

# Psionics

All characters have a psionic ability score whether they possess psionic abilities or not. The Psionic Ability score determines your Psionic Defense

Players wishing non-psionic characters roll 2d4 to find their character's psionic ability score and defense adds. Spell casters must have a psionic rating of 3 or better.

Players wishing characters with psionic abilities consult the appropriate table

**Table PS1 -- Psionic Ability Score**

Psi Str	Psionic Rating	Defense Bonus	Add +/level	Attack Bonus	Add +/level	Add skills per level
1	Non Psi	+10	1/1	--	--	--
2	Non Psi	+9	1/1	--	--	--
3	Non Psi	+7	3/4	--	--	--
4	Non Psi	+6	3/4	--	--	--
5	Non Psi	+5	3/4	--	--	--
6	Non Psi	+4	1/2	--	--	--
7	Non Psi	+3	1/2	--	--	--
8	Non Psi	+2	1/2	--	--	--
9	Sensitive	+1	1/3	-2	1/3	--
10	Sensitive	0	1/3	-1	1/3	--
11	Sensitive	+1	1/3	-1	1/3	--
12	Low	+3	1/2	0	1/2	1
13	Low	+4	1/2	0	1/2	1
14	Low	+5	1/2	0	1/2	1
15	Medium	+7	3/4	+1	2/3	2
16	Medium	+8	3/4	+1	2/3	2
17	Medium	+9	3/4	+1	2/3	2
18	High	+10	1/1	+2	1/1	3
19	High	+11	1/1	+2	1/1	3
20	High	+12	1/1	+2	1/1	3

## Description of terms

**Pis Str: Psionic Strength;** This is your character's Psionic rating. Every character has a rating whether or not they possess psionic power. This rating also gives you the Psionic Defense Bonus.

Your Psionic Ability score should be written like this Psi Str Defense Bonus/ Attack Bonus / Power Points.

$$13 +4/+1 - 8$$

This would indicate a first level character with a 13 Psi Str, Wis of 12 and Int of 12 with 8 power points. The first number is you Psionic Ability score, the Second number your Defense bonus, the third number your attack bonus and the fourth number your power point total.

A non psionic character is written thus:

$$5 +6$$

This shows a first level character with a Psionic Ability of 5 and a Wisdom of 12. The First number is the Psionic Ability score, the second is the Defense bonus. Non-psionic characters do not have an attack bonus or a power point total.

**Defense Bonus:** This is the character's starting defense bonus at first level. This is a measure of your character's ability to resist psionic attack. This bonus is added to your character's base PD of 10, and your Wisdom bonus to get your Psionic Defense score. This works exactly like Armor Class or a Defense Class. An attacker Must equal or better this score with their d20 roll and bonuses to make a successful psionic attack.

**Additional x/level:** The rate at which your defense bonus

advances.

**Attack Bonus:** Your character's base psionic attack bonus plus at first level. If your psionic strength has a "--" rating you cannot use psionic attacks.

**Additional x/level:** The rate at which your psionic attack bonus advances.

**Table PS2 -- Calculated Advancement**

Level	1/3	1/2	2/3	1/1
1	0	0	0	+1
2	0	+1	+1	+2
3	+1	+1	+2	+3
4	+1	+2	+3	+4
5	+1	+2	+3	+5
6	+2	+3	+4	+6
7	+2	+3	+5	+7
8	+2	+4	+6	+8
9	+3	+4	+6	+9
10	+3	+5	+7	+10
11	+3	+5	+8	+11
12	+4	+6	+9	+12
13	+4	+6	+9	+13
14	+4	+7	+10	+14
15	+5	+7	+11	+15
16	+5	+8	+12	+16
17	+5	+8	+12	+17
18	+6	+9	+13	+18
19	+6	+9	+14	+19
20	+6	+10	+15	+20

## The System

Psionics is usually added to an existing class rather than played as a class in and of itself. Because of this an experience rider is added to the table of advancement for what ever class the character has. The amount of the rider is determined by the number of abilities and the power level at which they are used. To determine the experience rider for the abilities and power level multiply the total from the two tables below by the experience rider chart. The resulting totals should be added to the experience needed for each level of the character's class.

The Psionic character must chose what psionic abilities they will have, and what level they will use them at. Each character may have up to three ability classes. Remember, the more you take the greater your experience load.

**Table PS 3 -- Experience Rider Calculation**

### Abilities Cost Multiplier

First Ability Class	1
Two Ability Classes	2
Three Ability Classes	4

### Power Level Cost Multiplier

Sensitive 9-11	0
Low Psi 10-14	1
Medium Psi	2
High Psi	4

Joe has decided to make his fighter a Telekinetic. He wants a decent ability score, but not too much. He decided to make him a Medium Psi with one ability class, telekinesis. That is 1 for the Ability class, and 2 for medium Psi for a total multiplier of 3. Joe looks up the numbers on the experience chart by 3 and used the "3" chart for his experience for level..

## *Psionics*

### *Ability Classes*

There are six ability classes. they are:

Telepath	Teleport
Empath	Psihealer
Telekinetic	Esper

**Telepath:** This is the ability to read minds, or communicate via the mind alone. It also has other functions as the Psionic progresses.

**Empath:** This is an ability much like that of the Telepath but working on the lower level of the sub-conscious mind, more with emotion than lucid thought.

**Telekinetic:** This is moving matter by means of thought alone.

**Teleport:** This is instant transport via mental will.

**Psihealer:** This is the ability to affect the living body by means of the mind. To heal or harm. Contact with the being they are dealing with is required.

**Esper:** Extra Sensory Perception, a grab bag of abilities such as Clairaudience and Finders. Those with ESP can remotely sense the world around them.

### *About Line of Sight*

I will use this term repeatedly in the descriptions of psionic abilities. Most psionic abilities will not work outside of "Line of Sight" (LoS). What this means is the psionic must be able to see the person they are dealing with. This sight does not need not be by mundane means alone in all circumstances. "Seeing" someone in a crystal ball is considered Line of Sight for some circumstances, as well as using mirrors or other remote seeing devices. Psionic attack requires direct line of sight. No minors or scrying devices are allowed.

### *Overcoming Psionic Defense*

Every creature with an Intelligence score has a Psionic Defense. All attacks and some abilities and psionic skills require overcoming a target's defenses. This is accomplished by a d20 roll against the target's Psionic Defense (PD) score. Psionic Defense is derived by adding a base of 10 to the target's Psionic Defense Bonus. This will always be easiest on the first try. The PD of non-psionic creatures will increase by +2 after the first unsuccessful attempt on them. This is an automatic reaction of the mind and not usually under the control of the creature. A later attempt will begin with the target's normal PD. The PD will decrease at a rate of 1 point per hour until it reaches the normal level. Sleeping creatures have a PD two points lower than normal unless the mind is trained or protected. An unsuccessful attack on a sleeping mind will evoke the same reaction. The first attempt will only return the target to a normal PD the second will raise it by +2. An unsuccessful attack has a chance of waking the creature. The psi-active mind on the other hand does not react in this fashion. Defenses must be learned and employed to increase resistance to attack. However a psi-active mind does not have a lower PD when asleep and will awaken when attacked.

### *About Power Points*

Power Points (pp) are the psionic fuel. Psionics use these to perform the feats of mental strength, much as a magician or cleric uses spell levels to do the same. Power points are recovered in much the same fashion as spells. A good night's sleep will recover the full amount, no matter how much was used the day before. A psionic's options however are not limited to available power points. When the supply of readily available power points is exhausted, the character can burn hit points as power points. Hit

points convert into power points on a 1 to 1 ratio, times the power point multiplier. The catch is the player cannot precalculate the loss of hit points. Taking a chance with burning hit points should be a chance. If burning hit points is elected to complete a feat then the feat is performed and then the hit points are removed. If death results, well, they went out trying. If the character survives the attempt they cannot recover power points until 24 hours after full hit points are recovered. They also cannot attempt any further psionic feats that would require power points until they recover. Abilities that do not require power points can be used.

The power points (pp) are listed as the fourth number in the psionic ability score I.E. 11 +2/+2 - 35. This number is arrived at in the following manner:

$$\text{INT}+\text{CON}+(\text{d10}/\text{level})*\text{m} \quad (\text{m} = \text{power point multiplier})$$

### *Table PS4 -- Psionic Power Point Multipliers*

Ability Level	pp Multiplier	dX per level
Psionically Sensitive 9-11	0.5	1d10
Low Psionic 12-14	1	1d10
Medium Psionic 15-17	1	1d10
High Psionic 18-20	2	1d10

## *Ability Descriptions*

### *The Telepath*

The Telepath has the basic ability to read the lucid thoughts in the conscious mind of sentient creatures. The thoughts of animals (Intelligence under 3) are generally too unfocused for a Telepath to get anything more than a "carrier wave" that the creature is alive.

A Telepath has a number of abilities that are innate and a

number that must be learned. Innate does not imply that the Telepath automatically knows that they can do these things, but that they can do them once they are taught or stumble into the ability. Other abilities, better referred to as skills require a teacher as they cannot be learned without some manner of instruction. The list of innate abilities and the use cost is as follows:

**Table PS5 – Telepathic Abilities.**

Ability:	Cost
Communicate:	
with known being in sight	0
with unknown being in sight	1
with known being out of sight	1
within a psychic link	0
Probe a willing mind	2
Probe an unwilling mind	7*
Probe an unconscious mind	5*
Establish a Psychic link	2**
Maintain a link	1/ day / person
Psychic Blast	10/7*
Mind Blank	4/2*

\* Requires successful attack vs. PD  
 \*\*per person in the link

All Telepathy works on a line of sight basis unless otherwise noted, range is unimportant as long as the target creature is in sight. A Telepath can contact and communicate with any person they have had contact with before without being line of sight. Psychic attack can only occur within actual line of sight. Spells or scrying devices will not allow psionic attack.

