

Psionic Effects in SAFFODS³



Overview

Introduction

The **SAFFODS³ Psi** system describes how the supernatural powers known as *Psionics* work in the **SAFFODS³** game system. This compendium lists and describes the specifics of all the standard psionic effects available to psionicists and to other sub-operant characters.

As a psionicist, one power-range within a discipline including all the effects listed here is trained as a single proficiency. The power-ranges are: *Talents, Sciences, Arts, (and Omni)*. The disciplines are: *Coercion, Farsense, Creativity, Psychoportation, Psychokinesis, Redaction, and Omni*. The Omni power-range only exists within the Omni discipline.

Some skills can only be learned by psionicists – they cannot be learned by someone who is merely sub-operant, i.e. someone who has acquired a few sub-operant effects.

Sources

The original sources for this compendium are:

- ◆ *The Complete Psionics Handbook*; 2nd edition Advanced Dungeons & Dragons.
- ◆ *Psionics Handbook*; 3rd edition Dungeons & Dragons.
- ◆ *The Will and the Way*; 2nd edition Advanced Dungeons & Dragons, Dark Sun campaign.
- ◆ *Dragon Kings*; 2nd edition Advanced Dungeons & Dragons, Dark Sun campaign.
- ◆ Variations of effects from the above sources, as well as completely new psionic effects.

Psionic Skills

Psionic Lore (Reflexive)

Intelligence based skill; may be trained by psionicists.

This skill represents the study of famous masters of *The Will and the Way of the Mind*, i.e. *Psionics*, and the methodology of developing and using mental powers. The psionicist is versed in the standard effects, the way they operate and how they may be used. With a successful skill check, the psionicist can identify the use of psionic effects that have an external existence, outside of the mind of the one who created the effect. For example, the psionicist encounters a dwarf walking across quicksand without sinking; with a successful check, the psionicist determines that the dwarf is using the *Body Equilibrium* 2nd power redaction effect.

Using this skill is not a separate action – it is reflexive.

Power Manipulation (Reflexive)

Intelligence based skill; may be trained by psionicists.

With this skill, psionic effects may be manifested in an optimal way. Most psionic effects have a special bonus effect when manifested by someone, who is either specialized in that effect, or successfully uses the Power Manipulation skill. The psionicist manifests the effect normally, and then checks for the skill; if the skill succeeds it costs an additional 4 PSP and the bonus effect is achieved, if the skill fails, the effect just works normally.

Using this skill is not a separate action – it is reflexive.

Table of Contents

OVERVIEW.....	1	PSYKOKINESE – PSYCHOKINESIS.....	49
BETVINGNING – COERCION (TELEPATHY).....	2	REDAKTION – REDACTION (PSYCHOMETABOLISM).....	59
FJERNANSANS – FARSENSE (CLAIRSENTIENCE)	12	OMNI.....	72
KREATIVITET – CREATIVITY (METAPSI).....	23	INDEX.....	73
PARASTASE – PSYCHOPORTATION.....	35	APPENDIX A: RENAMED AND REMOVED EFFECTS	A-1

Betvingning – Coercion (Telepathy)

Talenter – Talents

Attraction

BT 1

Time/SF: 1	Range: 1m per level
PSP: 4 + 1 per hour	Area: One creature
Duration: One hour	Effect: Inflict attraction
Save: Mental	Notes: Must hit mAC

The opposite of *Aversion*, this effect creates a strong attraction to a particular person, object, place, event or act. A subject of this effect will do whatever seems reasonable to get close to the object of his attraction. The subject can resist the effect with a mental save. The Attraction can be maintained, unless the subject is beyond range for an hour.

The key word is “reasonable”. The subject is completely fascinated, but he doesn’t suffer from blind obsession. He won’t leap into a fire or over a cliff, for example, or climb into the arms of a dragon. He can still recognize danger, but he will not flee unless the threat is strong and immediate. And if the danger is not apparent, such as poison in a goblet of wine, the character could easily destroy himself in pursuit of the attraction.

A sufficiently high Wisdom (18 or more) will prevent Attraction from affecting a subject; this is because the effect is similar in some respects to a *Charm*.

Power Manipulation or Specialization: The effect borders on an obsession; the subject takes serious risks.

Charm

BT 1

Time/SF: 1	Range: 1m per level
PSP: 4 + 1 per hour	Area: One creature
Duration: One hour	Effect: Charm creature
Save: Mental (+5)	Notes: Must hit mAC

This effect makes a living creature regard the psionicist as his trusted friend and ally. The subject may resist with a mental save. If the subject is currently being threatened or attacked by the psionicist or her allies, however, the save is at a +5 bonus (sg15). The effect is useless on undead. This effect is very similar to the *Charm Person* spell.

The effect does not enable the psionicist to control the charmed subject as an automaton, but the subject perceives the psionicist’s words and actions in the most favorable way. The psionicist can try to give the subject orders, but she must be very persuasive to convince him to do anything he would not ordinarily do.

A charmed subject never obeys suicidal or obviously harmful orders, but he might believe the psionicist, if she assured him that the only chance to save her life is for him to hold back an onrushing red dragon for just a few seconds. Any act by the psionicist or her apparent allies that threatens the charmed subject breaks the effect.

The psionicist must speak the subject’s language to communicate her suggestions, be good at pantomiming, or use some other means of communicating.

A sufficiently high Wisdom (18 or more) will prevent the Charm from affecting a subject.

If the Charm is maintained beyond one full day, the subject gets a mental save per day to break the Charm.

Power Manipulation or Specialization: The duration increases to one full day with a 4 PSP maintenance cost.

Coercive Empathy

BT 1

Time/SF: 1	Range: 1m per level
PSP: 4 + 1 per turn	Area: One creature
Duration: One turn	Effect: Read emotions
Save: Mental or None	Notes: Must hit mAC

By using Coercive Empathy, a psionicist can read the inner emotions of any single creature, sensing the needs, drives, and emotions in that creature’s mind. Thirst, hunger, fear, fatigue, pain, rage, hatred, uncertainty, curiosity, hostility, friendliness, love – all these and more can be sensed.

Note that surface emotions as well as hidden emotions are read, but not emotions buried in memory. The subject may know that someone is reading him, and will get a mental save to resist; unless the psionicist chooses to only read surface emotions, and not enter the inner mind of the subject – i.e. like the *Empathy* effect.

Power Manipulation or Specialization: The subject of the emotion is revealed, e.g. fear or love of whom?

Daydream

BT 1

Time/SF: 1	Range: 1m per level
PSP: 4 + 1 per turn	Area: One creature
Duration: One turn	Effect: Inflict daydream
Save: Mental	Notes: Must hit mAC

The psionicist causes the subject’s mind to wander. The subject pays little attention to his surroundings, making it much easier to pick his pocket, slip past him unobserved, or otherwise escape his notice. The subject is allowed a mental save to resist; if he is very suspicious or expecting trouble, the save is at a +4 bonus (sg16). A subject who fails his save will not know that he was affected.

Anyone gains a +4 bonus on their pick pockets, move silently, and hide in shadows scores against the daydreaming subject. Characters who don’t possess these skills, can perform them anyway without the –4 untrained penalty.

Power Manipulation or Specialization: The subject falls asleep, with effects identical to the *Sleep* spell.

Ego Whip

BT 1

Time/SF: 1	Range: 1m per level
PSP: 4	Area: One creature
Duration: Instant; d3 rounds	Effect: Daze d3 rounds
Save: Mental	Notes: Must hit mAC

This effect assaults the subject’s ego, leaving him with feelings of inferiority and worthlessness, as well as dazed for d3 rounds. The subject may resist with a mental save.

A dazed subject may move at half normal speed, attack with a –2 penalty, and defend normally. The subject must make a successful wisdom check (sg10) to initiate a psionic effect or cast a spell.

Post-Hypnotic Suggestion

BT 1

Time/SF: 1	Range: 1m per level
PSP: 4	Area: One creature
Duration: One day or more	Effect: Inflict suggestion
Save: Mental++	Notes: Must hit mAC

Any creature of animal Intelligence and above, with a Wisdom below 18 can receive a Post-Hypnotic Suggestion. Very dim or very willful creatures are not susceptible. The psionicist plants a suggestion of some reasonable course of action in the subject’s subconscious, along with the situation that will trigger this action. When that situation arises, the DM makes a secret mental save on behalf of the sub-

ject, with a +1 bonus for each day that has passed since the suggestion was planted. A reasonable course of action is one that does not violate the subject's alignment, faith or ethics. It can be something that he would not normally do, but if it is too strange, he just won't do it.

A sufficiently high Wisdom (18 or more) will prevent the suggestion from affecting a subject; this is because the effect is similar in some respects to a *Charm*.

Power Manipulation or Specialization: The suggestion borders on a compulsion; the subject may take risks.

Reptile Mind

BT 1

Time/SF: 1	Range: Personal
PSP: 4 + 1 per turn	Area: Personal
Duration: One turn	Effect: Think like reptiles
Save: N/A	Notes:

This effect lets the psionist suppress his higher thinking process, allowing his primitive, reptilian brain to take over. The psionist is also mentally disguised from being correctly detected by *Detect Life* and *Detect Thought* effects – he detects as a reptile.

The psionist's behavior is strongly affected. He has difficulty conversing with people and responds more strongly to stimuli such as hunger, danger, territoriality, and reproduction. Among his reptilian peers, however, he is a genius. The effect doesn't provide the psionist an ability to communicate with reptiles; this requires other effects.

Power Manipulation or Specialization: Reptiles of animal intelligence immediately accept the psionist as their superior, and openly submit to his will.

Acceptance

BT 2

Time/SF: 2	Range: 20 yards
PSP: 8 + 2 per turn	Area: 10 creatures, 5 th lvl
Duration: One turn	Effect: Subdue creatures
Save: Mental	Notes: Must hit mAC

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

Up to ten chosen creatures of 5th level and below may be affected, unless they make a mental save. Creatures under this effect do not escape, attack, starve themselves, or disobey commands (to move, sleep, work, etc.). They are not charmed and have no love of their captors.

The creatures remain under the effect unless they are beyond range for a whole turn. Especially harsh treatment may cancel out the effectiveness of Acceptance, and allow mistreated creatures a new mental save.

Power Manipulation or Specialization: The affected creatures automatically betray their own previous escape plans, and they betray each other to the psionist.

Aversion

BT 2

Time/SF: 2	Range: 1m per level
PSP: 8 + 2 per hour	Area: One creature
Duration: One hour	Effect: Inflict aversion
Save: Mental	Notes: Must hit mAC

The opposite of *Attraction*, this effect creates a strong aversion to a particular person, object, place, event or act. A subject of this effect will do whatever seems reasonable to avoid the object of his aversion. The subject can resist the effect with a mental save. The Aversion can be maintained, unless the subject is beyond range for an hour.

If the Aversion is to a person, object or place, the subject will not approach within 20 yards, and if he is already within 20 yards, he will back away. If the Aversion is to a word, the subject will not speak or think it. If the Aversion is to an act, the subject will not perform it. If the Aversion is to an event, the subject will not attend it.

The Aversion must be to something simple. For example, you can't make the subject have an aversion to fighting, which is a complex combination of many actions, but you could give the subject an Aversion to his sword, causing him to drop it and back away.

The subject doesn't suffer from blind fear or hate. He won't leap into a fire or over a cliff, to get away from the object of his Aversion. He can still recognize danger, but he will not go against his Aversion unless the threat is strong and immediate; if the subject had an Aversion to magical potions, for example, he wouldn't drink a healing potion unless he was actually dying.

A sufficiently high Wisdom (19 or more) will prevent Aversion from affecting a subject; this is because the effect is similar in some respects to a *Charm*.

Power Manipulation or Specialization: The effect increases to fear and hate; the victim takes serious risks.

Empathic Projection

BT 2

Time/SF: 2	Range: 1m per level
PSP: 8 + 2 per turn	Area: One creature
Duration: One turn	Effect: Modify emotions
Save: Mental	Notes: Must hit mAC

The psionist can modify the inner emotions of any single creature. This effect cannot radically change a subject's emotional state, however. A subject who is very angry could be made only slightly angry, for example, but not happy. Empathic changes are a matter of degrees, no more. The subject can resist with a mental save.

Power Manipulation or Specialization: An emotion can be radically modified, e.g. love changed to hate.

Id Insinuation

BT 2

Time/SF: 2	Range: 1m per level
PSP: 8	Area: One creature
Duration: Instant; d4 rounds	Effect: Pacify d4 rounds
Save: Mental	Notes: Must hit mAC

This effect seeks to unleash the uncontrolled subconscious of the defender, pitting it against his superego. His "id", the seat of primitive needs, animal drives, cruelty, and ferocity, seeks to launch him into a rage of violence and desire. His "superego", the seat of moral conscience and the "civilized" part of his mind, struggles to maintain the upper hand. This leaves the subject incapable of any action for d4 rounds, except physical acts of self-defense while being attacked. The subject may resist with a mental save.

Impossible Task

BT 2

Time/SF: 2	Range: 10 yards
PSP: 8 + 2 per day	Area: Individual
Duration: One day	Effect: Inflict pessimism
Save: Mental	Notes: Must hit mAC

This effect forces the subject to think that a given goal or task is unachievable, regardless of the factual situation. A mental save to resist is allowed.

The psionist must be familiar with the subject and what he is trying to accomplish. The effect must be directed at one particular task, something easily described. The task can be simple, like "travel from Shadowdale to

Yhaunn is impossible," or more complicated, such as "further study in magic will be fruitless".

The subject acts accordingly – other people cannot convince him that his task is possible. If the psionist cannot narrow down the task effectively, describing it in a few words, the effect will fail.

If the subject is beyond range for a whole day, the effect cannot be maintained any longer and will automatically cease to function.

Power Manipulation or Specialization: Range increases to 30 yards.

Insect Mind

BT 2

Time/SF: 2	Range: Personal
PSP: 8 + 2 per turn	Area: Personal
Duration: One turn	Effect: Think like insects
Save: N/A	Notes:

With this effect the psionist attunes his mind to be like that of an insect. This makes dealing with insects easier both mentally and personally. The psionist is also mentally disguised from being correctly detected by Detect Life and Detect Thought effects – he detects as an insect.

