal in order to "protect" his life. The character will trust no one when the affliction has advanced, regarding their former close comrades and friends as their worst enemies.

Post Traumatic Stress

This is generally defined as a reaction and re-experiencing of a traumatic event with symptoms of anxiety and depression. What is a traumatic event?

An event that would evoke significant symptoms of distress in almost everyone; usually outside the range of normal experience (although most of an adventurer's life fits into this category). There are five symptoms which point to this insanity:

- 1) Traumatic event outside range of normal experience (rape, floods, combat).
- 2) Traumatic event persistently re-experienced in any of the following ways: distressing recollections of event; recurrent distressing dreams; feeling that event is happening again (flashback); intense distress at exposure to events that resemble some aspect of the trauma.
- 3) Persistent avoidance of stimuli associated with the trauma or "numbing" of general responsiveness. Avoiding thoughts and feelings about the event, or avoiding things that would remind the victim of the trauma. For example, if Rock's friends were decimated in a dragon fight and he barely escaped with his life, Rock may be apprehensive about petting his pet lizard (he might kill the poor beast as a result of the trauma). "Numbing" refers to the inability to recall some aspect of the trauma, restricted range of emotional expression. Perhaps Rock can't quite remember how one of his arms got ripped off, he just knows that one minute he had it, and the next thing he knew he didn't have it.
- 4) Increased arousal/activity. Things such as insomnia, difficulty concentrating, easily startles, increased aggressiveness or irritability.
- 5) Symptoms present for at least a month.

Psychogenic Amnesia

The individual is unable to remember important facts of personal importance (details and experiences). There are three types of psychogenic amnesia:

- 1) Localized amnesia (the most common) - The individual forgets all events during a specified time interval. This period usually follows a distressing event.
- 2) Selective amnesia - A survivor of a flood may remember going to the hospital but not how he got there.
- 3) Continuous amnesia - The person can't remember anything from a certain date to the present. For example, a war veteran may remember his childhood up to the point of going into the service, but has forgotten everything that has taken place after that.

Psychogenic Fugue - The person becomes confused about personal identity, and suddenly and unexpectedly travels to another place. The person may assume another identity. Once the fugue has passed the person can't recall what happened during the fugue. This is rare and often passes quickly. A variation could be that the character never recovers from the fugue and travels to a far off land only to join a certain party of characters. This could easily explain why the oriental is travelling with the Westerners.

Sado-Masochism

This insanity is coupled with maniacal urges and behavior. The character is equally likely to be in a sadistic or masochistic phase. When sadistic, the victim of this insanity has a desire to physically hurt and (and probably kill) living things. When masochistic, the victim of this insanity has a desire to be physically hurt. Normalcy returns for 1 to 3 days. Note that friends and associates do not matter to the afflicted individual, nor do enemies.

Schizophrenia

This insanity manifests its effects in a personality loss. The afflicted has no personality of his own, so he will select a role model and make every attempt possible to become like that character. Selection will be based upon as different a person as possible with regard to the insane character. Thus an insane mage will begin to follow the habits of a fighter, for example, dressing and speaking like that character and seeking to be like him in all ways.

Sleepwalking Disorder

The person is unresponsive to others and their attempts to awaken him. He does not remember sleep walking.

Suicidal Mania - The character has overwhelming urges to destroy himself whenever means are presented - a perilous situation, a weapon, or anything else. The more dangerous the situation or item, the more likely the individual is to react self-destructively. Use a scale of 10% to 80% probability, and if the afflicted does not react suicidally, then he will become melancholic for 1d6 days. If he is frustrated in suicidal attempts, then the character will become maniacal for 2d4 turns, and then fall into melancholy for 2d6 days.

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