**The Empath**

Empaths function in much the same way as the Telepath. The difference is that Empaths receive and broadcast thoughts on the more primitive, subconscious level of the emotions. The end result is the Empath can tell how someone feels, but not what is on their mind. An Empath can also broadcast emotions, sending waves, either focused or not, of a chosen emotion to the beings around him. Empaths have a better time reading non-sentient animals than do Telepaths, since most animal's thoughts deal on this lower level of consciousness. Unless a Psychic link is established Empathy works only within Line of Sight no matter how well known an individual is.

**The Telekinetic**

Telekinetics Can mode things wih their mind alone. Characters must possess the manual skills to perform feats, because you have the Dex to pick locks does not imply you know how to pick locks. When Strength or Dexterity checks are required, use the character's normal physical stats unless there is reason not to.

**Table PS6 – Telekinetic Feats**

Feat	Check	Cost
Routine Activities	No Check	2pp
Take an Object	Opposed Strength	2pp+ 1/5 Opp Str
Attack a Target	Hit Target AC	5pp
Lift an Object	Str Check	3pp + 1/5 DC
Pick Locks, etc.	Normal Check	3pp + 1/5 DC

**Take an Object:** Attempting to get an object away from someone, or to control it against them requires a successful opposed strength check. The cost of the feat is 2pp plus 1pp for

each point of strength the opponent has.

**Attack a Target:** Use of Telekinetic ability in combat requires a to hit roll against AC as would any combat. It doesn't matter whether a physical object is used in the attack or not. If no object is used the damage is normal unarmed strike + Str.

The character uses their normal BAB plus Str for melee attacks or Dex for missile attacks (thrown rocks etc.) In either cast Str is used to calculate damage.

Attempts to continue an attack, such as choking an opponent with TK requires a roll each round, with a +2 to the attack roll once a successful attack has been made. The cost is 5pp per attack made.

**Lift an Object:** Lifting or moving any physical object is treated as a normal Strength check. Cost is 3pp + 1/5 points of the DC

**Pick locks or Work a Device:** If it requires a skill check of a Dex check it is made with the Character's Dex. Cost is 3pp + 1/5 of the DC.

Any use of ability that would not require a stat check is done at the cost of 3pp plus maintenance, if applicable, if a stat check is required, the cost is 2pp per 5 points of the target DC.

Continuous use of the ability will cost additional power points as concentration must be maintained on the objects being manipulated. The cost is "X" per minute, in non-stressful circumstances and "X" per round in stressful ones. "X" being the point cost determined before hand. No more than one check is require per feat as long as the psionic maintains control of the object. If a psionic is wounded while manipulating they must pass a concentration check to be made at DC of the original check in order to maintain concentration. The psionic need not stand perfectly still or refrain from conversation or other actions. The "concentration required is no more than would be required to perform the feat with hands. If you can run and do it, they can run.

**The Teleporter**

Teleports can transport themselves and a certain amount of weight over and above themselves to any location that they are familiar with. Psionic teleports have even greater risks of misadventure than the *teleport* spell if teleporting to locations less than well known, but with fewer risks at well known locations.

**Table PS7 -- Teleport Safe Arrival Chances**

Destination is:	Teleport Arrives:		
	Low	On target	High
Very familiar	na	always	na
Studied carefully	01	02-99	00
Seen casually	01-05	06-96	97-00
Viewed once	01-16	17-92	93-00
Never seen	01-35	36-75	76-00

The power point cost of teleporting is dependent on the weight carried by the teleporter. This is expressed as a percentage of the teleporter's own weight. The base cost for teleporting themselves is always the same no matter how far the location being teleported to. The chart below lists the cost for various weights above and beyond the Teleporter's own body mass.

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Table PS8 -- Teleport Power Point Cost

Weight Carried	PP cost
Self only	6
+01%-25%	10
+26%-50%	16
+51%-75%	20
+76%-100%	24
+101%-125%	28
+126%-150%	32
+151%-175%	36
+176%-200%	40
+200%-225%	60
+ 226%-250%	90
+ 251%-275%	130
+ 276%-300%	180
+ 301%-325%	240
+ 326%-350%	310
+ 351%-375%	390
+ 376%-400%	480
+ 401%-425%	580
+ 426%-450%	690
+ 451%-475%	810
+ 476%-500%	940

Teleporting over 200% of your body weight is extremely costly, the expenditure becoming prohibitive very quickly. Note; clothing and small personal items should not be counted against the weight total. This might include a belt or carrying harness, a small purse, and a light weapon such as a dagger. Swords, armor, or other bulky items will count against the total.

The act of teleporting requires that the teleporter concentrate on what they are doing. It therefor requires a full round to make a normal jump, even though the jump itself is near Instantaneous.

A skill in *blink fighting* will allow a fighter to 'port once a round either before or after his attack as long as they have power points to burn. Other skills will allow a teleport to escape bonds, teleport with little or no concentration, and others. Some of these skills burn power points in addition to those imposed for weight.

### The Psihealer

The Psihealer heals. By concentration of the energy of the mind physical damage to the body is healed. While the method is thorough it is not fast. The most efficient use of the power heals slowly compared to spells. But very quickly compared to normal body repair. The base cost is 1pp per hit point per hour. It costs the psihealer 5pp to make the link and "learn" the body's cell memory to make the repair. Faster healing can be done, but at a much increased cost. It costs 1pp per additional hit point cured in a hour up to 10 hit points. Forcing the body to heal at a faster rate without magic is asking for trouble. Forcing faster healing sends the cost up geometrically with each additional hit point per hour. Not only that but the recipient must make a Fortitude save of DC 20 if this fast healing is allowed, or insisted upon. The roll is made with a -1 for each hit point per hour over 10 to be healed at the accelerated rate. If the roll is failed the recipient of the healing will suffer some manner of permanent scaring. This can be anything the DM deems appropriate according to what the wound is.

The psihealer also has skills available to them. Many of the spells known to healers and clerics have equivalent psi skills.

Table PS9 -- Psionic Healing Cost:

HP /Hour	Cost	HP /Hour	Cost	HP /Hour	Cost
1	1	8	8	15	85
2	2	9	9	16	115
3	3	10	10	17	150
4	4	11	15	18	190
5	5	12	25	19	235
6	6	13	40	20	285
7	7	14	60	21	340

### The Clairsentient

Clairsentience is the ability to sense beyond the limitation of the fives senses and the body. The four main types of clairsentient abilities are *Clairvoyance*, *Clairaudience*, *Psychometry*, and *Finding*. Other types are possible. A Clairsentient can possess more than one of these abilities. Clairsentient in the sensitive ranges can only have one ability, Clairsentient in the low range can select two. This in the middle range can select three and high psionics can select all four.

**Clairaudience:** This ability enables the psionic to concentrate upon some locale and hear in his mind any noise within a 60 foot radius of the target of their attention. Distance is not a factor, but the locale must be known, or a person or thing familiar to the psionic must be present in the target location. E.G.. They could hear what is going on around the Crown of Magwar if they know what the crown looks like. Only sounds that are normally heard by the psionic can be detected. Magical protection can prevent the ability from working properly or even working at all. If the target of the clairvoyance has a *mind blank* the ability will not work.

**Clairvoyance:** This ability enables the psionic to concentrate upon some locale and see in his mind anything within normal vision of the target of their attention. Distance is not a factor, but the locale must be known, or a person or thing familiar to the psionic must be present in the target location. Images of places, things, or persons can be grasped from the mind of another if that person is willing, and sometimes even if they are not. Sight is limited to the light conditions under which the psionic can normally see. Magical protection can prevent the ability from working properly or even working at all. If the target of the clairvoyance has a mind blank the ability will not work.

**Finders:** Psionic finding is sort of a *locate object*. The finder must gain a mental image of the thing to be found and then plays a game of "hot & cold" to locate it. When the finder is facing in the direction of the sought for object, they will feel "right" about it, the closer they are the "righter" they feel. If the person or object is more than 5 miles away the feeling will be too faint to give an indication of direction. As with other ESP the cost of finding depends on how the image is obtained. A finder can also attempt to locate people or animals. A specific person or animal must be sought.

The cost of using these three abilities depends on both how the image is obtained and the degree of magical protection in the area. The same costs apply for Clairaudience, Clairvoyance, and Finding



**Table PS10 -- Clairvoyant Costs**

Target Known By	Cost*
Personal experience	3 +1 per ten minutes
An Image taken from a willing mind	3 +2 per ten minutes
An Image taken from an unknowing mind	3 +4 per ten minutes
An image taken from an unwilling mind	3 +8 per ten minutes
Unclear Image	3 +16 per ten minutes

\* Simple protection spells (under 4th level) will double the cost. Spells up to 7th level will quadruple the cost, and spells of 8th and 9th level will cost eight times as much to penetrate. Spells intended to thwart Psionics will work as indicated in the spell description.

To take an image from an unwilling mind the target must be touched by the Clairvoyant and a successful attack vs the targets PD made. The cost of each attempt is 10pp for the untrained Clairvoyant, 7pp for the trained. A target forced to give information by an untrained Clairvoyant must save vs. Will or take a point of damage to Intelligence and Wisdom each. The save DC is the psionic attack bonus of the attacker +10. A second save 24 hours later must be made or the damage becomes permanent and only a *restoration* will cure the loss. An unknowing mind need not be attacked, but the PD must still be overcome. The cost is 10pp for the untrained Clairvoyant and 5pp for the trained.

The familiarity of the image may increase with each use of it. Each time the image is used the Clairvoyant may make a stat check to see if their knowledge of the image is improved. The stat check is an Int check with normal Int bonuses against DC 15 and the "Image taken from a willing mind" level. At +5 to the DC for each level up to a DC 30 at "Unclear image". It will always cost at least 3pp to use the ability.