The psionist gains a +2 Charisma bonus when dealing with insects. Conversely, he suffers a –2 Charisma penalty when dealing with non-insect minds. The effect does not confer the ability to communicate with insects – other effects must be employed.

This effect is commonly used when dealing with thri-kreen. Ambassadors to thri-kreen nations usually bring along a psionist with this effect.

Power Manipulation or Specialization: The duration increases to one hour, with an 8 PSP maintenance cost.

Read Inner Thoughts

BT 2

Time/SF: 2	Range: 1m per level
PSP: 8 + 2 per turn	Area: One creature
Duration: One turn	Effect: Read thoughts
Save: Mental (+2)	Notes: Must hit mAC

Read Inner Thoughts allows a psionist to read inner or hidden thoughts. He cannot use this effect to explore someone's memories. Most intelligent creatures tend to think in words, so language is a barrier to understanding. Unintelligent creatures think in pictures. Magical thought, such as a wizard uses in casting spells, is also unintelligible for non-wizards; a psionist can easily however recognize such thoughts as part of the spell-casting process.

If someone thinks that their thoughts are being read, they may use the trick of thinking intensely of something harmless, and thereby get a +2 to their mental save – otherwise a normal mental save is allowed to resist.

Power Manipulation or Specialization: The first four turns of maintenance are free.

Conceal Thoughts

BT 3

Time/SF: 3	Range: Personal
PSP: 12 + 3 per turn	Area: Personal
Duration: One turn	Effect: Hide thoughts
Save: N/A	Notes:

This effect protects the psionist against psionic or magical mind reading, such as: *Read Surface Thoughts*, *Read Inner Thoughts*, *Read Deep Mind*, *Detect Thoughts*, *Detect Life*, *ESP*, and other spells or effects which read or detect thoughts. This effect doesn't protect the psionist from mental attacks, nor from *Charm*, *Domination*, and similar effects that coerce, instead of read, thoughts.

Protection is automatic against mind reading effects of 3rd power and below; higher powered effects may overcome Conceal Thoughts by winning a confrontation.

Power Manipulation or Specialization: Any confrontation is at a +1 bonus due to improved control.

False Sensory Input

BT 3

Time/SF: 3	Range: 1m per level
PSP: 12 + 3 per round	Area: One creature
Duration: One round	Effect: Falsify senses
Save: Mental	Notes: Must hit mAC

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

Maintaining this effect requires some concentration by the psionist, since he has to actively falsify the sensory input; the psionist must use twice the normal amount of time to accomplish an action, as if affected by a *Slow* spell.

Power Manipulation or Specialization: Almost any false perception can be achieved.

Invincibility Delusion

BT 3

Time/SF: 3	Range: 1m per level
PSP: 12 + 3 per turn	Area: One creature
Duration: One turn	Effect: Inflict delusion
Save: Mental	Notes: Must hit mAC

This effect inflicts a powerful delusion, making the subject believe either that his foes are invincible, or that he himself is invincible. The type of delusion is decided by the psionist. The subject is allowed a mental save to resist.

Invincible Foes: The subject believes that his enemies are invincible, and that any blow they strike against him will cripple or kill him. Even if the blow actually causes just one point of damage, the subject thinks he's dying, and that he can no longer fight. He falls to the ground in horrible pain. A subject who is struck while under the effect of Invincible Foes won't recover until a turn later.

Even if the subject of this effect is never actually struck, his behavior is likely to change. Fully expecting the next blow to kill him, he may stop attacking and simply parry, or try to flee, or even surrender and beg for mercy.

Invincible Friends: The subject of this effect believes that he and his allies are invincible, and that every blow they strike is fatal. The belief is strong enough to create an illusion: even if the subject or an ally barely scratches his foe, he sees the "victim" mortally wounded. He will continue to imagine that opponent dying until the opponent attacks again – it doesn't matter whom he attacks; any attack breaks the illusion. This has several consequences. Characters who have been "killed", i.e. struck, can simply walk away from the fight, leaving their "corpses" behind. Or they can move into position and attack again, gaining a +2 bonus to hit – if this happens twice, the affected subject must make a mental save. If it fails, he becomes convinced that his foes are un-killable and reacts accordingly, if he succeeds however, the delusion is broken.

Mass Suggestion

BT 6

Time/SF: 6	Range: 10m per level
PSP: 24	Area: 1 creature per level
Duration: One day	Effect: Suggest actions
Save: Mental (-4)	Notes: Must hit mAC

This is a stronger version of the *Suggestion* effect. The effect can be directed at multiple subjects within range, who may resist with a mental save. The same suggestion applies to all subjects. If directed at a single target, the subject may resist with a mental save at a -4 penalty (sg24). This effect is useless on undead.

A sufficiently high Wisdom (23 or more) will prevent Mass Suggestion from affecting a subject.

Power Manipulation or Specialization: The mental save is at a -4 penalty (sg24) for multiple targets, taking advantage of “group thinking” and peer pressure.

Psionic Blast

BT 6

Time/SF: 6	Range: 60 yards
PSP: 24	Area: 60×40 yards cone
Duration: Instant; d6 turns	Effect: Unconsciousness
Save: Mental (-4)	Notes: Must hit mAC

The psionicist sends out a powerful coercive blast intended to mentally render unconscious multiple subjects in a 60 yards long by 40 yards wide cone. Subjects must make a mental save, or fall unconscious for d6 turns.

The psionicist may alternatively target a single creature within 60 yards, who must make a mental save at a -4 penalty (sg24) or fall unconscious for 2d6 turns.

The attack only affects subjects whose mental Armor Class the psionicist hits. When checking which creatures mental Armor Classes are hit, this can be done by either rolling separate checks against each mAC, or using a “take ten” approach where d20=10 is used against every target.

Power Manipulation or Specialization: The area increases to a 90 yards long by 60 yards wide cone, or for a single target the save penalty increases to -5 (sg25).

Aura Alteration

BT 7

Time/SF: 7	Range: 10m per level
PSP: 28 + 7 per turn	Area: One creature
Duration: 1 turn or Instant	Effect: Change aura
Save: Mental	Notes: Must hit mAC

The psionicist can disguise elements of a subject's mental aura or remove afflictions such as *Confusion* or *Feeblemind*, curses, geases, and quests. Aura Alteration can also sever all charm and compulsion effects of 7th power or lower that might affect a subject.

If disguising the subject's aura, the effect has a duration of one turn. The alignment, karma level and faith may be disguised. The apparent alignment may be disguised by one degree, e.g. chaotic evil disguised as chaotic neutral. The subject's karma level may be disguised as anything lower than it actually is, but only up to two apparent levels higher. Faith may be suppressed in the aura, or disguised as any other deity in the hierarchy of the true deity, e.g. a follower of Bane could be disguised as a follower of Xvim.

If attempting to cleanse the subject's aura, the duration is instantaneous and the effect is permanent. When Aura Alteration is manifested, the subject gains another save against the affliction at the original difficulty, but with a +2 bonus on her roll.

The psionicist may use Aura Alteration on himself to disguise his aura, but he cannot cleanse his own aura in order to remove afflictions, and compulsions.

Power Manipulation or Specialization: The subject automatically shakes off existing afflictions up to 7th power.

Ejection

BT 7

Time/SF: 7	Range: Personal
PSP: 28	Area: Personal
Duration: Instantaneous	Effect: Break contact
Save: None or Mental -6	Notes:

Ejection is the final defense against unwanted contact. If one psionicist has forced contact with another's mind, or has been granted contact and is now doing things he should not be, he can be ejected. Hitting the mental Armor Class, of the opponents maintaining contact, is unnecessary, since they are already touching the psionicist's mind.

Ejection can be used against outer and inner contact of a farsensing, coercive or redactive nature - it cannot be used against deep contact however, since the Ejection is powered from the deep mind and thus cannot function against someone who has conquered the deep buffer.

Ejection works automatically against outer contact of any kind, instantly severing all unwanted outer contact.

If Ejection is used against inner contact, i.e. against someone who has conquered the inner buffer, it allows the conqueror a mental save at a -6 penalty (sg26) to resist - if the save fails the conqueror is ejected from the psionicist's mind regardless of how many PSP the conqueror had occupying the psionicist's inner buffer; such PSP are lost.

Warning: If an Ejection fails (the conqueror saves), the psionicist suffers the effect of a reflected Ejection, and must make a mental save at a -6 penalty (sg26) or become mentally stunned and unable to act for d4 rounds.

Power Manipulation or Specialization: The psionicist automatically resists the effect of a reflected Ejection.

Mass Domination

BT 7

Time/SF: 7	Range: 10m per level
PSP: 28 + 7 per round	Area: 1 creature per level
Duration: One round	Effect: Dominate others
Save: Mental (-4)	Notes: Must hit mAC

This effect is similar to *Domination*, except that multiple creatures can be dominated. If only a single creature is targeted, the mental save is at a -4 penalty (sg24). The dominated creatures can be given individual instructions.

Stealthy Mass Domination: The psionicist may try to stealthily dominate subjects, without the subjects finding out. This is accomplished by manifesting Mass Domination at a difficulty +4 points above normal (sg21) or +4 points above the subject's mAC, whichever is higher. If the psionic check fails, the subjects will become aware of the failed attempt at coercion, but if it succeeds, the subjects will not detect anything whether they successfully save or not - they will merely consider the psionicist extremely persuasive and charming. This stealth ends if a subject is forced to do something completely abhorrent or suicidal.

A sufficiently high Wisdom (24 or more) will prevent a stealthy mass domination from being stealthy, but it will still function as a normal Mass Domination; this is because the effect is similar in some respects to a *Charm*.

When checking which creatures mental Armor Classes are hit, this can be done by either rolling separate checks against each mAC, or using a “take ten” approach where d20=10 is used against every target.

Power Manipulation or Specialization: Duration increases to one turn, with a 28 PSP maintenance cost.

Mind Bar

BT 7

Time/SF: 7	Range: Personal
PSP: 28 + 7 per hour	Area: Personal
Duration: One hour	Effect: Mental shield
Save: N/A	Notes: mAV=28; mAC+2

Mind Bar is an external mental shield against mental attacks and influences, similar to a creative shield but of a coercive nature and only affecting mental effects. It is a slightly less powerful version of *Mind Blank*.

Mind Bar is equivalent to an outer (external) un-elastic mental shield with a 28 mental Armor Value. The psionicist's mental Armor Class is also improved by +2.

The psionicist can link his inner buffer to the Mind Bar to automatically regenerate the shield from his own PSP, just like creative linking to a creative shield.

The psionicist is protected from all devices, spells and effects, which detect, influence, or read thoughts and emotions. This protects against *Augury*, *Charm*, *Command*, *Confusion*, *Domination*, *Divination*, *Empathy* (all forms), *ESP*, *Fear*, *Feeblemind*, *Magic Jar*, *Mass Suggestion*, *Phantasmal Killer*, *Possessive Switch*, *Rod of Rulership*, *Soul Trap*, *Suggestion*, and many other effects of 8th power and below.

Power Manipulation or Specialization: Protection also extends to the prevention of discovery of information, by *Crystal Balls* or other scrying devices, *Commune*, *Contact other Plane*, *Wish*, and similar effects, except for that which can be plainly seen or heard.

Mind Flame

BT 7

Time/SF: 7	Range: 10m per level
PSP: 28	Area: 1 creature per level
Duration: Instantaneous	Effect: Daze, Stun or Kill
Save: Mental	Notes: Must hit mAC

The psionicist projects a wave of deadly mental force that can destroy lesser intellects. Mind Flame allows a psionicist to attack all desired creatures in the area of effect with a mental barrage that can incapacitate or even kill its victims. The area affected is a sphere with a radius of 1m per level, within a range of 10m per level, with a number of targets selected by the psionicist up to one per level.

Psionic victims can protect themselves against the effects of Mind Flame with a creative shield; Magic users and mystics may use a *Mind Blank* instead.

The effects vary with the achieved difficulty:

Difficulty	Effect Inflicted on Victims
Sg17:	Dazed for d3 rounds.
Sg18:	Stunned for 2d6 rounds.
Sg19:	Paralyzed for d4 turns.
Sg20:	Unconscious for 2d4 turns. Intelligence lowered by -2 for a day.
Sg21:	Comatose for d6 hours. Intelligence lowered by -4 for a ten-day.
> Sg21:	Dead. If raised or resurrected: Intelligence lowered by -6 for a ten-day.

The psionicist may "pull the punch" and select a lesser effect than the one indicated by the table above. Regardless of the effect, the victim is entitled to a mental save to avoid the effect. Creatures with a higher karma level than the psionicist cannot suffer the "Dead" effect -the result is reduced to "Comatose".

Stunned creatures may not move, attack, initiate psionic effects, or cast spells, and suffer a -2 penalty to Armor Class. Dazed creatures may move at half normal speed, attack with a -2 penalty, and defend normally. They

must make a successful wisdom check (sg10) to initiate a psionic effect or cast a spell.

The effects of the Mind Flame can be cured by *Psychic Surgery*, a *Limited Wish*, or a *Cure Serious Wounds* or a more powerful healing spell.

Power Manipulation or Specialization: The result of the psionic check is at a +4 bonus, with corresponding increase in the achieved difficulty.

Superior Coercive Invisibility

BT 7

Time/SF: 7	Range: 10m per level
PSP: 28 + 7 per turn	Area: 1 creature per level
Duration: One turn	Effect: Remain invisible
Save: Mental -6	Notes: Must hit mAC

This effect is similar to *Coercive Invisibility*, but the psionicist is able to attack and still remain unseen. Note, however, that indirect traces such as footprints or the direction an attack is coming from sometimes allow an observant opponent to attack the invisible psionicist. These traces are only noticeable when specifically looked for, e.g. after the invisible character has made her presence known.

Attacks against the invisible character suffer -4 penalties to hit, and the invisible character's reflex saves are made with a +4 bonus.

A sufficiently high Wisdom (24 or more) will prevent Sustained Coercive Invisibility from affecting a subject, because the effect is similar in some respects to a *Charm*.