**Psychometry:** This ability is the reading of psychic auras both on people and objects.

In the case of persons the ability is passive, and does not require any resistance to be overcome. It does require that the psionic concentrate on the subject. If in a relaxed and non-stressful environment the cost to use the ability is 3pp per minutes. In a stressful situation (like melee) the cost rises to 3pp per round. Proper use of the ability requires time and skill. While auras can be seen, interpreting what is seen is not automatic. The Psychometrist can easily Identify someone once they have seen them. They can attempt to tell when someone is attempting to deceive for example, but not until they have experienced

deception, and learned the meaning of that aural change. This is not the best use of the ability. While a general feel for a person is easy to gain, specific emotion or thought barely flickers and this is work better left to the Telepath or Empath. If the insists the chance to learn useful information about the state of a person is the character's normal attack bonus +d20 vs. DC 30.

If the player wishes to keep a record of their encounters they will gain a bonus on reading an individual, -1 to the DC for each encounter to a minimum of DC 15. If they do not bother with a record of who they have met it is assumed that the character cannot be bothered to learn people.

The better use for Psychometry is in detecting residual auras on objects. Something in the long possession of a person will "feel" like them. If that person's aura is known, an object can be

linked to them. If they are not known the object aura can be used to know them when they are seen. The cost for this use is dependent on the strength of the aura. The rule is the longer owned the stronger the aura. If an object is owned for less than six months, no aura will imprint. A skill check is made with the Psionists attack bonus as the plus. The base DC is 30 -1 for every every year the item has been owned. The DM may grant bonuses for items very important to the owner, even though they might not have had them long. As with Telekineses the cost is 3pp plus 1 for every 5 point of the target DC. Success will allow the aura to be remembered when it is seen again.

Strong emotion can also imprint on objects. A dagger used to kill might feel of fear and anger. A kerchief long cried in might have the lingering sorrow in it. A very changed moment might even imprint a scene on the object. Murder is the most common imprint. When such an imprint is left on an object the Clairvoyant can attempt to capture it. Again the cost is dependent on the strength of

the image. Generally the older the image the fainter. From 15-40. +1 for five years since the image formed. Common images older than 100 years are too faint to capture. It is possible for an image to be so strongly imprinted that it never fades. These images impose themselves, and must be resisted as an attack. The images will have a AR of 0 to +20 If the image overcomes the PD of the Clairvoyant they will be haunted by it. They will suffer nightmares and waking dreams until healed of the damage caused by the image. They might even be drawn to correct a wrong they have seen or aid a lost soul. The DM is encouraged to invent something juicy.



## Psionics

### Psionic Abilities & Skills

The following is a list and descriptions of the various skills and abilities available to psionic characters. Abilities are things that any psionic character can do if fall within their Ability Class. Except where noted all skills must be learned and require a teacher.

**Abilities** are not taught, they are something you can do without training. Some abilities can be improved with skill ranks.

**Skills** must be learned and cannot be used untrained. Ranks in various skills will have the effect noted in the skill descriptions. As with other skills no skill can be more than three ranks better than the Character's current level.

#### Table PS12 -- Combat Abilities and Skills

Skill	Ability Requirement	Ability Type
Dagger of Insinuation	Telepath/Empath	Attack Skill
Ego Whip	Telepath/Empath	Attack Skill
Intellect Fortress	Any	Defense Skill
Mental Barrier	Any	Defense Ability
Mind Blank	Any	Defense Skill
Mind Thrust	Telepath	Attack Skill
Psychic Blast	Any	Attack Ability
Psychic Crush	Telepath	Attack Skill
Psychic Mirror	Telepath	Defense Skill
Psychic Mirror II	Telepath	Defense Skill
Thought Shield	Any	Defense Skill
Tower of Iron Will	Telepath/Empath	Defense Skill

#### Table PS13 -- General Skills and Abilities

Skill	Ability Requirement	Ability Type
Aura Mark	Clairvoyant	Skill
Blink Fighting	Teleport	Skill
Bounce	Teleport	Skill
Broadcast	Empath	Ability
Chameleon Sight	Clairvoyant	Skill
Combustion	Telekinetic	Skill
Communicate	Telepath/Empath	Ability
Control Temperature	Telekinetic	Skill
Cure Disease	Psihealer	Skill
Deathguard	Telepath	Skill
Domination	Telepath	Skill
Extend	Teleport	Skill
Home	Teleport	Skill
Hypnotize	Telepath	Skill
Illusion	Telepath	Skill
Leave Behind	Teleport	Skill
Mend	Telekinetic	Skill
Probe	Telepath/Empath	Ability
Project Image	Clairvoyant	Skill
Psychic Invisibility	Telepath	Skill
Psychic Link	Telepath/Empath	Skill
Read Emotion	Empath	Ability
Regeneration	Psihealer	Skill
Restore	Psihealer	Skill
Resist Poison	Psihealer	Skill
Shape Flesh	Psihealer	Skill
Tag	Clairvoyant	Skill
Teleport	Teleport	Ability
Truthseer	Telepath/Empath	Skill

All skills have a Spell Level Equivalent (SLE) that is used in determining the DC for certain skills. This is dependent on the level of the psionist.

#### Table PS14 -- Spell Level Equivalent

Psionist Level	Spell Level Equivalent
1	1
3	2
5	3
7	4
9	5
11	6
13	7
15	8
18	9

### Attack Modes

#### Terms

**Type:** Ability or skill; and who can use it. Skills must be trained.

**Initial Cost:** The power point cost per use of the attack

**Maintenance Cost:** The cost per hour, if any, to keep the power working. A listing of "none" means the attack cannot be maintained.

**Range:** How close do you have to be.

**Preparation Time:** Similar to spell casting time. All Psionic effects are instantaneous, but some require some time to focus and direct.

**Area of Effect:** How many are affected.

**Prerequisite:** What the Psionic must have before they can gain this ability or skill.

**Ranks:** the effect of skill ranks spent in the skill or ability.

#### Dagger of Insinuation

Attack Skill: Telepath/Empath

Initial Cost: 10

Maintenance Cost: none

Range: Line of sight

Preparation Time: 1 action

Area of Effect: One being above animal Intelligence

Prerequisite: Telepath or Empath with +1 in Psychic Blast

This attack is directed at the target creature's will. Tearing at it until they are helpless against the attacker. The result is to leave the target open to mind control by the attacker. The attack strips the target creature of 1d4 points of Wisdom per successful attack. When the target's Wisdom drops to 1 or lower they can be ordered about in the manner of a Zombie.

Should the victim suffer a negative score -8 or less, they must save vs Fortitude or suffer a permanent loss of 1 point of Wisdom. This attack is best used along with some form of domination that allows for long term control. If no domination is used the victim will recover at a rate of 1 point of Wisdom per each 6 hours. The count starts from zero, no matter how far into the negatives they were pushed. Each regained point of Wisdom over 5 allows the victim a Will save to shake off the Zombie state once as each Wisdom point is recovered, and once per hour when they are fully recovered. The DC is 10 + attacker's Int bonus.

Full recovery is assured unless the *dagger of insinuation* is used again.

**Ranks:** Every three ranks spent in this skill adds +1 to the attack bonus. Every six ranks spent in the skill adds +1 to the Wisdom stripped per attack. This skill cannot be used untrained.

### Ego Whip

Attack Skill: Telepath/Empath  
 Initial Cost: 14 (Empath 7)  
 Maintenance Cost: 5 per round  
 Range: line of sight  
 Preparation Time: 1 action  
 Area of Effect: One creature of animal Intelligence or higher  
 Prerequisite: Telepath or Empath with +1 in Psychic Blast

This attack seeks to fill the target creature's mind with overwhelming emotion. Fear, dread, sorrow, bliss, or any other emotion the attacker wishes to use. The target creature will lose all initiative and any Dex bonuses to armor class for the remainder of that turn.

The Psionic must overcome the target's Psionic Defense. By paying the maintenance cost the psionic may keep the victim in the desired emotional state as long as they can pay the cost. The target will remain overwhelmed by the emotion and cannot attack or actively defend themselves.

The target may attempt a Will save, DC 10 + SLE + Int bonus of the attacker, to overcome the emotional overload once per round starting in their next turn. This is a full round action. If successful the target will be free but will lose all initiative and any Dex bonuses to armor class for the remainder of that round.

**Ranks:** Every three ranks spent in this skill adds +1 to the Psionic's attack bonus. Each 6 ranks spent drops the maintenance cost by one power point per round. Maintenance cost can never be less than one power point per round. This skill cannot be used untrained.

### Mind Thrust

Attack Skill: Telepath/Empath  
 Initial Cost: 8  
 Maintenance Cost: none  
 Range: Line of Sight  
 Preparation Time: 1 action  
 Area of Effect: One psionic creature  
 Prerequisite: Telepath or Empath with +1 in Psychic Blast

This attack is a fully focused attempt to strip the mind of its ability to defend or attack. The attack does no real harm, rather it burns up the target's Power Points, leaving them exhausted and open to other forms of attack. A successful *mind thrust* strips the target of 2d10+ attacker's Int bonus power points. This attack mode will not affect non-psionic creatures.

**Ranks:** Each additional three ranks in this skill adds a +1 to the Psionic's attack bonus. This skill cannot be used untrained.

### Psychic Blast

Attack Ability: All  
 Initial Cost: 10/7  
 Maintenance Cost: none  
 Range: Line of Sight  
 Preparation Time: 1 action  
 Area of Effect: One being  
 Prerequisite: Character is Psionic

This is a semi-focused shock wave of pure mental energy. This attack adds nothing to the base chance for overcoming the target's Psionic Defense. It is the only attack mode that an untrained Psi can use. The target they will suffer 1-8 hit points of damage and must save vs. Fortitude, DC=10 + SLE + Attacker's Int bonus, or be stunned for 1 round.

**Ranks:** One or more ranks spent in this ability indicates that it has

been trained. A trained Psionic uses this attack mode at a cost of 7pp rather than 10pp. Additional ranks will not improve this ability.

### Psychic Crush

Attack Skill: Telepath  
 Initial Cost: 10  
 Maintenance Cost: none  
 Range: Line of sight  
 Preparation Time: 1 action  
 Area of Effect: One creature with a brain  
 Prerequisite: Telepath or Empath with +1 in Psychic Blast

This is an all out assault on the mind of the target creature. A focused attempt to stun or kill the target. The *psychic crush* does 2d8 hit points of damage on a successful attack. The target must also save vs. Fortitude, DC = 10 + SLE + Int bonus or be stunned for 1 round.

**Ranks:** For every three ranks in this skill the psionic gains +1 to their attack bonus. For every six ranks in the skill they gain an additional +1 to the damage done.

## Defense Modes

### Terms

**Inactive Cost:** Cost per day to maintain the defense

**Active Cost:** Cost per round while under active psionic attack

**Range:** How far it's effective.

**Preparation Time:** Like spell casting time. There is no Preparation time to go from an inactive to active state when using the same defense.

**Area of Effect:** Who can be affected

**Prerequisite:** Who can learn or use it.

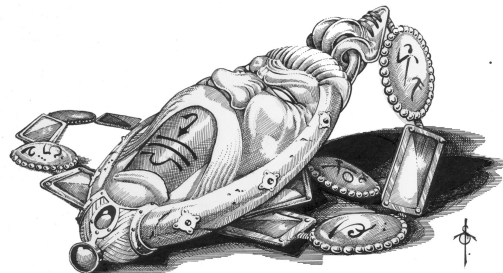
**Ranks:** The effect of additional ranks in the skill

### Mental Barrier

Defense Skill: Any  
 Inactive Cost: 3 / 24 hours  
 Active Cost: 3 / round  
 Range: 0  
 Preparation Time: 0  
 Area of Effect: self  
 Prerequisite: Psionic with +2 in Thought Shield

This is more effective than the *thought shield*, but more costly. It gives the Psionic +2 to their Psionic Defense. As with the *thought shield* the psionic may use most abilities while in the inactive mode. They must go active to attack or defend against a second attack.

**Ranks:** For every three ranks in this skill the psionic gains an additional +1 to their defense bonus in active or inactive mode.



## Psionics

### Mind Blank

Defense Ability

Inactive Cost: untrained 4/trained 2 per 24 hours

Active Cost: none

Range: Touch

Preparation Time: 1 round

Area of Effect: self or person touched

Prerequisite: Character is Psionic

This defense works much like the magician spell of the same name. It seeks to hide the mind from detection or attack. A psionic cannot find a being with a *mind blank* unless they are in sight of them. And at that the only information that can be gotten is that they are unreadable. The *mind blank* will stop any attempt to probe or read the surface thoughts of the protected creature and will add a base +10 to Psionic Defense against the first attack and then cease to exist. The cost is 4pp when used by an untrained Psionic, 2pp when used by a trained one. *Mind blank* is the only Defense an untrained Psionic can use.

*Mind blank* is the only form of Psionic Defense that can be placed on a non-psionic creature. It costs twice as much to place a *mind blank* on another person. It cannot be used on creatures of animal Intelligence or lower. When this is done it will last for 24 hours.

**Ranks:** An untrained user cannot place a *mind blank* on another creature. For each rank taken the initial Defense bonus increases by +1 on one's self, and by +1 on other creatures for every two ranks taken. When 20 ranks are taken the cost for this ability is halved for all uses.

### Thought Shield

Defense skill

Inactive Cost: 2 / 24 hours

Active Cost: 2 / round

Range: self

Preparation Time: 0

Area of Effect: self

Prerequisite: Psionic with +1 in Mind Blank.

This defense can be used in the inactive or the active mode. It is the least costly defense mode and the least effective, giving the Psionic a +1 to their Psionic Defense. The Psionic may use most abilities while using this defense in the inactive mode. They must use active mode when attacking another creature or lose the defense. The inactive mode will defend against the first attack, the defender must go active or lose any defense against further attacks.

**Ranks:** For every four ranks in this skill the psionic gains an additional +1 to their defense bonus in active or inactive mode.

### Intellect Fortress

Defense Skill

Inactive Cost: none

Active Cost: 4 round

Range: self

Preparation Time: 1 action

Area of Effect: self

Prerequisite: Psionic with +2 in Mental Barrier

This defense adds +3 to the defense of the Psionic, it cannot be used in the inactive mode. It is for defense against active mental assault only. To this end it gives about the best cost/defense ratio of the standard defense types.

**Ranks:** For every three ranks in this skill the psionic gains an additional +1 to their defense bonus.

### Tower of Iron Will

Defense Skill: Telepath

Inactive Cost: none

Active Cost: 7 +2 per person defended

Range: 20"

Preparation Time: 1 round

Area of Effect: Special, see below

Prerequisite: Telepath with +3 in Intellect Fortress.

This defense adds +5 to the personal Psionic Defense of the Psionic and +2 to the Psionic Defense of up to the limit of the Psionic's skill.

This is the only defense that allows the psionic to defend persons other than themselves. The Psionic may extend protection to two or more persons that are not using or cannot use psi powers. Any being actively using psionic abilities cannot be brought into the *tower of iron will*. Should the person maintaining the *tower* falter anyone they have been protecting loses any benefit they have enjoyed. The *tower of iron will* can be used in the active mode only.

**Ranks:** For every two ranks in this skill the psionic gains a +1 to their personal defense. For every 4 ranks they gain a +1 to the defense of anyone under their *tower of iron will*. For every +6 ranks they can bring an additional person into the *tower of iron will*.

### Psychic Mirror

Defense Skill: Telepath

Inactive Cost: 5 / 24 hours

Active Cost: 3 / round

Range: self

Preparation Time: 0

Area of Effect: self

**Prerequisite:** Ane trained Telepath with +3 in *mental barrier*

The *psychic mirror* is a defense unique to the Ane. A psionic character must receive training from an Ane to learn this defense mode. The *psychic mirror* reflects some of the energy used against the defender back at the attacker. The defender gains a +1 to their attack for each two power points spent on attacking them on the first attack only. The counter-attack must be made immediately or this advantage is lost. After this the *psychic mirror* acts as a *mental barrier* granting +2 to their Psionic Defense. The psionic may use most abilities while in the inactive mode. They must go active to attack or defend against a second attack. Attacking before one is attacked also negates the advantage granted by *psychic mirror*.

**Ranks:** For every three ranks in this skill the psionic gains an additional +1 to their defense bonus in active or inactive mode.

### Psychic Mirror II

Inactive Cost: 7 / 24 hours

Active Cost: 4 / round

Range: self

Preparation Time: 0

Area of Effect: self

Prerequisite: Ane trained Telepath with +5 in *psychic mirror*.

The *psychic mirror II* works much as the first *psychic mirror*, it reflects the energy used against the defender back at the attacker. The defender gains a +1 for each pp the attacker uses against them



on the first attack only. The counter-attack must be made immediately or this advantage is lost. After this the *psychic mirror 2* acts as an *intellect fortress* adding +3 to the defense of the Psionic. The psionic may use most abilities while in the inactive mode. They must go active to attack or defend against a second attack. Attacking before one is attacked also negates the advantage granted by *psychic mirror 2*.

**Ranks:** For every two ranks in this skill the psionic gains an additional +1 to their defense bonus.

## Skills and Abilities

Skills and Abilities are divided by the category of psionic character that can use them. A Character must possess the psionic ability the skill is listed under the learn or use it.

### Terms

**Type:** Ability or skill and who can use it.

**Cost:** How many power points does it take

**Duration:** How long can it last

**Range:** How close do you have to be.

**Preparation Time:** Similar to spell casting time. Most Psionic effects are instantaneous, but some require some time to focus and direct.

**Area of Effect:** How many are affected.

**Perquisites:** What do you need to learn it.

### Aura Mark

Skill: Clairsentient (Int)

Cost: 20 + 5 per day

Duration: Special

Range: Special

Preparation Time: 3 hours

Area of Effect: One Object

Perquisites: 2 ranks in *tag*

This skill allows the Clairsentient to place a message onto an item that persons picking it up later will be aware of. The message cannot be a lucid verbal recitation. Rather a image, or feeling can be attached to the item. Foreboding, urgency, joy, fear or other such feelings can "mark" the object.

The aura mark will last for 8 days plus one day for each 5 power points placed into the object above the minimum 20. It requires one hour to prepare the object regardless of how much power is placed with in.

Any person handling the object will feel the aura, even the non-psionic. Although a Wisdom check, DC 15, is required to see if a non-psionic feels much more than a vague flicker of the placed aura. If the object has an intended target, and the person is known to the Clairsentient the object can be keyed to them, so that they will receive the "message" and other non-psionics handling the object will not. In this case no check is required.

Note that in any case, the embedded emotion is not felt by the person, rather they feel that it is part of the object.

**Ranks:** Additional ranks in aura mark will reduce the power required for the skill. For every 3 ranks in the skill the power requirement drops by one fifth. The minimum cost is 4 pp to mark an object and 1 pp to extend the duration.

### Blink Fighting

Skill: Teleporter (Int)

Cost: 5 + weight cost

Duration: Instantaneous

Range: 0

Preparation Time: Move action

Area of Effect: Self

Perquisites: Learned Skill

This skill allows the Teleporter to 'port once a round during melee for as long as they have power points to spend. The base cost is 5 power points plus how ever many the teleport itself will cost. The blink is considered a move equivalent action. Other creatures cannot be teleported in a blink. Only dead weight objects on the teleporter.

The Teleporter declares before initiative that they will blink that round, either before or after their attack. The landing location need not be decided until the time of the jump. On their initiative they either blink and attack, or attack and blink. They cannot take a 5 foot step. Innate spell like powers or items can be used, but spells cannot be cast in the same round as the blink. Any successful attack on them before their initiative requires a concentration check to complete the blink. The Teleporter will land at a physically contiguous point in LoS within 30 feet of their start point. They do not control the exact location. They will not miss and will not occupy the same space taken by another creature or object. An area smaller an 60 feet across will further constrain the blink to LoS.

**Ranks:** Additional ranks in *blink fighting* can cut the cost and increase the accuracy of the blink.

For every five ranks in blink the cost for the blink itself is reduced by 1 pp. The blink will never cost less than 1 pp.

At 10 ranks in *blink fighting* the teleporter can define the direction of the landing and location within ten feet. At 20 ranks in *blink fighting* the teleporter can define the location of the blink.