Power Manipulation or Specialization: The invisibility effect encompasses a 10 feet radius around the psionicist, making her entire party invisible, if she so chooses.

Tower of Iron Will

BT 7

Time/SF: 7	Range: Personal
PSP: 28 + 7 per turn	Area: 10 feet radius
Duration: One turn	Effect: Mental shield
Save: N/A	Notes: mAV=28

Tower of Iron Will is an external mental shield against mental attacks, similar to a creative shield but of a coercive nature and only affecting mental attacks. Other minds within the area are also protected against mental attacks.

Tower of Iron Will is equivalent to an outer (external) un-elastic mental shield with a 28 mental Armor Value.

The psionicist can link his inner buffer to the Tower of Iron Will to automatically regenerate the shield from his own PSP, just like creative linking to a creative shield.

Kunster – Arts

Massive Coercion

BT 8

Time/SF: 8	Range: 100m per level
PSP: 32 + 8 per round	Area: 10 creatures/level
Duration: One round	Effect: Extend an effect
Save: Special (-2)	Notes: Must hit mAC

This effect allows the psionicist to use other coercive talents or sciences on a large number of minds at the same time instead of on each subject individually or just a few.

The psionicist can extend another coercive talent or science to a range of 100m per level and an area of effect of 10 creatures per level within a radius of 10m per level. The range and area may be increased further by creative amplification - e.g. a doubling of the range for each additional 4 PSP used, and/or a doubling of the area and number of creatures for each additional 8 PSP used.

As usual, only those creatures whose mental Armor Class the psionicist manages to hit are affected. The effect

suffers d8 points of damage, plus the psionist's normal bonuses in physical combat with a sword. The psionist may also add additional damage to an attack by expending 1 PSP for each hit point extra damage, but not more than 12 PSP (12 hp) per attack. The blade has Speed Factor 5.

A victim hit by a Psychic Blade must make a mental save at a +4 bonus (sg16) or be stunned and unable to act for a sub-round. Psychic Blade damage can be normal lethal damage, or it can be non-lethal damage as the psionist chooses. Non-lethal damage consists of ¼ lethal and ¾ temporary damage recovered in one turn.

The psychic blade is an extension of the psionist's own life energy, and it is treated as a +2 weapon unless his karma bonus is higher. Monsters without minds (e.g. oozes, slimes, jellies, skeletons, and golems) and objects cannot be harmed by the Psychic Blade.

If the victim has a mental Armor Class that is higher than his physical Armor Class, the psionist must hit the mAC instead of the physical AC with his physical to-hit roll in order to cause any damage.

Power Manipulation or Specialization: The damage increases to d10, and the victim only saves at +2 (sg18).

Splice KR 4

Time/SF: 4	Range: Special
PSP: 16 + 4 per turn	Area: Special
Duration: One turn	Effect: Splice psi effects
Save: None	Notes: Requires 6 th level

A psionist of at least 6th level can use Splice to combine two or more other psionic effects and delay the activation until she decides to activate them; then at a later time she can manifest the spliced effects as a single effect.

Splicing psionic effects is tremendously useful. The psionist splices together two or more separate effects into one psionic release. The more effects she attempts to splice, the more likely she is to fail. The sum of power of the spliced effects cannot exceed 7; the psionist could splice a 3rd and a 4th power effect or three 2nd power effects, but would be unable to splice two 4th power effects. This can be achieved by *Improved Splice*, however.

First, the psionist must make a successful Splice check. The basic difficulty is sg14 and increases by +4 for each effect beyond the first two being spliced. For example, if she is splicing three effects, the difficulty is sg18.

As her next actions she must initiate the other psionic effects to be spliced without interruption. The cost of the spliced effects must be paid up front, and **those PSP are not regenerated while Splice is maintained**. Maintenance of the spliced effects doesn't start until they are activated.

Once all the effects have been initiated, the psionist must make a second Splice check, with the same difficulty as the first check. If she fails this check, all her efforts are lost; the PSP she spent are gone, and none of the effects work. If the check succeeds, the psionist can maintain the Splice by expending 4 PSP per turn.

At any later time, during which the Splice has been maintained, the psionist can unleash the spliced series of effects. As a single action she can activate all of the spliced effects simultaneously – or with split second separations if desired. Success is not automatic. The psionist must perform the individual psionic checks for these spliced effects when she releases them. She does not have to pay their initial costs again, however.

Many psionists use Splice to combine two effects: an offensive effect combined with an *Instant Teleport*.

Spliced effects are reactive effects, and only a single reactive instance of an effect can exist at the same location at the same time. Effects waiting due to a *Delay* or *Triggered Delay* also count as reactive effects.

Example: Two reactive *Levitation* effects can not exist simultaneously centered on the psionist, but one centered on the psionist and one on a friend would be possible.

Power Manipulation or Specialization: The spliced effects are activated without having to make more checks.

Sustained Creative Invisibility KR 4

Time/SF: 4	Range: Personal
PSP: 16 + 4 per turn	Area: Personal (Vision)
Duration: One turn	Effect: Remain invisible
Save: None	Notes: INT 21 immune

This effect is similar to *Creative Invisibility*, but the psionist is able to attack and still remain unseen. Note, however, that telltale traces such as a shimmering effect sometimes allow an observant opponent to attack the invisible psionist. These traces are only noticeable when specifically looked for, e.g. after the invisible psionist has made her presence known.

Attacks against the invisible psionist suffer –4 penalties to hit, and the invisible psionist's reflex saves are made with a +4 bonus. Creatures with Intelligence 21 and above will be able to see through this illusion.

Power Manipulation or Specialization: The psionist also becomes inaudible, if she so chooses.

This effect was developed by LeAnna de LaFleur.

Whitefire KR 4

Time/SF: 4	Range: 100 yards
PSP: 16	Area: 20 feet radius
Duration: Instantaneous	Effect: 8d6 fire damage
Save: ½ Reflex/Physical	Notes:

The psionist draws unstable ectoplasm from the Astral plane and ignites it with hellish, white-hot fury. Whitefire inflicts 8d6 points of fire damage to creatures and objects within a 20 feet radius; victims may halve the damage with a successful reflex or physical save. Whitefire sets fire to combustibles and melts metals with a low melting point, such as lead, gold, copper, silver, or bronze.

Power Manipulation or Specialization: The area increases to 30 feet radius.

Videnskaber – Sciences

Energy Control KR 5

Time/SF: 5	Range: Personal
PSP: 20 + variable	Area: Personal
Duration: One turn or less	Effect: Avoid damage
Save: N/A	Notes:

A psionist using this effect has the ability to safely dissipate energy from electricity, fire, cold, heat, sound, light, or *Energy Drain* – energy that would fry, freeze, drain, or otherwise harm him. Any assault based on these energy types can be safely transformed by the psionist's creativity. The character transforms the energy, and safely releases it as visible radiance (light), or merely counters it in the case of negative energy such as cold or drain. The intensity of the radiated light depends on the damage dissipated, but will not in itself cause damage. Mental attacks are not affected, nor are other attack forms such as acid, gasses, *Harm* or *Death* spells or physical blows by weapons, claws or bites.

Psychokinetic pummeling attacks such as *Concussion* type effects can be controlled, but energy attacks such as *Disintegrate* that do more than just hit point damage, can only be controlled so far as to absorb damage; i.e. if the psionicist saves vs. disintegration he can absorb the 6d6 points of damage, but if he fails the save he disintegrates!

Each time the psionicist is hit by an energy attack, he first makes his save if any, to avoid or reduce damage. Then he either expends 1 PSP for every 2 points of inflicted damage, or he lets the attack hit him, ending the Energy Control immediately, but also (further) halving the damage for that attack. In order to redirect the energy, an additional 1 PSP for every 10 hit points redirected (rounded up) must be expended. The psionicist cannot use more than 10% of his psionic potential on a single attack – he can however partially negate the damage of such attacks.

Example: A psionicist with a total of 120 PSP is hit by a 72 hp *Delayed Blast Fireball*, and saves for half damage (36 hp); he can choose to let the attack through, taking 18 hp (half of 36) damage minus AV, thus ending his Energy Control, or he can partially negate the attack by using 12 PSP, (10% of 120) reducing the damage to 12 hp (36–2×12) minus AV.

Redirecting energy requires a successful physical hit roll in order to damage someone; otherwise the energy is lost. Range is the same as the original attack. Redirecting energy is considered an action in itself.

Power Manipulation or Specialization: Any target struck by redirected energy suffer d10 hp extra damage.

Metaphysical Weapon KR 5

Time/SF: 5	Range: Touch
PSP: 20 + 5 per turn	Area: One weapon
Duration: One turn	Effect: Weapon bonus +3
Save: N/A	Notes:

A touched weapon is imbued with a temporary +3 karma bonus. Any melee weapon, bow or crossbow can be affected, but siege weapons cannot. The bonus does not stack with a magical bonus or another karma bonus.

The weapon glows with pale silver radiance, not sufficient to provide illumination. The weapon may be handed over to someone else, but in that case the weapon loses its bonus after one turn; the psionicist can only maintain the effect on a weapon he is touching himself.

Psychic Clone KR 5

Time/SF: 5	Range: 100m per level
PSP: 20 + 5 per turn	Area: Personal
Duration: One turn	Effect: Project yourself
Save: N/A	Notes:

The psionicist transfers part of his mind and life-force into a **psi-clone** – a translucent glowing image of himself and his carried equipment. The psi-clone can see, hear, speak, move, and use psionic abilities, but it cannot cast spells. The psi-clone steps out of the psionicist's real body, and can move anywhere within range.

The psi-clone cannot be stopped by physical barriers, and cannot be harmed physically; it can however be stopped by protective magic such as *Protection from Evil/Good*, and forced to return by spells such as *Dispel Evil* or effects such as *Dismissal* or *Banishment*. The psi-clone is also completely unable to physically affect anything, except for the indirect consequences of being visible and audible to those around it. Vocal powers and gaze attacks cannot be used through the psi-clone.

Parts of the psionicist's mind and spirit are located within the psi-clone and can be attacked or influenced psionically, magically or spiritually by anyone capable of such effects. The energy draining powers of undead and the aging effect of a ghost are physical effects and will not harm the psionicist through the psi-clone.

While using this effect, the psionicist's body cannot see, hear or speak; all other senses are available, however, such as touch, smell, taste, "6th sense" (*Danger Sense*) etc.

If the psionicist's body (not the psi-clone) is disturbed, he can choose to end the effect immediately, or suffer the possible consequences of someone attacking his defenseless body. He will automatically suffer the consequences of surprise, without the benefit of a save, unless he got an early warning from one of his remaining senses.

A psionicist using *Split Mind* would be able to have the original mind stay in his real body, and the psionic mind reside within the psi-clone.

Power Manipulation or Specialization: The psionicist may also cast spells from the psi-clone, if applicable.

Receptacle KR 5

Time/SF: Varies	Range: Touch
PSP: Varies	Area: One item
Duration: Permanent	Effect: Create PSP vessel
Save: N/A	Notes: Requires 6 th level

A psionicist of at least 6th level can store psionic energy in a special item. The psionicist can draw upon the energy later to fuel his psionic ability. He cannot use these PSP when his psionic strength is at its maximum. He can keep the stored PSP on hand until he's running low on PSP, and then regenerate them quickly by draining his own PSP from the item. Before PSP can be stored, a container must be prepared. Two types of containers are appropriate: a vessel prepared with *Empower* or a valuable gem specially prepared using the Receptacle effect.

Empowered Vessel: Any vessel prepared with *Empower* can serve as a receptacle for psionic energy. The psionicist must perform only Steps 1-3 as well as the final sealing described under *Empower*. The vessel can hold PSP as described under the *Empower* effect.

Valuable Gem: A gem can hold 1 PSP for every 100 gold pieces of its worth, rounded down. For example, a gem worth 650 gp can hold 6 PSP, and a gem worth 1,000 gp can hold 10 PSP. The gem still requires preparation, however. To do this, the psionicist must slowly fill the gem with PSP, 1 per turn, until the gem reaches maximum capacity ($\frac{1}{100}$ of its value). When the task is complete, the psionicist must make a psionic check. If he fails, only half of the gem's capacity is usable.

Storing Points: The psionicist transfers by touch 1 PSP per round into a properly prepared container. When he is finished, the psionicist must make a Receptacle check. If the check fails, only half the points he expended are stored in the receptacle, while the rest are merely spent.

Using Stored Points: The psionicist can retrieve stored points automatically as an action. The receptacle must be in contact with his flesh. He can never retrieve more points than the receptacle currently holds, nor can he retrieve so many that it raises his PSP total above his maximum. No matter how many receptacles he has, a psionicist can never store more PSP than his psionic potential. For example, a 10th level psionicist with a 200 PSP potential can store no more than 200 PSP in any number of receptacles. Only the psionicist who placed the points can use them.

Warning: If a receptacle is damaged or destroyed, the psionist will suffer a loss of PSP equal to the current number of PSP in the receptacle; he may halve the loss with a mental save however. This loss is temporary and the psionist regenerates these lost points normally. A psionist is warned to not let any receptacles fall into the hands of his enemies, or he may face destruction in this way.

Wall of Ectoplasm KR 5

Time/SF: 5	Range: 100 yards
PSP: 20 + 5 per turn	Area: 100 sq. feet/level
Duration: One turn	Effect: Create wall
Save: None	Notes:

This is a solid wall fashioned of ectoplasm. The wall cannot move and is immune to damage of all kinds, except disintegration – it can be dismissed by a *Dismiss Psionics* effect, or possibly even by a *Negate Psionics* effect. The wall blocks incorporeal, phased, gaseous and ethereal creatures as well as material things; incorporeal creatures can usually get around the wall by floating under or over it through floors and ceilings, however. The wall is opaque, so neither vision nor gaze attacks operate through it.

The wall can be a flat or curved plane with an area up to 100 square feet per level or into a sphere with a radius of up to 2.7 feet per square-root of level, or a hemisphere with a radius of up to 4 feet per square-root of level; e.g. a 12 feet radius hemisphere for a 9th level psionist.

No physical object and only a few forms of energy can penetrate the wall, although it is possible to circumvent the wall with effects such as *Teleport* or *Dimensional Door*. Magical or psionic *Disintegration* destroys the wall, but the disintegration is absorbed by the wall, and doesn't pass through. Mental effects of the *Farsense*, *Coercion* and *Redaction* types may however pass through the barrier.

The wall is immobile once created. If the psionist moves beyond range, the wall collapses after one turn.

Power Manipulation or Specialization: Duration increases to one hour, with a 20 PSP maintenance cost.

Enhanced Creative Invisibility KR 6

Time/SF: 6	Range: Personal
PSP: 24 + 6 per turn	Area: Personal (Vision)
Duration: One turn	Effect: Remain invisible
Save: None	Notes: INT 23 immune

This effect is similar to *Sustained Creative Invisibility*, but the psionist is also inaudible and without smell.

Attacks against the invisible character suffer -4 penalties to hit, and the invisible character's reflex saves are made with a +4 bonus. Creatures with Intelligence 23 and above will be able to see through this illusion.

Power Manipulation or Specialization: The invisibility effect encompasses a 10 feet radius around the psionist, making her entire party invisible, if she so chooses.

This effect was developed by LeAnna de LaFleur.

Flaming Shroud KR 6

Time/SF: 6	Range: 100 yards
PSP: 24	Area: One target
Duration: Instantaneous	Effect: 12d10 fire damage
Save: Reflex -5	Notes: Requires 6 th level

A psionist of at least 6th level draws unstable ectoplasm from the Astral plane, ignites it with hellish white-hot fury, and wraps it around a target. The shroud inflicts 12d10 points of fire damage; the target may escape damage with a successful reflex save at a -5 penalty (sg25).

Power Manipulation or Specialization: The damage increases to 12d12 points.

Major Creation KR 6

Time/SF: 6	Range: 100m per level
PSP: 24 + 6 per hour	Area: 10 cubic-feet/level
Duration: One hour	Effect: Create objects
Save: N/A	Notes:

Using this effect a psionist can create non-magical, non-psionic, unattended objects of non-living vegetable and/or mineral matter. The total volume of the items created cannot exceed 10 cubic feet per level for simple materials, such as water, stone or metal. The total volume cannot exceed 1 cubic-foot per level for complex materials, such as beer, acid or wood. Material such as wood is only considered complex if the same complex raw-material was not available, and had to be created from another type of matter or ectoplasm.

The psionist must succeed at an appropriate skill check to make sophisticated items, such as a *Jeweler* check to make jewelry, except that he can make seemingly perfect copies of any items within range without access to the skill. Raw matter such as water and complex matter such as beer can also be created in this way. Really sophisticated matter like fine wine or fruit cannot be created from another type of matter, but may be re-shaped and mixed with other matter.

The matter is assembled from available materials in the surrounding area, within a 200 yards radius, and from Astral ectoplasm; one type of matter can be temporarily changed to another type if necessary – e.g. water to steel or ectoplasm to wood. The objects remain in existence as long as the psionist pays the effect's maintenance cost. When the duration ends, the object slowly breaks into its constituent parts within one hour and returns to its original type of matter; ectoplasm evaporates into air. An object created this way can have any shape, color, and texture the psionist desires.

Power Manipulation or Specialization: The duration of the effect increases to one day.

Mass Cocoon KR 6

Time/SF: 6	Range: 100m per level
PSP: 24 + 6 per turn	Area: 1 large target/level
Duration: One turn	Effect: Immobilize targets
Save: Reflex -4	Notes:

This effect is similar to *Ectoplasmic Cocoon*, except that several individual targets, within an area of 10m per level radius, can be cocooned, or alternatively one target of size category 5 or less, e.g. an adult dragon. Also, the save to resist capture is at a -4 penalty (sg24); *Teleport* and other forms of dimensional travel provide a means of escape, but the cocoon extends into the Ethereal plane, blocking ethereal travel and blocking escape by taking ectoplasmic form or phasing. The mass cocoon can be disintegrated or destroyed through brute force; it has an Armor Value of 16 and 100 hit points.

Power Manipulation or Specialization: The targets can be size category 3, or category 7 for a single target.

Possessive Switch KR 6

Time/SF: 20 AS, SF=16	Range: 1m per level
PSP: 24	Area: Individual
Duration: Permanent	Effect: Switch bodies
Save: Mental (-5)	Notes:

The psionist can switch his mind, life-force and spirit temporarily with another creature, and eventually make the

switch permanent, if so desired. The subject who will most certainly resist, unless it is both willing and capable of living as an incorporeal being, can make a mental save to resist the switch. After the switch, the psionist's mind, life-force and spirit inhabit the subject's body, and vice versa.

Spells and effects that prevent possession, such as *Protection from Evil*, or blocks mental attacks, such as *Mind Blank*, automatically prevents the Possessive Switch.

After a successful switch, both the psionist and the subject retain their knowledge, experience, classes, levels, Intelligence, Wisdom, and Charisma. Physical attributes are strongly tied to the body however, so initially Strength, Dexterity and Constitution remain with the body. If the switch continues for days, the physical attributes will slowly become that of the inhabiting spirit, changing one point per attribute per day.

The psionist who initiated the Possessive Switch can at any time switch back to his original body, provided he is within range, and provided the switch hasn't yet become final; an unwilling subject may resist with a mental save at a -5 penalty (sg25) however.

A Possessive Switch slowly imprints the mind, life-force and the spirit on the new bodies. This process takes at least one day, plus one day per karma level of the spirit who previously inhabited the body, before the switch becomes final. This applies to both bodies.

If the psionist's new body is slain before the switch becomes final and his original body is within range, his mind, life-force and spirit return to his original body - unless the switched subject makes a mental save at a -5 penalty; the switched subject dies. If the psionist's new body is slain beyond range, he dies, but the switched creature lives on in its new body permanently. If the psionist's original body is slain while inhabited by the switched subject, it dies, and the psionist continues to inhabit the new body permanently. A spirit without a body is dead, unless it's capable of incorporeal existence - i.e. it is immortal.

This effect is similar to the *Magic Jar* spell, and either effect can be used to reverse the other.

Warning: If the psionist tries to switch with someone using *Split Mind* or *Triple Mind*, his mind will leave his own body, but will not control the new body since the subject's body is being controlled by the original mind. The subject can kill the psionist if he stops maintenance of the *Split Mind* or *Triple Mind* effect, before the psionist either switches back to his original body, or successfully switches again within the subject's body.

Create Food and Water KR 7

Time/SF: 7	Range: 100 feet
PSP: 28	Area: 9 meals per level
Duration: Permanent (1 day)	Effect: Create meals
Save: N/A	Notes: Food decays in 24h

Using this effect a psionist can create food and water enough for 9 human-type meals per level, or one horse-type meal; this is enough to feed three adult humans or one horse for a day. The food that this effect creates is simple but nourishing, if rather bland. The food decays and becomes inedible within 24 hours. The water created by this effect is just like clean rain water. The water doesn't go bad as the food does. The food and water is created from available matter in the area, and from Astral ectoplasm.

Instead of creating nine ordinary meals per level, the psionist may create a feast for one person per level, with any type of food and drink he has tasted before.

Power Manipulation or Specialization: The created food is as durable as iron rations or dried fruit and meat.

Major Metaphysical Weapon KR 7

Time/SF: 7	Range: Touch
PSP: 28 + 7 per turn	Area: One weapon
Duration: One turn	Effect: Weapon bonus +4
Save: N/A	Notes:

This effect is identical to *Metaphysical Weapon* [p28], except that the weapon bonus is +4.

Empower KR 7

Time/SF: Varies	Range: Touch
PSP: Varies	Area: One item
Duration: Permanent	Effect: Create psionic item
Save: N/A	Notes: Requires 10 th level

Empower allows a psionist to imbue an item with Intelligence and psionic ability. The process requires extraordinary time and effort, as described below.

Item Requirements: An item must be of exceptional quality - worth 250% to 500% of the normal cost for an item of its type. It must also be flawless, as if new. If the item meets these two requirements, the psionist can begin the empowerment.

Step 1: Every day, the psionist must first prepare the item to receive psionic ability. This costs 50 PSP and requires an Empower check (sg17). If this check fails, the day is wasted; no progress can be made until the next day.

Step 2: The psionist gives the item access to a discipline. It can have access to the Creativity discipline, and to one other discipline, never more, and only to a discipline the psionist himself has mastered; i.e. trained the sciences of the discipline. This step costs 100 PSP and requires an Empower check (sg17). Regardless of the chosen discipline, the item will always be capable of an *Instant Mind-Link* with its current user, at no PSP cost.

Step 3: The psionist imbues the item with Intelligence, psionic levels and PSP. The basic Intelligence of a psionic item is INT=11, but the psionist may increase this up to two points lower than his own Intelligence score, though no higher than 16 Intelligence; this drains 1 kXP permanently per Intelligence point increase, e.g. 4 kXP for INT=15. The basic level of the item is 2nd level. The psionist may increase this up to five levels below his own level, with a maximum of 10th level; this drains 5 kXP permanently per level increase above 2nd level, e.g. 20 kXP for a 6th level item. The item gets a number of PSP equal to a psionist of the same level, i.e. 20 PSP per level. This step costs 50 PSP plus the number of PSP acquired by the item. An Empower check with a basic difficulty of sg17, +1 per Intelligence point added, +2 per level added; e.g. sg28 for a 6th level item (+4 levels) with 14 Intelligence (+3 INT).

Step 4 (optional): A psionist may improve the item with *Alter Reality* effects or with *Wish* spells in order to increase its level above 10th or its Intelligence above 16. The psionist manifests *Alter Reality* or casts *Wish*, paying the kXP cost of that effect. Each such use will either increase the item's level by one, or increase its Intelligence by two. The item can never be more intelligent than its creator, and cannot have Intelligence above 18. The item can never achieve a level higher than 14th level, and cannot be imbued with higher than 7th power effects.

Step 5: The psionist can attempt to empower the item with any single effect he knows within the chosen discipline, or the Creativity discipline. The item must have been properly prepared on the same day. The psionist

must make two successful psionic checks: first, a check for the chosen effect, using the appropriate difficulty, and second, another Empower check. If both checks succeed, the item has that psionic effect. If this step is successful, the psionist expends another 100 PSP.

Step 6 (optional): The psionist repeats Step 5 to add more effects. The item can acquire one effect per day, provided it has been properly prepared – see Step 1. For every effect added beyond the first, the difficulty of the Empower check for adding that effect increases by +1; e.g. +3 (sg20) for the fourth effect added.

Step 7: When the item has acquired all the effects which the psionist intends to give it, the psionist can seal those powers within the item. To do this, he must prepare the item one more time, and make an Empower check one last time. If the item is sealed successfully, it can never gain any additional effects – but it won't lose them, either. An item that has not been sealed will lose one effect per month, until it is just a normal object again. Its alignment matches its creator's, if any. The item has its own personality, and like all intelligent items, it will try to assert its independence now and then. The empowering process must be unbroken. **If a day passes in which the psionist does not at least try to prepare the object, it is finished as is.** He cannot even try to seal the powers; they will wear off over the course of time.

The rules for manifesting psionic effects are the same for an item as for a psionist of the same level – PSP and pAB are calculated in the same way. Using a psionic item to manifest an effect takes the same number of actions for the psionist, as if he were doing it himself. The item possesses attack segments (AS) just as if it was a real character, but it also uses those when manifesting effects on behalf of a user, or to protect itself against destruction. The item only regenerates 1 PSP per turn; i.e. as fast as a sub-operant psionist – not as an operant psionist.

Improved Fabricate KR 7

Time/SF: 20 AS, SF=17	Range: 100m per level
PSP: 28	Area: 100 cubic-ft/level
Duration: Permanent	Effect: Fabricate objects
Save: N/A	Notes:

This effect is identical to *Fabricate* except that more material can be fabricated at a greater range.

Power Manipulation or Specialization: The psionist may fabricate copies of sophisticated products, without knowing the appropriate skill, as long as he has an original available to copy from.

Improved Splice KR 7

Time/SF: 7	Range: Special
PSP: 28 + 7 per turn	Area: Special
Duration: One turn	Effect: Splice psi effects
Save: None	Notes: Requires 10 th level

A psionist of at least 10th level can combine two or more other psionic effects and delay the activation; then at a later time she can manifest the spliced effects as a single effect. The sum of power of the spliced effects cannot exceed 9; the psionist could e.g. splice a 3rd and a 6th power effect or three 3rd power effects.

Otherwise this is identical to the *Splice* effect.

Power Manipulation or Specialization: The spliced effects are activated without having to make more checks.

Matter Transmutation KR 7

Time/SF: 20 AS, SF=17	Range: 10m per level
PSP: 28	Area: 10 ounces (280g)
Duration: Permanent	Effect: Transmute matter
Save: None	Notes:

The psionist can permanently transmute one material into another. Up to ten objects with a total mass of 10 ounces (280 grams) can be affected. The shape of the objects is only changed to the extent that it shrinks or expands depending on the relative density of the original and transmuted material – a copper coin transmuted to gold would shrink due to gold's greater density.

Transmuting coins is counterfeiting and deemed highly illegal in most places, unless done by or for the sovereign lord. One coin is approximately 1/20 of a pound or 22.5 grams, so 12 coins could be transmuted if so desired.

This effect can transmute solid materials to liquid or gaseous form, provided that the new material is liquid or gaseous at the current temperature, but control is insufficient to condense a gas into liquid or solid form.

Example: Pieces of coal could be made into raw uncut diamonds using this effect, and *Fabricate* or *Improved Fabricate* could then be used to make cut gems from the uncut ones.

Objects larger than the allowed mass may be slowly transmuted by using this effect multiple times. Creatures having life-force cannot be transmuted however.

Power Manipulation or Specialization: One pound of material can be transmuted per usage. Control is sufficient to condense a gas into liquid or solid form.