### Bounce

Skill Teleporter (Wis)

Cost: Special

Duration: instantaneous

Range: special

Preparation Time: None

Area of Effect: special

Perquisites: +1 in *teleport*

*Bounce* is an Ane skill that has gotten around through the psionic community. *Bounce* is a passive skill that prevents disasters while teleporting. Any teleporter with at least one rank in *bounce* will recover from a teleport mischance automatically. When a mischance is rolled, or for circumstances beyond the teleporter's control a known location has changed. (flood, landslide, etc.) the *bounce* skill will return them to the location from which they teleported without damage or take them "*home*" if the teleporter has that skill as well. If the teleporter has *home* that is preferred over a return unless the players states otherwise at the start of the teleport.

The cost of the skill is paid at once and is equal to the cost of the teleport.

**Ranks:** For every 5 ranks in bounce the cost of the bounce is lowered by 10% round up. The cost will always be equal to at least the cost of the teleport.

## Psionics

### Broadcast

Ability: Empath (Wis)

Cost: 6 per round

Duration: as maintained

Range: LOS

Preparation Time: Standard Action

Area of Effect: special

Perquisites: +1 in *read emotion*

With this ability the empath can project a single emotion to a group within line of sight. Each round the empath projects the emotion every creature in line of sight must save vs. Will, DC ranks in broadcast + SLE, or assume the emotion as their own. The empath will increase their effective DC by one point for every additional three pp expended per round above the base cost. Additionally, the empath's effective DC, for this check only, is raised by 1 for every 10% of the creatures in line of sight that assumes the broadcast emotion. This is a manifestation of the "mob effect", and only works if there are more than 50 like creatures present.

Once a given creature "takes" the broadcast emotion they will behave as they normally would when expressing that emotion. The Empath has no control over any actions.

**Ranks:** Ranks in this ability increase the effectiveness of the attack.

### Chameleon Sight

Skill: Clairsentient (Int)

Cost: 10 per hour

Duration: As maintained

Range: LOS

Preparation Time: None

Area of Effect: Self

Perquisites: 2 ranks in clairvoyance

This skill gives the Clairvoyant effective 360° sight, and the ability to concentrate on the whole. This skill works only in LoS and takes some getting used to. Even a skilled user must make a Dex check, DC 17, in order to walk and use the skill at the same time. The user cannot be surprised by any visible thing.

**Ranks:** Additional ranks make the required Dex check easier. The Psionic gets +1 for every two ranks in the skill.

### Combustion

Skill: Telekinetic (Int)

Cost: 20

Duration: Instantaneous

Range: LOS

Preparation Time: 1 action

Area of Effect: 1 tenth cubic inch

Perquisites: One or more ranks in *control temperature*

This skill will allow the Telekinetic to start combustion in a small amount of material. The material must be readily combustible, paper, dry wood, pine needles, etc. Flesh cannot be combusted with his skill, a small nasty burn for 1 hit point would be the only result. If combustion is used on any living creature, or an object or clothing held by a living creature the telekinetic must overcome their mental defense to do so.

**Ranks:** Additional ranks in this skill will increase the damage and area of the attack by one die type for each three skill points, or will add +1 to the attack itself. Skill ranks can be divided for a given attack.

Die progression is 1, 1d2, 1d4, 1d6, 1d8, 1d10, 1d12. It will never do more than 12 hit points of damage. No matter how much damage is done flesh will not catch on fire, but an instant burn will result.

In non living matter the area set on fire increases. From square inch, 6 inches square, a foot square, five feet square, ten feet square. 15 feet square, 20 feet square. The material must still be loose and easily combustible. By concentrating the area of effect more difficult materials can be set on fire. Default is assumed to be dry. Wet materials adds one level of difficulty. Tinder material, Cloth and paper, Solid seasoned wood, Living plants. Metal and stone can never be set alight. Fire does damage as per the normal rules for a burn.

### Communicate

Ability: Telepath/Empath (Wis)

Cost: Special

Duration: Per use

Range: LOS

Preparation Time: None

Area of Effect: 1 or more persons

Perquisites: Telepath or Empath

This is the ability to speak via the mind alone. The creature being spoken to must have an Intelligence of at least 3 for a telepath or 1 for an empath, they need not have any psionic ability themselves. The Telepath can communicate both by "words" and images. Telepathy transcends language therefore is it possible to "speak" with a being even if your do not understand their tongue.

Normally the ability is line of sight only, however the Telepath can communicate with persons that they know well out of line of sight. A well known person is anyone whom the Telepath has shared a psychic link with, probed, or communicated with on more than a casual basis.

Cost will vary depending on the conditions. The following chart gives the costs.

#### Communicate

with known being in sight	0
with unknown being in sight	1
with known being out of sight	1
within a psychic link	0

The Telepath can communicate with several persons at once, cost will depend on the number and how many of the persons are known; e.g. Talking to a group of 30 persons in a bar, ten are known to the Telepath and cost nothing, the other 20 will cost one power point each to touch their minds. This communication would be casual (telepathy to a large group), and would not aid in knowing the additional twenty persons.

Normally it is unnecessary to overcome any PD in order to communicate. However the Telepath may run into examples of those persons that reflexively resist any mental contact for reasons of fear, ignorance, or a high natural Defense. In such cases normal communication cannot overcome resistance, and other methods, less gentle, might be necessary. In such cases the telepath or empath may attempt to overcome the target's Defense using ranks in *communicate* alone. Success will not damage the target.

**Ranks:** No ranks are necessary to use this ability. Additional ranks in *communicate* will lower the cost to talk to distant known persons or unknown persons in line of sight. 5 ranks in *communicate* will halve the cost in such instances, never lower than 1 power point however. Ten ranks will remove the cost for speaking to anyone within line of sight. 15 Ranks will remove the cost to communicate with known persons out of sight.



### Control Temperature

Skill: Telekinetic (Int)  
 Cost: 10  
 Duration: Special  
 Range: LoS  
 Preparation Time: 10 minutes  
 Area of Effect: Ten foot cube  
 Perquisites: Telekinetic

This skill allows a Telekinetic to raise the temperature in an enclosed area. An area of 10 feet cubed can be heated or cooled 5°C for each 10 power points expended over 10 minutes. The temperature will remain at the created level only as long as the insulating factor of the enclosure will allow. Open areas cannot be heated or cooled as the effort would be dissipated into the open air faster than anyone could correct for it. If there is no wind what so ever the change might be noticed before dissipating. Larger enclosed areas or larger changes in temperature can be gained by expending more power points and or greater skill.

The speed of the change can also be increased by extra expenditure of power points. For every extra 5 power points expended per 5°C the time needed to effect the change will drop by one minute, to a minimum of one minutes.

Liquids or solids can be warmed or cooled, at the rate 5°C for 1 cubic foot), There is no minimum expenditure of points.

**Ranks:** Additional ranks in control temperature lower the cost to perform the skill. Each five ranks in control temperature will reduce the base cost by one fifth. 8 points at five, 6 points at 10 etc.. The cost cannot be lowered below 2 pp to use the power and 1 pp for extra effect.

### Cure Disease

Skill: Psihealer (Wis)  
 Cost: 10  
 Duration: Special  
 Range: Touch  
 Preparation Time: 1 minutes  
 Area of Effect: creature touched  
 Perquisites: 1 rank in *cure wounds*.

This skill enables the psihealer to mitigate most diseases by aiding the recipients body in fighting the disease. The psihealer must spend ten minutes in preparation to shield his own body against the illness. If this step is overlooked the psihealer risks contracting the disease himself. Thereafter the psihealer must remain in contact with the diseased creature for a full hour. The result of this effort will be a reduction of the disease by one factor. A serious ailment becomes a moderate one and so forth. No more than one such session can be tolerated by the ill creature in a single day as the session is exhausting to the ill creature. More then a single session will result in a high fever and the worsening of the condition from 1 to three stages. Once the healer gets the

affliction down to mild it rapidly disappears thereafter, making the cured creature whole and well in from 10 minutes to 10 days, depending on the type of disease and the state of its advancement when the cure began. The *cure disease* does not restore ability score or hit point damage caused by the disease. (The DM must adjudicate these conditions.) The skill is not effective against curses, lycanthropy, or magically sustained ailments. It can however, hold the progress of magically progressing ailments at bay as long as the psihealer is in attendance. Note that the skill does not prevent the re-occurrence of a disease if the recipient is again exposed.

**Ranks:** For every five ranks the psihealer has in the cure disease skill they can reduce a disease by one additional stage in one session.

The stages of disease are Fatal, critical, serious, moderate, mild.

### Cure Wounds

Ability: Psihealer (Wis)  
 Cost: 5 + amount healed.  
 Duration: Special  
 Range: Touch  
 Preparation Time: 10 minutes  
 Area of Effect: creature touched  
 Perquisites: psihealer

The ability to cure wounds is the basic function of the psihealer. This ability can be used untrained. Wounds cured are permanently and invisibly removed from the subject's body. The psihealer takes considerably more time than magical healing, but considerably less than natural healing.

The cost for the *cure wounds* depends on how many hit points must be cured and how long the psihealer takes to cure them. It costs 1pp per additional hit point cured in a hour up to 10 hit points. Forcing the body to heal at a faster rate without magic is asking for trouble. Forcing faster healing sends the cost up geometrically with each additional hit point per hour. Not only that but the recipient must make a Fortitude save +1 for each +1 the healer has in cure wounds, DC 10 +1 for each additional hit point per hour over 10 if this fast healing is allowed, or insisted upon. If the roll is failed the recipient of the healing will suffer some manner of permanent scarring. This can be anything the DM deems appropriate according to what the wound is.

**Table PS14 – Psionic Healing Cost**

HP /Hour	Cost	HP /Hour	Cost	HP /Hour	Cost
1	1	8	8	15	85
2	2	9	9	16	115
3	3	10	10	17	150
4	4	11	15	18	190
5	5	12	25	19	235
6	6	13	40	20	285
7	7	14	60	21	340

**Ranks:** For each rank above one the psihealer has in the *cure wounds* skill they may shift the cost chart down one level. I.E. at +10 it costs 1'pp to cure 10 hit points. This also shifts the danger zone to the subject by adding a bonus to their save. For ever two ranks the healer has it adds +1 to the target's saving throw.

In no case will it ever cost less than 1pp plus the 5pp set up to cure any damage.

## Psionics

### Deathguard

Skill: Telepath (Int)

Cost: 50

Duration: Permanent

Range: Touch

Preparation Time: 1 hour

Area of Effect: Self or person touched

Perquisites: +3 in probe

A *deathguard* is a final and fatal defense by self destruction of a person's mind or the knowledge held within. It is an intricate pattern of mental wards that, if not properly removed with a pre-known key, will destroy the mind of the protected person rather than let the knowledge in their mind fall to a psychic *probe*. It will not protect against magic charm or scrying that does not affect the mind of the target, nor will it prevent the subject themselves from willingly disclosing the knowledge protected. The *deathguard* will not prevent psionic attack, nor will it make psionic attack more difficult.

A *deathguard* cannot be set up on an unwilling subject, so no defense is involved. It takes an hour to place the *deathguard* and both subject and telepath will be exhausted when finished. The Telepath can place a *deathguard* upon themselves, this will take twice as long. The *deathguard* can protect only certain knowledge within the mind or the entire mind itself from *probes*, the key to the *deathguard* itself can be protected in this manner. The protection is almost certain. An earnest attempt to break the *deathguard* will ensure the death of the protected mind, and most likely the subject of the protection. It is possible to break the key of the *deathguard* successfully, but only just barely. It requires three consecutive success vs. the Subjects PD + SLE of the *deathguard* + ranks in *deathguard* to break the *deathguard* key. Should a probing Telepath try the *deathguard* and fail to find the key the subject must save vs fortitude DC 35 + SLE of the *deathguard* or die out right. Success means they suffer the permanent effects of a *feblemind*, and the protected knowledge is wiped from their minds, only a *wish* can recover it. Under the circumstances, failure is likely the preferable outcome.

**Ranks:** Additional ranks in *deathguard* make the *deathguard* more difficult to break. Once placed the *deathguard's* strength is fixed even if the psionic gains additional ranks in the skill.

### Domination

Skill: Telepath (Int)

Cost: 10 + 10 / day / person

Duration: As long as cost is paid

Range: Special

Preparation Time: 1 minute

Area of Effect: One person per +3 ranks in the skill

Perquisites: Telepath with 5 ranks in probe.

This skill allows the Telepath to maintain control of a person whose will has been striped by means of a *dagger of insinuation*. The *domination* ability is not primarily used to attack. It can be attempted on a being that has not been striped of their will. If this is attempted it will cost double the amount (20pp) to gain domination, and the telepath gains nothing over their base psionic attack score. The maintenance cost will have to be paid per ten minutes rather than per day as the target will fight every inch of the way. They will also make a Will save against the domination every ten minutes DC 10 + SLE + psionic's Int bonus.

A person under the effect of a domination is in effect a meat puppet to the will of the Telepath. They will speak only when spoken to, and then only if the controlling Telepath allows it.

While they might not want to do what ever is being done, they will obey. Their body is not their own. They can be ordered to harm loved ones, cheat trusted friends, and even kill themselves. The latter action will allow one final save to throw off the domination. (The save DC is 10 + SLE + psionic's Int bonus. The save is base will save + Int bonus instead of wisdom, which presumably they have none.). While under the effect of domination, the subject's Wisdom will not recover from a *dagger of insinuation*.

The Psionic must touch the victim (think Vulcan mind meld) to initiate the *domination*. There is no defense against this if the victim's Wisdom is drained.

The more side of this control is the longer that it is exercised, the more it must be exercised. The subject will gradually lose the will to have a will. The length of time this will take depends on the Intelligence of the subject. One day per Intelligence point of the subject is the limit they can be kept under domination before damage occurs. Damage will be to the Wisdom, and then the Intelligence of the victim. First the subject will lose the will to have a will. While their Wisdom is temporarily damaged the longer they are under domination the more likely Wisdom damage will become permanent. Once the limit is passed they will permanently lose 1d4 wisdom a week until they are at a permanent Wisdom of 2. This is likely to occur without notice.

Once wisdom is beyond recovery the victim's Intelligence will begin to suffer For every three days the domination lasts over the death of Wisdom the subject must save vs. Fortitude DC 10 + SLE + Int bonus of the Dominator. With each failure their Intelligence will drop by one point until it reaches 2 as well.

To begin with the subject will experience normal physical urges, and these will impinge themselves on the consciousness of the Telepath. The Telepath must allow them to sleep, eat, etc. As the damage to the mind of the subject increases they will stop broadcasting these needs. If not released at this time the damage can become permanent, that is they will not respond to bodily needs even if released from the domination. If the domination continues the subject will stop requests for attention with both wisdom and Intelligence reach 2, and just sit and starve if forgotten.

**Ranks:** Additional ranks in domination will strengthen the psionic's use of the skill. For every +3 the psionic has in domination the psionic can control one additional person. The cost must be paid in all cases. With 10 ranks in domination the cost for maintenance drops to 8 pp per victim held. With 20 ranks in domination the cost for maintenance drops to 6 pp per victim held.

### Extend

Skill: teleporter (Int)

Cost: Special

Duration: Special

Range: Special

Preparation Time: None

Area of Effect:

Perquisites: 1 rank in *leave behind*

This skill allows a Teleporter to delay their arrival when teleporting. The primary use is in "zero to zero" teleporting, that is teleporting with out going anywhere. Cost of the *extend* depends on how long the jump is extended. The cost is the same as the normal cost, plus a 25% weight class penalty for each round the teleport is delayed. A teleporter cannot delay the teleport for more rounds than they have ranks in the extend skill no matter how much power they have to burn.



**Ranks:** Additional ranks allows the teleporter to extend the teleport longer.

### Home

Skill: Teleport (Wis)  
Cost: 10 +weight  
Duration: Special  
Range: special  
Preparation Time: none  
Area of Effect: self  
Perquisites: 1 rank in teleport

*Home* is a instant teleport to a known safe location the teleporter has previously set. *Home* can be used instead of making any Reflex save. The teleporter will avoid the circumstances of the save entirely. They have no time to plan or to change anything. They will teleport persons they are currently grappling, or the equivalent thereof, paying the cost for that person as well.

After using *home* the teleporter will be stunned for 2d8 rounds as will any willing or unwilling passengers.

**Ranks:** For every two ranks the Teleporter has in home they cut the cost by 1pp. The minimum cost is the teleport itself. After ten ranks they get one less round of stuned for every two additional ranks they take. They will always be dazed and disoriented for one round.

### Hypnotize

Skill: Telepath (Int)  
Cost: 10  
Duration: Special  
Range: LOS  
Preparation Time: 1 turn  
Area of Effect: 1 person  
Perquisites: 2 ranks in *probe*

This skill allows the Telepath to plant a hypnotic suggestion in a willing or unknowing mind. The only way to plant a hypnotic suggestion in an unwilling mind is to first subdue their will with an attack.

The suggestion can be simple or complex. All hypnotic suggestions must have a trigger that will activate them. The trigger can be an action, a word or phrase spoken, a time of day, or a place seen. Once the trigger is activated the hypnotic suggestion will come into play. The suggestion itself will usually concern an action to be taken by the target of the *hypnotize*. The action can be simple or complex, but must be one action. To deliver a message, steal something, fall asleep, etc. Any action that the target could do of their own accord they will do. A target cannot do something they lack the skill to perform. Several hypnotic suggestions can be placed on one target, no more than the target's Int bonus. One hypnotic suggestion can be placed on any target over animal Intelligence. Each hypnotic suggestion must have its own trigger. The triggers can be the same or different. If the target is unknowing or unwilling, they receive a single Will save, DC 10 + SLE + psionic's ranks in *hypnotize*, to not perform the action suggested at the time the suggestion goes into force. Until that time they will be unaware of the fact that a hypnotic suggestion has been planted.

The target will carry out the suggested action to the best of their abilities, messages will be remembered in full for one telling, no matter how well, or poorly the target normally remembers.

The cost of *hypnotize* is for planting the suggestion only. Planting a hypnotic suggestion in an unknowing mind requires a successful *probe*, in an unwilling mind a successful attack.

A hypnotic suggestion can be detected by a *probe*, and has a chance to be detected by spells that detect charms. A successful save DC that of the spell will prevent the hypnotic suggestion from being detected. The hypnotic suggestion's will save is the same as the psionic that cast it at the time of casting. A hypnotic suggestion can be hidden by a *deathguard*.

**Ranks:** Ranks in *hypnotize* improves the DC against saving throws. +1 for ever three ranks In the skill. A psionic cannot place more hypnotic suggestions on a single person than they have ranks in *hypnotize*.

### Illusion

Skill: Telepath (Wis)  
Cost: 10 per turn  
Duration: as maintained  
Range: LoS  
Preparation Time: 1 round  
Area of Effect: Special  
Perquisites: + 5 in *communicate*

This skill allows the Telepath to create visual, aural, and olfactory illusions of any level of complexity, as long as they are within LoS of the target(s). All the factors that apply to believing magical illusions also apply to believing a psionic illusion. A Telepath cannot realistically create that which they have not seen in some manner. Like magical illusions psionic illusions cannot cause real harm, and will not cause death.

The psychic Illusion is a form of very subtle communication and does not require overcoming any person's resistance. Psionic persons are allowed a will check to disbelieve the effect when entering line of sight. Should they fail, they will not disbelieve it unless they leave and re-enter line of sight, in which case they are allowed another check. Persons that normally detect illusions are also allowed a check. A *true seeing* or *true sight* spell or ability is not fooled for a moment. Animals fall for it every time. The DC for any disbelieve check is Skill ranks in illusion, + SLE + psionic's Int bonus

Psionic illusions can be used to "back up" magical illusions. This is best done by a Telepath and an Illusionist working in *psychic link*. A single individual cannot effectively do this. The amount of concentration required is too great. Properly used this combination will add the Psionic's skill ranks in illusion to the DC of the magical illusion for attempts to disbelieve.