Dismiss Psionics KR 7

Time/SF: 20 AS, SF=17	Range: 100m per level
PSP: 28	Area: One effect
Duration: Instantaneous	Effect: Dismiss psi effect
Save: (Confrontation)	Notes: Requires 10 th level

Creative psionists of at least 10th level can draw upon their command of psychic energy to negate other psionic effects. A single psionic effect chosen by the psionist is immediately terminated, with two exceptions: Any psionic effect of 8th power and above, and any personal psionic effect of 5th power and above centered on another psionist, is terminated only if Dismiss Psionics wins a confrontation against the targeted effect.

Psionic Static KR 7

Time/SF: 20 AS, SF=17	Range: Personal
PSP: 28 + 7 per round	Area: 10 m/level radius
Duration: One round	Effect: Prevent psi effects
Save: (Confrontation)	Notes: Requires 10 th level

A psionist of at least 10th level can use this effect to prevent others from manifesting psionic effects, or at least increase the cost of such manifestations. The effect is a stronger version of *Psionic Inflation*.

The psionist doesn't need to concentrate while maintaining this effect, but he is unable to manifest any psionic effects except those of a purely personal nature.

Anyone who tries to use a psionic effect, except for purely personal psionic effects, within the area of effect must succeed in a psionic check at an increased difficulty; the difficulty is +8 higher than normal. Even if someone succeeds in manifesting a psionic effect that is not strictly personal, the initial cost and maintenance is inflated to twice the normal cost. Purely personal effects can be manifested at normal difficulty and cost.

Purely personal effects include those that only affect the psionist himself, and do not have any effect outside the psionist's mind and body. Dimensional and extra-dimensional effects are **not** purely personal.

Unlike *Psionic Inflation*, this effect can be sensed by anyone in the area. Exposure to Psionic Static for more than five rounds will give anyone a splitting headache. This will make most people and animals irritable.

If two Psionic Static effects occupy the same area, they create a confrontation. The loser's effect ceases. A draw means that both effects cancel each other out.

This effect may be negated by a *Dismiss Psionics* effect. If *Dismiss Psionics* wins a confrontation against Psionic Static, the inflated cost does not apply. A *Destroy Psionics* effect will automatically negate Psionic Static without an inflated cost. The +8 increase in difficulty still applies.

Backlash

KR 7

Time/SF: 7	Range: Special
PSP: 28 + 7 per turn	Area: Special; 20ft radius
Duration: One turn	Effect: 14d8 damage
Save: None (½ Physical)	Notes:

The psionist creates a trap of destructive power that will remain dormant, until someone uses a spell or psionic effect to view or detect him, or contact his mind in any way. Examples include using a *Crystal Ball*, *Clairvoyance*, *Domination*, *Meta-Faculty*, *Mind Probe* or similar effect.

The psionist decides the type of destructive power contained in the trap, e.g. fire, lightning, acid or other. When the trap is sprung, the destructive power automatically traces the offending effect back to its originator, who will suffer 14d8 points of damage without the benefit of a save; others in a radius of 20 feet around the originator may save for half damage with a physical save. The Backlash will not be triggered by a *Project Image* spell, *Astral Projection* or similar projections, unless an eligible spell or effect is channeled through the projection.

The psionist may pre-select any number of creatures known to him and/or types of acceptable effects, e.g. an *Instant Mind-Link*, to be ignored by the Backlash – the pre-selected creatures and effects will not spring the trap.

Split Mind

KR 7

Time/SF: 7	Range: Personal
PSP: 28 + 7 per round	Area: Personal
Duration: One round	Effect: Split mind in two
Save: N/A	Notes: Requires 10 th level

This effect allows a psionist of at least 10th level to split his mind into independent autonomous parts. The parts can communicate freely as if using *Mind-Link* and *Improved Sense-Link*, but without cost. Each mind can perform the full number of actions per round.

The **original mind** retains control over the body and is able to perform any actions the psionist is normally capable of, except use abilities handed over to another mind. The original mind has only basic access to psionic abilities handed over to another mind – only talents of 1st thru 4th power can be manifested by the original mind; if magical abilities are handed over to another mind, then only spells of 1st thru 4th power can be cast by the original mind. Control of the Split Mind is retained only by the original mind, and the original mind decides when to stop maintaining the Split Mind. A number of PSP is reserved by the original mind, and is unavailable to other minds – up to 50% of the PSP potential may be reserved; unless explicitly stated, 25% of the current PSP is reserved by the original mind.

The second mind, known as the **psionic mind**, is given control over all psionic abilities, and optionally also over magical abilities. The psionic mind envelops the original mind completely and will automatically be the subject of any incoming communication, mind or aura readings or attacks of a mental nature – making the original mind somewhat safer. The psionic mind is provided with a copy of the psionist's deep mind, containing experiences and knowledge; if a mental attack successfully damages the psionic mind, even the deep mind, the damage will disappear once the Split Mind ends. If the psionic mind is given control over magical abilities, it must cast spells without the benefit of vocal and somatic components, since it has no control over the body. If the psionic mind is defeated in mental combat, losing control over its deep buffer to someone else, the Split Mind effect automatically ends, and the original mind can be attacked.

Before he attempts to make his mind whole again, the psionist must make a mental save if any of the following is true: 1) he does not control both parts of his mind, 2) he has un-repaired psychic damage, or 3) is suffering unwanted contact. A successful save means that his mind returns to complete health and throws off all undesired influences. Failure means that the afflicted portion of his mind becomes dominant with applicable consequences.

Spells and effects, such as *Hold Person*, that target the psionist and have the capability of negating his mind's control over his body, will not have any effect since they are intercepted by the psionic mind, which is not in control of the body! Spells and effects that target the body directly or through its nervous system, such as a mystic's *Paralyzing Touch*, work normally however.

Power Manipulation or Specialization: The mind splits into three parts: The **original mind**, the **thinking mind** and the **psionic mind**. If the psionist has magical abilities, the thinking mind is given control of those. The psionic mind envelops the thinking mind which envelops the original mind. All three minds have the normal number of actions per round and are mind-linked and sense-linked. Only the original mind and the psionic mind have any psionic ability. Only the original mind and the thinking mind have any magical ability, if applicable. After one round this three-way split becomes unstable, and the thinking mind merges automatically with the original mind or the psionic mind as chosen by the psionist.

Suppress Magic

KR 7

Time/SF: 7	Range: Personal
PSP: 28+7/round+more	Area: 10 m/level radius
Duration: One round	Effect: Anti-magic field
Save: N/A	Notes: Requires 10 th level

A psionist of at least 10th level can create a field that dampens wizardly and clerical magic. Within the field, no spells function, weapons lose their enchantments, creatures with magical abilities cannot use them, magically animated monsters, animated dead, golems, etc. stop in their tracks, and magical items do not function.

The base maintenance cost is 7 PSP per round, but each spell power or magical power usage within the field adds 1 PSP to the maintenance cost. For example, a wizard who throws a *Fireball* in the field forces the psionist to pay an extra 3 PSP for that round's maintenance. Effects without a spell power should be equated to a similar spell.

This effect will temporarily disrupt enchantments, so a charmed person is temporarily freed, polymorphed creatures return to their original form, and so on. Things that

sequences of surprise, without the benefit of a save, unless he got an early warning from one of his remaining senses.

A psionist using *Split Mind* would be able to have the original mind stay in his real body, and the psionic mind reside within the psi-clone.

Power Manipulation or Specialization: The psionist may project completely without spending additional PSP.

Divert Teleport

PS 7

Time/SF: 7	Range: 1,000km per level
PSP: 28 + 7 per turn	Area: 100 yard radius
Duration: One turn	Effect: Divert a teleport
Save: N/A	Notes:

The psionist senses dimensional distortion in her vicinity, as if using *Sense Dimensional Distortion*. She can also divert one such travel or portal to another destination; she cannot however divert a portal or *Wormhole* or similar effect after it has been established – only while it is being established. After one attempt at diverting, the effect ends.

The psionist can divert an incoming or outgoing teleportation-type effect, an incoming or outgoing portal from/to another plane, or an incoming or outgoing wormhole-type effect (e.g. a *Dimensional Door*). This is reflexive, and does not count as an action for the psionist. If an outgoing planar portal is successfully diverted, it is changed to an intra-planar wormhole instead. As a special case, Divert Teleport may be used to simply negate the other effect, instead of changing its destination.

The psionist can affect magical, psionic as well as mystic versions of the listed effects, but she will have to win a confrontation with the Divert Teleport effect against the effect she is trying to divert, e.g. *Teleport*. If the psionist wins the confrontation, she can divert the destination to a location within 1,000 km per level, with the same restrictions as a *Teleport* effect. If the confrontation ends in a draw, the effect is not diverted, but it is delayed for one sub-round. If the psionist loses the confrontation, the original effect successfully reaches its intended destination.

Whenever Divert Teleport is used against someone, who is manifesting the dimensional effect himself, he will know that someone is tampering with his spell, psionic effect or mystic maneuver. Someone who is using a device, such as a teleportation circle, or is being teleported by another creature, will not be able to sense that the destination is diverted – unless that someone is himself using a *Trace Teleport* or similar effect.

See also: [Teleport Lock](#) [p44].

Power Manipulation or Specialization: The psionist can maintain the effect after drawing or losing a confrontation. She can still only successfully divert a single effect.

Ethereal Hyperjump

PS 7

Time/SF: 20 AS or more	Range: Varies
PSP: 28 + 7 per round	Area: Personal
Duration: One round	Effect: Teleport thru Ether
Save: N/A	Notes:

The psionist is able to use extra-dimensional travel within the Ethereal plane to travel astronomical distances. He brings along his carried equipment, up to a maximum of 300 pounds, including objects carried by means of a psychokinetic effect. The allowable carried mass may be increased by creative amplification – a factor of ×2 for each additional 4 PSP. This effect can only be used from a plane bordering on the Ethereal, e.g. the Prime plane.

The initial sub-round is used to enter into the Ethereal plane. At the end of the journey, one sub-round is required to re-enter the original plane. While in the Ethereal plane, the speed increases in steps known as **Warp**, the lowest being Warp -5; the psionist can decelerate by -1 Warp per sub-round, but can only accelerate by +1 Warp per round. The following Warp speed steps exist:

Warp	Speed	Example
-5	3 km/s	
-4	30 km/s	
-3	300 km/s	
-2	3,000 km/s	(Fastest completely safe speed)
-1	30,000 km/s	
0	300,000 km/s	The speed of light “c”
1	10c	
2	100c	Sun to Earth in 5 seconds
3	1,000c	
4	10,000c	Solar system traversed in 4 seconds
5	100,000c	11.4 light-years traveled per hour
6	1,000,000c	1.9 light-years traveled per round

The psionist may get lost deep in the Ethereal plane or in a remote part of space when he uses this effect; at any speed above “Warp -2”, the psionist must make an Intelligence check (sg10) or miscalculate the distance traveled by ±2% or the direction by ±5 degrees.

If the psionist makes a miscalculation, it is usually a very good idea to immediately slow down as much as possible, and use some form of clairsentient effect to discover the nature and magnitude of his miscalculation. The *Hypercognition* effect may be used to determine the exact nature of his miscalculation and his exact position, or avoid any miscalculations if used to pre-calculate the Ethereal Hyperjump. A psionist using a *Cosmic Awareness* effect while traveling this way will never miscalculate his position.

Power Manipulation or Specialization: Two additional creatures may be brought along, with a total body and equipment mass not exceeding 10,000 pounds.

This effect was developed by Kane.

Mass Teleport

PS 7

Time/SF: 7	Range: 20yds; 1000km/lvl
PSP: 28	Area: 1 creature per level
Duration: Instantaneous	Effect: Teleport creatures
Save: Will (+4)	Notes: 10,000# mass

This effect is identical to *Teleport*, except as follows. Up to 1 creature per level may be teleported at the same time to the same location. The total mass of creatures and equipment teleported, excluding the psionist himself, may not exceed 10,000 pounds. The distance and/or numbers and total mass may be increased by creative amplification – a factor ×2 for each extra 4/8 PSP.

Power Manipulation or Specialization: The total allowable mass increases to 30,000 pounds.

Summon Creature

PS 7

Time/SF: 7	Range: 1000km/lvl; 20yds
PSP: 28	Area: One creature
Duration: Instantaneous	Effect: Summon creature
Save: Will	Notes: 3,000# mass

This effect allows a psionist to bring a distant creature to him. The creature can have a mass of 3,000 pounds and must be within a distance of 1,000 km per level of the psionist. An unwilling creature can resist with a successful willpower save. The distance and/or creature mass may be

increased by creative amplification – a factor $\times 2$ for each additional 4/8 PSP.

The psionicist must be able to either see the creature he is summoning, or he must know where it is, within a 1km margin of error. He must have touched the creature within the last year. If he left his sister at her house in Selgaunt, he can summon her even if she is somewhere else close by in the city – but if she is visiting her uncle in Yhaunn, he could only summon her if he used *Improved Clairvoyance* to find her, used *Mind Link* to get that information from her, or just guessed that she is visiting uncle George in Yhaunn.

A summoned creature will appear on the ground within 20 yards of the psionicist; it is not possible to use this effect to teleport a creature into solid rock or drop it over a cliff. A psionicist could train his war-horse to accept being summoned in this way; his friends and family might find the experience rather humiliating.

Power Manipulation or Specialization: A creature of up to 10,000 pounds may be summoned.

This effect was developed by Mentor Kyuushi.

Summon Object

PS 7

Time/SF: 7	Range: 1,000 km per level
PSP: 28	Area: One object
Duration: Instantaneous	Effect: Summon object
Save: None or Will	Notes: 1,000# mass

This effect allows a psionicist to bring a distant object to him. The item must be a single piece with a mass of no more than 1,000 pounds and be within a distance of 1,000 km per level of the psionicist. The distance and/or object mass may be increased by creative amplification – a factor $\times 2$ for each additional 4 PSP.

The psionicist must be able to either see the object he is summoning, or he must know exactly where it is. He must have touched the object within the last year. If he left a steel sword hanging above the fireplace in his home, he can summon the sword – but if someone had moved the sword across the room, he could not summon it unless he used *Clairvoyance* to see where it was.

If the psionicist tries to use this effect to remove an object from someone else's person, the victim receives a willpower save to resist. Note that any summoned object will appear in the psionicist's hand or on the ground beside him, so it is not possible to use this effect to drop boulders on the heads of one's opponents.

Power Manipulation or Specialization: An object of up to 3,000 pounds may be summoned.

Summon Planar Creature

PS 7

Time/SF: 20 AS, SF=17	Range: 3 planes; 200yards
PSP: 28	Area: One creature
Duration: Instantaneous	Effect: Summon creature
Save: Will	Notes: 3,000# mass

This effect allows a psionicist to bring a random creature to him, summoned from another plane. The creature can have a mass of 3,000 pounds and must be at most three planar borders away; a psionicist on the Prime could summon a random creature from the first layer of Hell or the first level of the Abyss. The creature summoned will almost certainly want to resist, and may do so with a willpower save. The allowed mass may be increased by creative amplification – a factor $\times 2$ for each additional 4 PSP.

The psionicist chooses the plane from which the creature will come. He does not choose the creature, however;

that's determined at random. If the psionicist wants to summon a specific creature from another plane, he must use another effect such as *Interplanar Summon Creature*.

A summoned creature will appear on the ground within 200 yards of the psionicist; it is not possible to summon a creature into solid rock or drop it over a cliff.

The summoned creature will almost certainly be disoriented for one sub-round after arriving, and unable to act, unless the creature is an experienced planar traveler.

A magical summons offers some control over a planar creature, and usually returns that creature to its home automatically. This psionic effect does neither; it merely summons someone. To be rid of the creature, the psionicist must *Dismiss* it, send it back with a *Banishment*, kill it, or control it somehow. If the creature is intelligent, the psionicist might reason with it.

Most creatures summoned against their will tend to either be extremely frightened running away panic-stricken, or go into a murderous rage when it discovers its plight.

The psionicist can make the summoned creature materialize anywhere within 200 yards of his present position. This is a tremendous advantage, since the creature, at least initially, has no idea who summoned it. Its anger is likely to be vented against the first target it finds.

A creature from one of the elemental planes usually will be an elemental of the appropriate type. A creature from an outer plane probably will be a native of that particular plane, but it could also be a visitor, or even an adventurer who happened to be in the wrong place at the right time. In contrast, the Astral and Ethereal planes are a cornucopia of creatures, frequented by beings of every imaginable description. In any event, the DM decides which creature is summoned, drawing from the monsters for which he has game statistics.

Let the psionicist be warned: The inventor of this effect is believed to have been overpowered and taken back to the Abyss when he accidentally summoned Orcus!

Power Manipulation or Specialization: The creature summoned enjoys this sort of thing and won't be angry.

Teleport Lock

PS 7

Time/SF: 7	Range: 100 yards
PSP: 28 + 7 per turn	Area: 1 creature per level
Duration: One turn	Effect: Prevent teleport
Save: Confrontation	Notes:

By using this effect, a psionicist can prevent other creatures within range from teleporting. All forms of extra-dimensional and extra-planar travel are blocked by Teleport Lock. A creature attempting to *Teleport*, *Create Gate* or equivalent while under a Teleport Lock must win a confrontation against the blocking psionicist. When and if someone manages to win a confrontation against the Teleport Lock, it immediately ceases to function, but it may be re-initiated if so desired. In addition to interfering with teleportation, this effect also prevents magical or psionic blinking, plane shifting, dimensional doors, summoning, *Dimension Walk*, *Shadow Walking*, *Wormholes* and *Gates*.

See also: *Divert Teleport* [p43].

Power Manipulation or Specialization: The psionicist can maintain the effect after losing a confrontation.

Temporal Insertion

PS 7

Time/SF: 7	Range: Personal
PSP: 28 + 7 per round	Area: Personal
Duration: One round	Effect: Time seems to stop
Save: N/A	Notes: Max 3 rounds

A psionicist using this effect seemingly makes time stop around him, while he himself is still able to act; in reality however, the psionicist inserts additional time into his own time-stream, while the rest of the world continues in the normal time-stream. When the duration ends, the psionicist re-enters the normal time-stream.

The psionicist is free to act for one round of inserted time - he can maintain the effect for no more than two additional rounds. He can freely manifest psionic effects and cast spells (if he's a spell-caster) on himself.

All matter in the psionicist's surroundings is effectively unmovable as if protected by a *Temporal Stasis* effect or spell, including the air (if any) around the psionicist. This means that the psionicist cannot move, unless he is in a vacuum, cannot attack physically and cannot influence anyone or anything else until the duration ends. Unfortunately, the psionicist is also unable to breathe, and he cannot speak, so this also limits the duration of the effect!

The psionicist can transport himself elsewhere by using dimensional or planar travel such as *Teleport* or *Ethereal Travel* - manifesting such an effect will however immediately end the *Temporal Insertion* effect. The psionicist may also indirectly affect others by manifesting delayed psionic effects or spells, such as *Delayed Blast Fireball*, or manifest effects that have a duration reaching beyond the end of the *Temporal Insertion* effect.

The psionicist regenerates PSP and other points during the inserted time, exactly as he would in normal time.

Power Manipulation or Specialization: The psionicist is able to move at half his normal movement rate and breathe normally; this is accomplished by also inserting additional time for the air or water around the psionicist.

This effect was developed by Lucas Canastra.

Time-Space Anchor

PS 7

Time/SF: 7	Range: Personal
PSP: 28 + 7 per turn	Area: Personal
Duration: One turn	Effect: Resist space/time
Save: N/A	Notes:

This effect allows the psionicist to resist being affected by extra-dimensional travel effects, time travel and time stretching effects. Anytime the psionicist would be affected by such an effect, and is unwilling to submit to it, he can automatically resist - unless the effect is of 10th power, in which case the psionicist gets a +4 bonus to save, if any.

A side-effect of Time-Space Anchor is that the psionicist cannot unconsciously move into an area that already contains a space-distorting or time-distorting effect, such as a *Wormhole*, a portal to another plane, an area affected by *Spatial Distortion*, or a teleportation circle. The psionicist is gently repulsed by such an area, but if the psionicist voluntarily continues into the area, he will not be protected by Time-Space Anchor against that effect.

If some external power forces the psionicist into a space/time distorted area against his will, a confrontation between Time-Space Anchor and the other effect ensues; if the Time-Space Anchor wins the confrontation, the other effect is instantly dismissed and ceases to function, if the other effect wins the confrontation, the Time-Space Anchor effect is instantly dismissed and the psionicist is fully affect-

ed by the space/time distorting effect, if the result is a draw, the psionicist manages to stay out of the area and the confrontation may continue if applicable.

Examples: Time-Space Anchor will automatically protect the psionicist from someone else using *Teleport*, *Time Stop* or *Temporal Stasis* on him. If he walks into an area already affected by *Time Stop*, he will detect it when reaching it, and will be automatically kept outside the area; if the psionicist is pushed by a giant into the *Time Stop* area, a confrontation between *Time Stop* and Time-Space Anchor will occur, and the *Time Stop* will most likely win due to its higher power, thus dismissing the Time-Space Anchor and stopping time for the psionicist.

Power Manipulation or Specialization: The psionicist can maintain the effect after losing a confrontation.

Kunster - Arts

Interplanar Teleport

PS 8

Time/SF: 8	Range: 100yds; 10 ⁶ km/lvl
PSP: 32	Area: 10 creatures/level
Duration: Instantaneous	Effect: Teleport creatures
Save: Will -2	Notes: 3,000# per level

This effect is identical to *Teleport*, except as follows. Up to 10 creatures per level may be teleported at the same time to the same location. Unwilling subjects may resist with a willpower save at a -2 penalty (sg22). The total mass teleported may not exceed 3,000 pounds per level. The maximum distance is 1 million km per level. Restrictions on gravity and elevation don't apply. The distance and/or numbers and total mass may be increased by creative amplification - a factor ×2 for each extra 4/8 PSP.

The teleportation can reach across planar borders, with a -4 penalty to the check for each border crossed.

Interplanar Teleport Objects

PS 8

Time/SF: 8	Range: 100yds; 10 ⁶ km/lvl
PSP: 32	Area: 10 objects/level
Duration: Instantaneous	Effect: Teleport objects
Save: None or Will -2	Notes: 1,000# per level

This effect is identical to *Teleport Object*, except as follows. Up to 10 objects per level may be teleported with a total mass of no more than 1,000 pounds per level. The maximum distance is 1 million km per level. Restrictions on gravity and elevation don't apply. The distance and/or numbers and mass may be increased by creative amplification - a factor ×2 for each extra 4/8 PSP.

If the psionicist tries to use this effect to remove an object from someone else's person, the victim receives a willpower save at a -2 penalty (sg22) to resist.

The teleportation can reach across planar borders, with a -4 penalty to the check for each border crossed.

Astral Teleport

PS 9

Time/SF: Varies	Range: 10 light-years/level
PSP: 36	Area: 1 target per level
Duration: Instantaneous	Effect: Planar travel
Save: Will	Notes: 3,000# per level

This effect is similar to *Astral Projection*, except that the psionicist projects himself including his body, not just an image, and he can bring along one other object or willing subject per level; unwilling subjects may resist with a willpower save. The total mass of creatures and objects traveling may not exceed 3,000 pounds per level.

The limitation on number of planar borders crossed is the same as for *Astral Projection* but, the maximum distance traveled is 10 light-years per level. The distance and/or mass limitations may be increased by creative amplification – a factor ×2 for each additional 4/8 PSP.

Interplanar Wormhole PS 9

Time/SF: 20 AS, SF=19	Range: 100yds;10 ⁶ km/lvl
PSP: 36 + 9 per round	Area: 20 foot square
Duration: One round	Effect: Open “tele-portal”
Save: N/A	Notes:

This effect is identical to *Wormhole*, except as follows. The maximum distance between endpoints is 1 million km per level. Restrictions on gravity and elevation don't apply. The distance may be increased by creative amplification – a factor ×2 for each additional 4/8 PSP.

The wormhole can reach across planar borders, with a –4 penalty to the check for each border crossed.

Planar Transposition PS 9

Time/SF: 20 AS SF=19	Range: 300 yards
PSP: 36/72 + 9 per hour	Area: 10yards/level cube
Duration: One hour	Effect: Switch planes
Save: None	Notes:

This effect allows the psionist to switch a portion of his current plane for a portion of another plane. If he transposes his surroundings with one of the Elemental, Ethereal or Astral planes, the initial cost is 36 PSP. If he transposes with an Outer plane, the initial cost is 72 PSP.

The psionist may attempt to switch a larger area than the normal 10 yards per level cube. For each additional 8 PSP used in creative amplification, the volume of the effect is doubled. The psionist may instead transpose a donut-shaped ring 10 feet per level in diameter on the inside and 10 feet per level wide.

The exact effects of Planar Transposition are left to the DM, but some guidelines apply. Inanimate objects can be partially transposed, so a castle may be half in the current plane and half in the Elemental plane of Fire. However, living creatures are either all in or all out.

If a creature wanders away from its transposed area into the new surroundings, it doesn't return when the psionist drops the effect. Note that the psionist may accidentally transpose an extra-planer creature when he grabs a chunk of its home plane and brings it to the Prime.

Creatures may avoid being transposed by moving out of the transposed area; this requires the creature to move to somewhere outside the 10 yards per level cube (or donut) in no more than 19 seconds.

The planes are not interrupted by their transposition; a piece of the Elemental plane of Fire remains a roaring source of heat, transposing the base of a tower will not cause its top to fall, and so on. However, the new surroundings may affect the transposed areas eventually. A portion of Toril sent to the Plane of Magma would return a scorched wasteland.

Some possibilities with planar transposition include: creating a temporary oasis by transposing bare desert for a piece of the Elemental plane of Water, opening a passage through a mountain by transposing a portion of the Ethereal Plane; sending a tower filled with enemy soldiers to the Abyss for a time (no telling what'll be in it when the tower comes back ...); or hiding by surrounding oneself with a donut-shaped area of the Demi-plane of Shadow or the Quasi-elemental plane of Steam.

Interplanar Summon Creature PS 9

Time/SF: 9	Range: 10 ⁶ km per level
PSP: 36	Area: One creature
Duration: Instantaneous	Effect: Summon creature
Save: Will –2	Notes: 100,000# mass

This effect is identical to *Summon Creature*, except as follows. An unwilling creature can resist with a willpower save at a –2 penalty (sg22). The creature can have a mass of 100,000 pounds and must be within a distance of 1 million km per level.

The distance and/or mass may be increased by creative amplification – a factor ×2 for each additional 4/8 PSP.

The creature can be summoned across planar borders, with a –4 penalty to the check for each border crossed.

This effect was developed by Mentor Kyuushi.

Interplanar Summon Object PS 9

Time/SF: 9	Range: 10 ⁶ km per level
PSP: 36	Area: One object
Duration: Instantaneous	Effect: Summon object
Save: None or Will –2	Notes: 30,000# mass

This effect is identical to *Summon Object*, except as follows. The object can have a mass of 30,000 pounds and must be within a distance of 1 million km per level. The distance and/or weight may be increased by creative amplification – a factor ×2 for each additional 4/8 PSP.

If the psionist tries to use this effect to remove an object from someone else's person, the victim receives a willpower save at a –2 penalty (sg22) to resist.

The object can be summoned across planar borders, with a –4 penalty to the check for each border crossed.

Temporal Addition PS 9

Time/SF: 9	Range: 100 yards
PSP: 36 + 9 per round	Area: 1 creature per level
Duration: One round	Effect: Time seems to stop
Save: None	Notes: Max 5 rounds

This effect is similar to *Temporal Insertion*, but with a wider application. The psionist inserts additional time into the time-stream for himself and for other selected creatures within range. Time is also added for the surrounding air and water in order for the affected creatures to be able to move, breathe and speak. Up to one creature per level can be affected including the psionist. Temporal Addition can be maintained for no more than four additional rounds.

The affected creatures are free to act during the inserted time. They can freely manifest psionic effects, cast spells, move, interact with each other, position themselves to attack physically once the effect ends, or run away. Anyone, who uses at least one action during the added time to prepare for a physical attack, will get a +4 bonus to hit on the first attack after the duration ends.