**Ranks:** Additional ranks in the *illusion* skill add to the difficulty in disbelieving the illusion.

### Leave Behind

Skill: Teleport (Int)  
Cost: 10 + teleport cost  
Duration: Instantaneous  
Range: 0  
Preparation Time: 1 action  
Area of Effect: self  
Perquisites: Learned Skill

Under most circumstances a teleporter cannot escape the close confinement of bonds by teleporting. The ropes, chains, or even persons holding them, that is anything in hard contact with their body that would impede normal movement will teleport with them.

This skill allows a teleporter to teleport away from such confinement. By paying the cost of the skill plus the teleport cost of the object or person that impedes free movement the impediments can be left behind. Note that all objects not part of

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the teleporter's body are left behind, this will include possessions that one might wish to keep, jewelry, clothing and other objects. If the teleporter wishes to retain some of the objects/persons touching them they can do so for an additional 5 power points per teleport and a round of concentration.

**Ranks:** Additional ranks in the skill will buy down the cost. Every three ranks in the skill will lower the total cost of the *leave behind* by one. There is a minimum cost of 2 pp for the basic skill and 1 pp for the taking possessions part.

### Mend (Skill)

Skill: Telekinetic (Int)

Cost: 10

Duration: Permanent

Range: touch

Preparation Time: 10 minutes

Area of Effect: 1 square inch of break

Perquisites: learned skill

This skill allows the Telekinetic to repair broken objects of any material as if they were new. Only non-living objects can be repaired in this manner. To repair the object the Telekinetic must hold the pieces together, and concentrate on the break. The cost of 10 power points must be paid for each square inch of the break. If a broken pot had a wall thickness of a quarter inch, 10 power points would repair a break four inches long. Very thin objects like paper are considered to be a tenth of an inch thick for measurement reasons. 10 power points will repair a paper tear ten inches long. In any case the minimum expenditure is 10 points. Additional break area can be repaired by expending additional power points to the limit possessed by the Telekinetic. Missing pieces are not replaced by this skill, they must be present and held to the break edge to be repaired.

Another use is to weld objects of like materials into a solid mass. The cost for this is double that of mending, 20 power points per square inch of surface to be welded. It requires a minute of preparation to cause the weld to form and both objects must be in firm contact. Only objects of like material can be welded, paper to paper, steel to steel and so forth.

When properly done the mend or weld is as strong as a single piece of the material in question.

**Ranks:** For every 3 ranks in the skill the cost is lowered by one point per square inch. There is a minimum cost of 1pp per square inch.

### Probe

Ability: Telepath/Empath (Wis)

Cost: Special

Duration: Per use

Range: Touch

Preparation Time: 1 minute

Area of Effect: 1 person

Perquisites: none

This is a conscious attempt to draw knowledge from another's mind. The Psionic must remain in physical contact (think Vulcan mind meld) with the subject of the *probe*. Cost depends upon the subjects willingness to be probed.

A willing subject costs only 2 pp per probe attempt. The *probe* can only be safely maintained for an hour and a limited amount of useful information can be gained or given in that time. If a simple memory or brief facts are sought, and the subject knows them, they will be learned. Complex subjects can be learned at a rate of one week of instruction per hour spent in the *probe*. Note; in this

case the Telepath can teach something they know as well as learn from the subject. While the Telepath is virtually unaffected by the *probe* the (non-psionic) subject will be left drained and physically exhausted. A short nap and a light meal are sufficient to restore their vigor.

An unwilling subject requires that the Telepath overcome the subject's PD before proceeding with the *probe*. Each attempt to overcome the target PD will cost 7 pp. Once successful the Psionic must pay an additional 7 pp to conduct the *probe*. The same restrictions as to the duration of the *probe* apply to the unwilling subject, provided that the Telepath is caring about the subject's well being. If that is not the case the subject's mind can be drained like a glass of ale, and the empty vessel tossed aside. The subject will not die from this treatment, but they must save vs. Fortitude, DC 10 + SLE + Psionic's ranks in *probe*, or suffer effects like those of a *feeblemind* spell. Magical healing or a great deal of time can correct this however. Even if the save is made they will suffer the temporary loss of 1d4 Intelligence points. This use of the ability will leave the subject exhausted and the Telepath will be physically drained as above.

Probing an unconscious mind is much like that of probing the unwilling mind. The cost for overcoming resistance is 5 pp and 5 pp to conduct the *probe*. The same rules for the well being of the subject apply. This use is not so draining on the Telepath, they will be a bit fatigued, but otherwise fine.

**Ranks:** For every 3 ranks in probe the Psionic gains a +1 to their attempt to overcome PD (if applicable). For every 5 ranks in probe the pp cost drops by one to conduct the actual probe. It can never be less than 1 pp.

### Project Image

Skill: Clairsentient (Int)

Cost: 20 + 20 per minute

Duration: 1 turn + time maintained

Range: Unlimited

Preparation Time: 1 minute

Area of Effect: self

Perquisites: 3 ranks each in *clairaudience* and *clairvoyance*

This skill allows the clairsentient to reverse the normal process of remote sensing and project an image of themselves to a location that they have viewed or heard.

The clairsentient is seen as a translucent image that glows slightly and hovers off the floor or ground. The can gesture or speak, and be seen and heard. However, they cannot themselves see or hear while projecting the image.

The process is very draining to the psionic, and requires their full attention to pull off. They must first clairsense the location they wish to project to, then they can send the image. After the projection the psionic will require 25 minutes of full rest minus their Con score before any other action can be taken.

*Project image* is subject to the normal limitations of *clairaudience* and *clairvoyance*.

**Ranks:** Additional ranks will mitigate the limitations on sensing. Each 5 ranks in the skill will allow the clairsentient to see and hear within 10 feet of the projected image up to the normal limits of clairsentience.



### Psychic Invisibility

Skill: Telepath (wis)  
 Cost: 2 per turn  
 Duration: as maintained  
 Range: LOS  
 Preparation Time: 1 action  
 Area of Effect: self  
 Prerequisites: +2 in *communicate*

This skill allows the Telepath to effectively render themselves invisible to any non-psionic in line of sight. This is the classic "I'm not here" trick of mental misdirection. The Telepath cannot be seen heard or smelt when employing this skill, however physical contact will ruin the effect (no save).

The psychic invisibility is a form of very subtle communication and does not require overcoming any person's PD. Psionic persons are allowed an opposed Will check to notice the effect when entering line of sight. Non psionic persons are allowed a check if the Telepath alters their environment in any way. Persons that normally see magical invisibility are also allowed a check. A *true seeing* or *true sight* spell or ability is not fooled for a moment. Animals don't notice, period. The DC is the psionic's d20 roll + SLE + ranks in psychic invisibility + Wis bonus.

Should the target fail, they will not notice it unless they leave and re-enter line of sight, in which case they are allowed another will check.

*The following modifiers add to the target's roll:*

Tracks leading to the Psionic +5  
 Telepath moves any part of the existing environment such as doors, curtains etc. +5-+2 The check will be from +5 for the very obvious (floating objects) to +2 for subtle clues (a curtain moving that shouldn't).

**Ranks:** Additional ranks improve the Telepath's ability to stay hidden.

### Psychic Link

Ability: Telepath/Empath (Int)  
 Cost: 2 +2 per person linked  
 Duration: 1 day  
 Range: Special  
 Preparation Time: 1 minute per person linked  
 Area of Effect: 1 or more persons  
 Prerequisites: +1 in *communicate*

A *psychic link* allows a Psionic to maintain a constant contact with one or more persons. Within this link communication in both directions is possible even if one member of the link is not Psi-active.

The Psionic can add one person to their psychic link for each rank they have in the skill. The Psionic must touch the person or persons to be linked and after the preparation time the link is established. The link will cost 2 pp plus 2 pp for each person in the link and 1 pp per person every day thereafter that the link is maintained. Non-psi active persons can communicate only with the Psionic directly, who then can either pass on a message or not as they please. Line of sight is not a factor once the link is established, and no further power points must be expended to communicate within the link no matter what the range.

If the Psionic elects to not pay the upkeep cost the entire link is broken. The Telepath can also drop a given person from the link at any time, or add an additional person to the link by paying the 2 pp cost.

Any person that has been in a psychic link with the Psionic is considered "well known" for future communication.

**Ranks:** For every rank in *psychic link* the Psionic can add an additional person to their link.

### Read Emotion

Ability: Empath (Wis)  
 Cost: 1per turn  
 Duration: as maintained  
 Range: LOS  
 Preparation Time: None  
 Area of Effect: any being in LOS  
 Prerequisites: Be an empath

This is the Empath's primary ability. The ability to detect the emotions of those beings within LoS. Resistance does not need to be over come as emotions are broadcast by most beings. Those exceptions; individuals under a *mind blank* spell, disciplined minds such as other psionics, high level magicians, and martial artists will stand out for the fact that their emotions cannot be read. Reading such minds would require a *probe* or an attack to over come the resistance.

Unless some manner of false aura is in place the reading will always be true. The real emotions of the creature will be evident regardless of what emotion they are projecting to the public. For example, a public speaker trying to hide stage fright might succeed with most of the audience, but an Empath would sense the truth of the matter.

**Ranks:** Ranks in this ability will not improve it, but may be a requirement for other skills.

### Regeneration

Skill: Psihealer (Wis)  
 Cost: 50  
 Duration: permanent  
 Range: Touch  
 Preparation Time: 10 minutes  
 Area of Effect: creature touched  
 Prerequisites: 1 rank in *shape flesh*

A psihealer uses the *regeneration* skill to regrow lost, body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multi-headed creatures), bones, and organs can be restored. The psihealer must spend 10 minutes in contact with the creature learning their cell memory. One this preparation is finished they can begin the regeneration process. If the severed part is available and has not begun to decay it can be reattached. In a single hour. However, if the limb is missing the psihealer must force the body to replace the limb or organ. The healer can restore one organ or 6 inches of missing limb for every 50 pp expended. The creature receiving the regeneration will be in extreme pain during the process. The will suffer the temporary loss of one Constitution point for each hour they undergo the process. The lost Constitution will return with normal bed rest. Any creature brought to 0 Con has died from the stress of the process. Animal Intelligence creatures subjected to this will require a Fortitude check, DC 10 + Con damage done (if the creature has no con, they suffer hit dice damage) to survive each session. No animal Intelligence creature will willingly suffer the *regeneration* again.