All matter, except air and water, in the psionist's surroundings is effectively unmovable as if protected by a *Temporal Stasis* effect or spell. This means that creatures and objects not targeted by Temporal Addition cannot be attacked until the duration ends.

The affected creatures may indirectly affect others by manifesting delayed psionic effects or spells, such as *Delayed Blast Fireball*, or manifest effects that have a duration reaching beyond the end of the *Temporal Insertion* effect.

Affected creatures regenerate points during the added time, exactly as they would in normal time.

This effect was developed by Mentor Kyuushi.

Disintegrate

PK 6

Time/SF: 6	Range: 100m per level
PSP: 24	Area: One target
Duration: Instantaneous	Effect: Disintegrate target
Save: Physical or Reflex	Notes: 6d6 damage

A thin translucent ray springs from the psionist's pointing finger or eyes, causing a single target to glow and vanish, leaving behind only a trace of fine dust. Up to a 10-foot cube of matter is affected, so the effect disintegrates only part of any very large creature, object or structure targeted. The ray affects even magical and psionic matter or energy of a magical or psionic nature, such as a *Wall of Force* or a wall of ectoplasm, but not an *Anti-magic Shell*, *Prismatic Wall* or similar areas that negate psionics or magic, nor does it affect non-corporeal or phased targets.

A creature can make a physical or reflex save to partially resist; objects can save vs. disintegration to partially resist. A target that partially resist still suffers 6d6 points of damage instead of disintegrating completely.

Power Manipulation or Specialization: The save is at a -2 penalty (sg22) and the partial damage is 6d8.

Greater Concussion

PK 6

Time/SF: 6	Range: 100m per level
PSP: 24	Area: One target
Duration: Instantaneous	Effect: 12d8 damage
Save: None	Notes:

A single target chosen by the psionist is pummeled by psychokinetic force for 12d8 hp damage.

Power Manipulation or Specialization: The damage inflicted increases to 12d10 hit points.

Greater Telekinesis

PK 6

Time/SF: 6	Range: 100m per level
PSP: 24 + 6 per round	Area: 10 targets per level
Duration: One round	Effect: Move targets
Save: ½ Reflex	Notes: Max 1,600 pounds

Greater Telekinesis is similar to *Telekinesis*, but with greater range, area, and flexibility. A number of objects and/or creatures with a total weight up to 1,600 pounds may be affected; they must be moved as a group however - they cannot be individually controlled. All objects and creatures must be within a 50m radius sphere.

Thrown objects cause damage ranging from 4d6 points for less dangerous objects such as a barrel, to 20d6 points of damage for hard, dense objects such as a boulder, including a thrown weapon. The damage is inflicted as an area effect if multiple objects are thrown. A mobile creature can reduce damage with a reflex save, but will still suffer half damage if successful.

Power Manipulation or Specialization: The allowed weight increases to 2,400 pounds.

Brilliant Blast

PK 7

Time/SF: 7	Range: 100m per level
PSP: 28	Area: 20 feet radius
Duration: Instantaneous	Effect: 14d10 damage
Save: ½ Reflex (-4)	Notes: Requires 10 th level

A psionist of at least 10th level can focus even the tiniest ambient light into a shriveling blast of brilliance, dealing 14d10 points of radiant damage to everyone and everything within the area. A successful reflex save will halve damage, but undead save at a -4 penalty (sg24).

Power Manipulation or Specialization: The inflicted damage increases to 14d12; undead save at -6 (sg26).

Detonate

PK 7

Time/SF: 7	Range: 100m per level
PSP: 28	Area: One target
Duration: Instantaneous	Effect: 14d8 hp damage
Save: None; Physical+4	Notes:

A single target chosen by the psionist is pummeled by psychokinetic force for 14d8 hp damage. Any creature without life-force must also make a physical save at a +4 bonus (sg16) or be destroyed in an explosion; an object must save vs. disintegration at a +4 bonus. Anyone within 10 feet of an exploding target suffers 2d8 points of damage, unless a physical save at a +4 bonus (sg16) is made.

Examples of physical creatures without life-force: Skeleton, zombie, golem. (Not vampires.)

Power Manipulation or Specialization: The damage inflicted increases to 14d10 hit points (2d10 explosion).

Kunster – Arts

Mega Kinesis

PK 8

Time/SF: Varies	Range: 1km per level
PSP: Varies	Area: 100m/level radius
Duration: 1 round or Instant	Effect: Lift or crush things
Save: (½) Reflex -7	Notes: Difficulty varies

The psionist can perform incredible feats of psychokinesis, moving objects that weigh thousands or even millions of pounds with the power of his mind.

The basic use of Mega Kinesis allows 100 pounds to be lifted, comparable to Strength 7, at the initial cost of 4 PSP and a difficulty of sg11. For each additional 4 PSP used, weight lifted increases by a factor of ×2, effective strength increases by +4, difficulty increases by +1, and Speed Factor increases by +1. No more than 10% or 20% of the psionist's psionic potential can be used for a 10AS or 20 AS action.

PSP	Difficulty	Time	SF	Weight (#)	Strength
4	Sg11	10 AS	1	100	7
8	Sg12	10 AS	2	200	11
12	Sg13	10 AS	3	400	15
16	Sg14	10 AS	4	800	19
20	Sg15	10 AS	5	1,600	23
24	Sg16	10 AS	6	3,200	27
28	Sg17	10 AS	7	6,400	31
32	Sg18	10 AS	8	12,800	35
36	Sg19	10 AS	9	25,600	39
40	Sg20	10 AS	10	51,200	43
44	Sg21	20 AS	11	102,400	47
48	Sg22	20 AS	12	204,800	51
52	Sg23	20 AS	13	409,600	55
56	Sg24	20 AS	14	819,200	59
60	Sg25	20 AS	15	1,638,400	63
64	Sg26	20 AS	16	3,276,800	67
68	Sg27	20 AS	17	6,553,600	71
72	Sg28	20 AS	18	7 kiloton	75
76	Sg29	20 AS	19	13 kiloton	79
80	Sg30	20 AS	20	26 kiloton	83

Separate objects numbering up to 10 per level of the psionist may be lifted or moved by Mega Kinesis, as long as their total weight is within the allowed limits. This number may be increased by a factor of ×2 for each additional 8 PSP by using creative amplification.

The maintenance cost is always ¼ of the initial cost. For example, if the psionist decides to pick up a 12,000

pound boulder, the cost will be 32 PSP in the initial round and 8 PSP per round thereafter.

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

Objects levitated by the psionist can be moved at the rate of 60 feet per round, plus the velocity of the psionist himself, plus any acceleration allowed by the lifting of a weight below the allowed capacity (see below) – usually too slow to be used as weapons in combat, although heavy objects can be dropped on top of enemies who aren't paying attention to the psionist.

The possible acceleration is calculated as the ratio between the allowed weight and the actual weight, minus the gravity acceleration, up to a maximum of 3G (9.82 m/s²), e.g. 1G when allowed weight is twice the actual weight. There is no maximum speed in vacuum, but in normal air the attainable speed tops out at 200 feet/second equal to 219 km/h, or a 400 movement rate.

Unwilling creatures picked up by Mega Kinesis get a reflex save at a -7 penalty (sg27) to resist. Someone already lifted must win a confrontation versus Mega Kinesis to avoid being moved around; if Strength is the only option for this, the confrontation will almost certainly be won by the psionist's Mega Kinesis!

Example: A 20th level psionist with 400 PSP could use 60 PSP as a 20 AS complex action to lift 200 separate objects each weighing 8,192 pounds. This could be used for letting 200 knights on heavy war-horses (approx. 2500# each), including the psionist himself, "ride" through the sky – since the allowed weight is 3.28 times the actual weight, the whole party could even be accelerated at 2.28G, although the horses probably wouldn't enjoy that. **J**

Alternatively, the psionist can use this effect to crush creatures and objects. The damage is d8 points per 2 PSP used for multiple creatures and objects, or d10 points per 2 PSP used for a single creature or object; creatures save for half damage with a reflex save at a -7 penalty (sg27). Crushing damage is not reduced by Armor Value.

Power Manipulation or Specialization: The duration increases to one turn, and the maintenance cost equals the initial cost per turn.

Dissolution

PK 9

Time/SF: 9	Range: 1km per level
PSP: 36	Area: 25 feet radius
Duration: Instantaneous	Effect: Disintegrate area
Save: Physical (-4)	Notes: 12d6 damage

All matter, objects and creatures within a 25 feet radius sphere are disintegrated, leaving behind only a trace of fine dust. Dissolution is like *Disintegrate* except for increased range, area and damage. Only creatures and magical or psionic objects receive a save to partially resist, ordinary matter simply vanishes. This effect even reaches into the Ethereal plane and higher dimensions to affect non-corporeal and phased creatures and objects; such targets automatically make their save to partially resist the effect however, but still suffer the damage.

Creatures who make a physical save will only suffer 12d6 damage. A magical or psionic object that makes a save vs. disintegration will lose all powers for one turn, even a non-primal first-order artifact or relic that makes its save will lose all powers for one round.

Dissolution will bring down a *Wall of Force* or *Telekinetic Barrier* and continue unhindered. A *Prismatic Wall* or *Prismatic Sphere* will be annihilated by Dissolution, but will also absorb the effect, thus protecting whatever and whoever is behind it.

Dissolution may instead be directed at a single target no larger than a 10 feet radius sphere, or an equivalent part of a larger target, and that target will have a -4 penalty to its save to partially resist the effect.

Mass Concussion

PK 9

Time/SF: 9	Range: 1km per level
PSP: 36	Area: 10 targets per level
Duration: Instantaneous	Effect: 18d8 damage
Save: None; Physical +8	Notes:

Multiple targets within a 10 m radius sphere as chosen by the psionist are pummeled by psychokinetic force for 18d8 hp damage; a maximum of 10 targets per level may be affected. The targets must all be in one contiguous space – the psionist cannot target e.g. separate buildings, or separate unconnected rooms. No save is allowed to avoid or reduce the damage.

Any physical creatures without life-force must also make a physical save at a +8 bonus (sg12) or be destroyed in an explosion; objects must save vs. disintegration at a +8 bonus. Anyone within 10 feet of an exploding target suffers 2d8 hp of damage, unless a physical save at a +8 bonus (sg12) is made. This is not added to the 18d8 damage for directly affected targets.

Examples of physical creatures without life-force: Skeleton, zombie, golem. (Not vampires.)

True Concussion

PK 9

Time/SF: 9	Range: 1km per level
PSP: 36	Area: One target
Duration: Instantaneous	Effect: 18d10 damage
Save: None	Notes:

A single target chosen by the psionist is pummeled by psychokinetic force for 18d10 hp damage.

ied, with only a quarter of his normal hit points and needing a full day's rest.

Power Manipulation or Specialization: The subject suffers no Dexterity loss.

Cause Sleep

RD 2

Time/SF: 2	Range: 1m per level
PSP: 8 + 2 per turn	Area: One creature
Duration: One turn	Effect: Cause sleep
Save: Mental	Notes:

A psionicist using this effect can cause other people to fall asleep by manipulating their natural rhythms. The subject receives a mental save to avoid the effect. If the subject fails the save, he or she remains asleep until awakened by injury, water in the face or violent shaking. When the duration ends, the subject gets an additional mental save to wake up immediately, or will continue sleeping for d6 turns.

The psionicist suffers a -2 penalty to his psionic check if the subject has a reason to be exceptionally wakeful. He also suffers a -2 penalty if the subject is a monster of some kind (i.e. not a person). Thri-kreen and other insects can be placed in a temporary state of torpor with this effect, but the psionicist suffers a -4 penalty on his check when trying to affect such creatures.

Power Manipulation or Specialization: The subject doesn't remember being put to sleep and sleeps on naturally after the psionicist stops maintaining the effect.

Chameleon Power

RD 2

Time/SF: 2	Range: Personal
PSP: 8 + 2 per round	Area: Personal
Duration: One round	Effect: Hide as chameleon
Save: N/A	Notes: INT 19 immune

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

Chameleon Power makes a psionicist very difficult to spot. He can hide in a similar manner to *Hide in Shadows*, if he remains stationary; his skill bonus equals his level plus his Dexterity bonus, and the difficulty is usually sg10. If he also possesses the actual *Hide in Shadows* skill, he checks against that skill with a +4 bonus. If the psionicist moves however, the difficulty increases by +5 for each movement rate above zero; e.g. difficulty sg20 for movement rate 2.

This effect works better in natural surroundings, where the psionicist's coloration would logically conceal him. In an urban setting or in an area without natural cover during broad daylight, the base difficulty increases by +5 to sg15.

This type of camouflage is automatically detected by creatures intelligent enough to be immune to 2nd power illusions; anyone of Intelligence 19 and above will automatically see the psionicist if looking in his direction, regardless of the result of the hiding check.

Power Manipulation or Specialization: The psionicist gets a +4 bonus to his hiding checks.

Expansion

RD 2

Time/SF: 2	Range: Personal
PSP: 8 + 2 per round	Area: Personal
Duration: One round	Effect: Become larger
Save: N/A	Notes: Double size

A psionicist using this effect can expand his own physical size, increasing by up to 100% in all dimensions. The psionicist's worn equipment expands the same amount. If insufficient room is available for expansion, the psionicist will burst through the enclosure; stronger materials will limit the psionicist's expansion without harming him - he cannot crush himself.

If the psionicist expands a whole size category, he will get some of the usual bonuses due to size:

- ◆ AV is proportional to category.
- ◆ Base damage is proportional to category.

The psionicist will however not get the benefits of an increased Strength, nor will his hit points increase. Expanding more than one category is not possible even with multiple uses or creative amplification - the psionicist would collapse under his own weight.

Example: A human psionicist uses Expansion and increases his size category from 1 to 2. His chain-mail Armor Value increases from 5 to 10. His dagger increases from 1d4 to 2d4 damage.

Power Manipulation or Specialization: The psionicist also gets half the usual size benefit of increased Strength, i.e. 4 additional points (a +2 bonus).