Sentient creatures than cannot be cured in a single session must make a Will save DC 10 + their own Int bonus, + Con damage taken, or they cannot face a second session of the *regeneration*.

Use of a healer's *general anesthetic* spell, or a mundane method of anesthetic will eliminate these saves.

**Ranks:** Additional ranks lower the cost to perform the skill. For every rank in *regeneration* the cost drops by 2pp.

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### Resist Poison

Skill: Psihealer (Int)  
Cost: 20  
Duration: Special  
Range: Touch  
Preparation Time: none  
Area of Effect: creature touched  
Perquisites: 1 rank in cure disease

With this skill the psihealer can aid a creature that has been affected by a toxin of either animal or chemical origin. The psihealer must be in contact with the affected creature to give this aid.

The skill allows a creature a second save vs poison, provided they are still alive after failing the first. For the first 10 points expended by the psihealer the creature receives a +1 to their normal Fortitude save against that poison. They will receive an additional +1 for each 5 additional points the psihealer is willing to spend. The *resist poison* can only be attempted once per incident, it will either work or it will not.

The skill can also be used as a precaution. If the psihealer is in contact with the creature the moment they are poisoned, each 5 pp expended will grant the creature a +1 to the poison save. However, the psihealer must be in contact, and concentrating on the skill the moment the poison is received. That is even if the expected poison is not experienced, the power points for the extra boost are expended.

**Ranks:** For every five ranks in resist poison the psihealer has the cost for the power drops by 1pp in all cases. The cost is never less than 2pp for the basic +1 and 1pp for each additional +1

### Restore

Skill: Psihealer (Wis)  
Cost: 50  
Duration: Permanent  
Range: Touch  
Preparation Time: none  
Area of Effect: creature touched  
Perquisites: 3 ranks in cure disease

This skill allows the psihealer to transfer ability points to someone who has lost them through illness, curse, or combat. For the cost of the skill the psihealer can restore one lost ability point by temporarily sacrificing one point in that ability himself. The transfer requires a full hour in contact with the recipient. At the end of the hour the psihealer will have transferred one ability point to the recipient permanently. The psihealer will require the normal rest interval to recover the lost ability point as per Ability damage. The process is extremely draining on the psihealer and they cannot recover any psi points until they have rested at least 8 hours.

Ability damage can be restored in the same manner but the psihealer does not lose ability points themselves. 1d6 of ability damage can be restored for each 50pp spent.

**Ranks:** Additional ranks in the *restore* skill will bring down the cost. Every five ranks in *restore* will drop the cost by 2pp. The minimum cost is 5pp.



### Shape Flesh

Skill: Psihealer (Wis)  
Cost: 20  
Duration: permanent  
Range: Touch  
Preparation Time: 3 turns  
Area of Effect: creature touched  
Perquisites: 3 ranks in cure wounds.

The primary use of this skill is to remove disfiguring scars or harmful scar tissue. The psihealer forces the body of the recipient to permanently change the shape in which it grows. The process is similar to the *regeneration* skill. The psihealer requires 30 minutes time with the recipient to learn the area to be shaped. They then proceed to complete the shaping. As long as the area does not exceed one square foot of the creature's surface area it can be done in one session. The process is extremely painful for the recipient, and very draining on the psihealer. When finished the psihealer must make a skill check DC 17. Failure indicates that while some change was affected, it was not the result desired. The DM will decide how close to the desired effect the effort was depending on how close the roll was made. Success indicates that exactly what was wanted was achieved.

When finished the body area affected will retain and grow in the shape the psihealer has placed it into. The skill will not create new mass and can only destroy very small amounts. Scars can be made into smooth skin, a broken nose reshaped, a twisted foot returned to usability etc. While the primary use for the skill is correcting gross defects, some people will use it to reshape normal but socially unacceptable features into forms more accepted by the common view of beauty. The cost and pain are no less for this use.

Sentient creatures that cannot be finished in a single session must make a Will save DC 10 + their own Int bonus, +1 for each 6 square inches affected, or they cannot face a second session of the *shape flesh*.

Use of a healer's *general anesthetic* spell, or a mundane method of anesthetic will eliminate this save.

**Ranks:** Additional ranks will make the skill check easier.

### Tag

Skill: Clairsentient (Int)  
Cost: 5  
Duration: 30 days + week/+pp spent  
Range: Touch  
Preparation Time: 1 round  
Area of Effect: one object  
Perquisites: 2 ranks in psychometry

This skill places a psychic tag on a single item that endures for some time. The psionic equivalent of a flashing light or a siren. There is no message attached or great meaning, it just attracts attention. Any clairsentient will notice the item immediately. For finders and to psychometry it all but glows in their sight. Clairvoyants will see the object as brighter than the rest, Clairaudience will "hear" a faint tone emanating from the object. Other psionics will be 75% likely to notice that object before any other in a room. Even non-psionics will be 50% more likely to notice the object before any others.

The *tag* will last for 30 days when placed with the base cost. It will last for an additional week for every pp above that the clairsentient uses for the *tag*. It takes a single turn to place the *tag* no matter how much power is placed in it.

**Ranks:** Additional ranks will not improve this skill.





### Teleport

Ability: Teleporter (Int)  
 Cost: Varies  
 Duration: instantaneous  
 Range: Special  
 Preparation Time: 1 action  
 Area of Effect: Self  
 Prerequisites: none

Teleporters can transport themselves and a certain amount of weight over and above themselves to any location that they are familiar with. The landing zone must be clear and open in all cases. The teleporter will adjust up to ten feet to avoid movable objects such as people or goods. Under no circumstance can a teleporter teleport into solids or liquids without damage.

Teleporting into a solid requires a Fortitude save DC 30 +1 for each 5% of the teleporter's body in the solid. Failure is death. If the teleporter's head is in the solid they are dead, no save. Success means the teleporter takes 2d8 damage for every 5% of their body in the solid. In addition solids with the exception of earth (which is lots of little solids) will explode for 1d6 damage per 5% of the teleporter's body in the solid. All within 20 feet will take damage, reflex for half DC 16. The teleporter gets no save and will also lose any body parts in the solid.

Liquids are a little more forgiving. It requires a fortitude save DC 20+1 for each 5% of the teleporter in the liquid. A save results in damage of 1d6 per 5% of the teleporter's body in the liquid. Failure is death. No body parts are lost and there is no explosion.

Psionic teleporters have even greater risks of misadventure than the *teleport* spell if teleporting to locations less than well known, but they have fewer risks at well known locations.

#### Table PS7 -- Teleport Safe Arrival Chances

Destination is:	Teleport Arrives:		
	Low	On target	High
Very familiar	na	always	na
Studied carefully	01	02-99	00
Seen casually	01-05	06-96	97-00
Viewed once	01-16	17-92	93-00
Never seen	01-35	36-75	76-00

The power point cost of teleporting is dependent on the weight carried by the teleporter. This is expressed as a percentage of the teleporter's own weight. The base cost for teleporting themselves is always the same no matter how far the location being teleported to. The chart below lists the cost for various weights above and beyond the Teleporter's own body mass.

Table PS15 – Teleport Power Point Cost

Weight Carried	PP cost
Self only	6
+01%-25%	10
+26%-50%	16
+51%-75%	20
+76%-100%	24
+101%-125%	28
+126%-150%	32
+151%-175%	36
+176%-200%	40
+200%-225%	60
+ 226%-250%	90
+ 251%-275%	130
+ 276%-300%	180
+ 301%-325%	240
+ 326%-350%	310
+ 351%-375%	390
+ 376%-400%	480
+ 401%-425%	580
+ 426%-450%	690
+ 451%-475%	810
+ 476%-500%	940

Teleporting over 200% of their body weight is extremely costly, the expenditure becoming prohibitive very quickly. Note; clothing and small personal items should not be counted against the weight total. This might include a belt or carrying harness, a small purse, and a light weapon such as a dagger. Swords, armor, or other bulky items will count against the total.

The act of teleporting requires that the teleporter concentrate on what they are doing. It therefore requires a full round to make a normal jump, even though the jump itself is near Instantaneous.

**Ranks:** Additional skill ranks in teleport do not add to the ability. However an untrained teleporter (0 ranks) has a 06% greater mischance at all levels of familiarity, 03% at each end of the scale. Ranks in teleport may be a prerequisite for other teleporting skills.

### Truthseer

Skill: Telepath/Empath (Wis)  
 Cost: 5 per turn  
 Duration: as maintained  
 Range: LoS  
 Preparation Time: 1 action  
 Area of Effect: LoS  
 Prerequisites: +3 in *communicate* +1 in *probe*

This skill allows a psionic to detect if the person that he is concentrated on is lying. The skill will not reveal the truth, merely that the truth is not being spoken. One speaker at a time can be scanned in this fashion. The Telepath must concentrate their attention on the person they wish to *truthseer*. Unless the person being scanned is seeking to avoid the *truthseer* it will function.

Spells such as *mind blank*, or *undetectable lie* will block the skill. The Telepath will know they are blocked, but not why. Mental defenses can also block this ability should the person subject to *truthseer* chose to use them, The Telepath will know that the mind is defended or too disciplined to *truthseer*.

Blocking a *truthseer* is an opposed check. Blocker rolls PD + Wisdom + bonus d20. The truthseer rolls Psionic Attack bonus + SLE + skill ranks in truthseer.

**Ranks:** Ranks in truthseer make you more effective in overcoming resistance to the *truthseer*.