Graft Weapon

RD 2

Time/SF: 2	Range: Personal (Touch)
PSP: 8 + 2 per turn	Area: Personal
Duration: One turn	Effect: Attach weapon
Save: N/A	Notes:

A psionicist using this effect can graft any one-handed melee weapon directly onto his arm. He picks up the weapon, activates this effect, and the weapon becomes an extension of the psionicist's arm. A grafted weapon cannot be lost or disarmed, but it may still be broken by a *Weapon Breaker* martial arts maneuver.

If the psionicist is un-proficient with the weapon, he temporarily becomes proficient. If he is already proficient, he becomes single specialized (1S). If he is already specialized, he doesn't improve any further.

Power Manipulation or Specialization: The psionicist may graft a two-handed weapon to both his arms or two single-handed weapons to separate arms.

Inflict Pain

RD 2

Time/SF: 2	Range: Touch
PSP: 8	Area: One creature
Duration: One round	Effect: Pain; -2 penalties
Save: None	Notes:

This is a particularly nasty form of torture. It causes no direct harm to the subject and leaves no marks or scars, but causes excruciating pain of any sort the psionicist desires. The effect lasts for d3 rounds during which the subject will have a -2 penalty to-hit and to armor class.

Only creatures with a life-force are affected; constructs and animated undead simply cannot feel the pain.

Power Manipulation or Specialization: The subject must make a physical save at a +4 bonus (sg16) or pass out for one round from sheer pain.

Painful Touch

RD 2

Time/SF: 2	Range: Personal (Touch)
PSP: 8 + 2 per round	Area: Individual
Duration: One round	Effect: d6 pain damage
Save: N/A	Notes:

A psionicist using Painful Touch is able to inflict additional temporary pain damage to creatures he hits in unarmed combat. His unarmed martial attacks, claw attacks or similar do damage as usual, but in addition d6 points of temporary damage is inflicted through pain.

Only creatures with a life-force are affected; constructs and animated undead simply cannot feel the pain. Temporary damage heals itself after one turn.

Power Manipulation or Specialization: The first time a victim is touched, he must make a physical save at a +4 bonus (sg16) or pass out for one round from sheer pain.

Photosynthesis

RD 2

Time/SF: 20 AS, SF=12	Range: Personal
PSP: 8 + 2 per turn	Area: Personal
Duration: One turn	Effect: Heal and nourish
Save: N/A	Notes:

A psionicist can gain energy and rejuvenation from the energy of the sun by using this effect. For each turn that he rests in sunlight, he heals one hit point from any damage he may have sustained. If the psionicist maintains Photosynthesis for an hour or more, he satisfies his need for one meal that day and only requires half of the water he would normally have to drink.

The psionicist must remain still while using the effect, or he gains no benefit from it.

Power Manipulation or Specialization: The psionicist completely fills his daily requirement for food and water with one hour of rest while using Photosynthesis.

Read Deep Mind

RD 2

Time/SF: 2	Range: 1m
PSP: 8 + 2 per round	Area: One creature
Duration: One round	Effect: Read mind
Save: Mental +10	Notes: Must hit mAC

Read Deep Mind allows a psionicist to read a subject's thoughts, as well as explore the subject's memories. The psionicist senses the deeper meaning behind thoughts and memories, so no common language is required.

The psionicist must successfully hit the subject's mental Armor Class, and the subject gets a mental save at a +10 bonus (sg10); the bonus is negated if the psionicist has won a mental battle with the subject and conquered the subject's inner mental buffer – if the subject's deep mental buffer has been conquered, the +10 save bonus is changed to a -10 penalty (sg30) instead. Once the subject fails his save, he is defenseless against the mind reading unless he can sever the contact somehow, e.g. with an *Ejection*.

The information gained is not necessarily true, but it is true as far as the subject knows. The psionicist can learn the answer to one question per round. The DM has some discretion in determining this rate. If the questions or answers become too complicated, each may take longer than one round to resolve. The subject's mind is unable to resist answering and cannot fabricate or deliberately distort answers; a particularly clever subject may be able to trick the psionicist down a path of questions and answers by presenting some seductively interesting information, thus luring the psionicist away from delving into other areas of the subject's mind.

The psionicist can read the mind of a sleeping subject, though the subject may make a mental save at no bonus (sg20) to wake up after each question.

Power Manipulation or Specialization: The mind reading takes only half the time to perform, i.e. two questions can be asked and answered per round.

Reduction

RD 2

Time/SF: 2	Range: Personal
PSP: 8 + 2 per round	Area: Personal
Duration: One round	Effect: Become smaller
Save: N/A	Notes: ¼ size

A psionicist using this effect can reduce his physical size down to ¼ in one or more dimensions. The psionicist's worn equipment shrinks the same amount. The psionicist's density remains the same, so his mass decreases with his size. The psionicist can use creative amplification to get even further reduction; he can shrink by an additional factor of 2 for each 4 PSP used. Shrinking below a one cubic inch volume is not possible even with multiple uses or creative amplification.

If a really large psionicist shrinks a whole size category, he loses some of the usual bonuses due to size:

- ◆ AV is proportional to category.
- ◆ Base damage is proportional to category.

The psionicist will however not lose the benefits of Strength, nor will his hit points decrease.

Example: A giant psionicist uses Reduction and decreases his size category from 3 to 1. His natural Armor Value decreases from 3 to 1. His dagger decreases from 3d4 to 1d4 damage.

Power Manipulation or Specialization: The psionicist can shrink himself to 1/8 his normal size.

Spider Touch

RD 2

Time/SF: 2	Range: Personal
PSP: 8 + 2 per turn	Area: Personal
Duration: One turn	Effect: Climb walls
Save: N/A	Notes:

This effect allows the psionicist to form strong, sticky pads on her fingers and toes. She can use these pads to adhere to almost any natural surface, and thus climb or move across vertical walls and cliffs at her normal movement rate with no fear of falling.

The psionicist's gripping Strength increases to 20 for purposes of keeping hold of items, or increases by +2 (a +1 bonus) if already at or above 20, to a maximum of 23.

Power Manipulation or Specialization: The psionicist gains spider-like agility and increases his Dexterity by +2 (a +1 bonus) while maintaining the effect.

Empathic Transfer

RD 3

Time/SF: 3	Range: Touch
PSP: 12	Area: Individual
Duration: Instantaneous	Effect: Transfer damage
Save: Physical	Notes: Max 72 hp

The psionicist can transfer the hurts of another to himself by touch; an unwilling subject may resist with a physical save. This effect can transfer up to 8 points of damage per level, up to a maximum of 72 points.

Alternatively, the psionicist can absorb one poison or one disease afflicting the subject into himself. When he absorbs a poison or disease, he doesn't absorb the damage done previously by the affliction, but the psionicist gets

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

The psionist can taste poisons and other impurities in quantities much too small to cause harm.

The psionist's ranges for hearing and seeing are tripled. He can, for example, identify a person at a range of 400 yards in daylight. This removes his penalties to hit at medium and long range with missiles.

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

Power Manipulation or Specialization: One of the Heightened Senses, chosen randomly, stays with the psionist for a full day.

Mind Over Body RD 4

Time/SF: One hour	Range: Personal
PSP: 16	Area: Personal
Duration: Instantaneous	Effect: 1 day sustenance
Save: N/A (Will++)	Notes: 10days + 1 day/lvl

The psionist can go without food, water and sleep for one day. Each time he manifests this effect by spending one hour in a meditative state, his body manufactures sufficient nutrition and liquids to fully satisfy his needs for that time, and also relieves his need for sleep.

A psionist that uses this effect repeatedly without consuming any food and water will gradually lose body-weight. After ten days plus one day per level the psionist must get real sustenance or start suffering; every day he must make a willpower save or fall unconscious, dying within a day unless helped by someone else. The difficulty of the save increases by +1 per day up to sg28.

Power Manipulation or Specialization: A single turn of meditation is sufficient to manifest this effect.

Polymorph Self RD 4

Time/SF: SF=20, SF=14	Range: Personal
PSP: 16 + 4 per turn	Area: Personal
Duration: One turn	Effect: Change form
Save: N/A	Notes:

The psionist is able to assume the form of any living creature, up to one size category smaller or larger than himself, e.g. as small as a dog or as large as a bear. Furthermore, the psionist gains its physical modes of movements and breathing as well.

The psionist does not gain the new form's supernatural abilities (spells, breath weapons, etc.), nor does he lose such abilities or risk changing personality and mentality. The psionist cannot polymorph into constructs, undead or non-corporeal creatures, nor can he copy the features of a specific being – he could however polymorph into another member of his own race of the same or opposite sex, and thus change his looks in a way that doesn't copy the exact features of another. If he changes his gender or his species he will not be able to reproduce (have offspring) in the new form.

The psionist's equipment if any, melds into the new form, except for such equipment that could be used by the assumed form. The psionist's retains all mental abilities including psionics, and retains his own attribute scores with one exception; if he changes his size category, Strength

will also change by ± 8 per category, or by ± 4 between categories **T**(iny), **S**(mall) and **1** (Medium).

Thus, a psionist changed into an owl could fly, and see in the dark; a change to a black pudding would enable movement under doors or along halls and ceilings, but not the pudding's offensive (acid) or defensive capabilities. The psionist can change his form as often as desired for the duration of the effect, each change requiring a complex action. The psionist retains his own character classes and levels, with all derived abilities and bonuses, including hit points. The psionist can end the effect at any time.

If the psionist dies he immediately reverts to his true form. Any part of the body or piece of equipment separated from the whole also reverts to its true form.

Power Manipulation or Specialization: The psionist has more control over the way he looks; he can make himself look like a sibling of a person or creature he wants to copy, but still not exactly identical.

Tailor Memory RD 4

Time/SF: 20 AS, SF=14	Range: 1m
PSP: 16	Area: One creature
Duration: Permanent	Effect: Inflict false memory
Save: Mental +10	Notes:

The psionist inserts a memory of her own choosing in the subject's mind. She can insert a memory of up to 10 seconds per level. Thus a 6th level psionist could insert a false memory up to one minute in length. The psionist chooses when the fake event occurred any time within the last ten days. The psionist can't read the subject's memory with this effect, so unless she has specific knowledge of the subject's activities in the last ten days, it is best to keep the inserted memory general. The inserted false memory can be removed by *Psychic Surgery*.

Tailoring a memory is tricky, because if it is not done right, the subject's mind recognizes the "memory" as false. Dissonance occurs if the psionist inserts a memory that is out of context with the subject's past experience.

Example: The psionist creates a memory of the subject seeing her emerge from a specific bar in the city of Suzail three days ago, but in reality, the subject was not in Suzail at that time.

The psionist gains a bonus of +1 to +4 to his save, depending on the magnitude of dissonance created by specifying an out-of-context memory, as determined by the DM. In the above example, the subject would gain a +1 bonus on his save if he had been to Suzail sometime last week (just not three days ago) but would get a +4 bonus if he had never been to Suzail.

Inserting a memory of the subject taking an action against his nature grants a +1 to +4 bonus, depending on the type of memory inserted. Inserting a memory that couldn't possibly be true causes the effect to fail automatically. For example, a subject's memory of being disintegrated is obviously false.

The psionist must successfully hit the subject's mental Armor Class, and the subjects gets a mental save at a +10 bonus (sg10); the bonus is negated if the psionist has won a mental battle with the subject and conquered the subject's inner mental buffer – if the subject's deep mental buffer has been conquered, the +10 save bonus is changed to a -10 penalty (sg30) instead.

Power Manipulation or Specialization: The inserted memory can be up to 1 minute per level of the psionist.

Videnskaber – Sciences

Aging

RD 5

Time/SF: 5	Range: 1m per level
PSP: 20	Area: Individual
Duration: Instantaneous	Effect: Cause aging
Save: Will -2	Notes: d4+1 years

The psionicist causes super-natural aging by touch. The subject ages d4+1 years instantly, unless a willpower save is made at a -2 penalty (sg22).

Power Manipulation or Specialization: Aging is d6+1 years, with willpower save at a -4 penalty (sg24) to resist.

Body Adaptation

RD 5

Time/SF: 5	Range: Personal
PSP: 20 + 5 per turn	Area: Personal
Duration: One turn	Effect: Adapt to environm.
Save: N/A	Notes:

The psionicist can adapt his body to a hostile environment, chosen at the time he manifests the effect. He can adapt to underwater, extremely hot, extremely cold, and even airless environments, allowing him to survive like a creature native to that environment, if any. The psionicist can breathe and move, and he takes no damage simply from being in that environment.

The psionicist can somewhat adapt to extreme environments such as acid, lava, fire, electricity, and other volatile areas. Any environment that normally directly deals more than d8 points of damage per sub-round, such as immersion in lava or the surface of the sun, is too extreme for this effect; Body Adaptation will protect the psionicist for d6 sub-rounds, and will then collapse, with no chance of being re-manifested as long as the psionicist remains in that environment.

An attack form does not constitute an environment. For example, even if you're adapted to arctic conditions, you are still vulnerable to psionic or magical attacks that deal cold damage.

Power Manipulation or Specialization: The psionicist can change his adaptation each round.

Mind Probe

RD 5

Time/SF: 5	Range: 1m per level
PSP: 20 + 5 per round	Area: One creature
Duration: One round	Effect: Read mind
Save: Mental +6	Notes: Must hit mAC

This effect is a stronger version of *Read Deep Mind*, allowing a psionicist to read the thoughts and memories of a single creature within range.

The psionicist must successfully hit the subject's mental Armor Class, and the subject gets a mental save at a +6 bonus (sg14); the bonus is changed to a -4 penalty if the psionicist has won a mental battle with the subject and conquered the subject's inner mental buffer - if the subject's deep mental buffer has been conquered, the +6 save bonus is changed to a -14 penalty (sg34) instead.

The psionicist can probe a sleeping subject, though the subject may make a mental save at a -4 penalty (sg24) to wake up after each question.

See also: *Read Deep Mind* [p62].

Power Manipulation or Specialization: The mind reading takes only half the time to perform, i.e. two questions can be asked and answered per round.

Shadow Form

RD 5

Time/SF: 5	Range: Personal
PSP: 20 + 5 per turn	Area: Personal
Duration: One turn	Effect: Become shadow
Save: N/A	Notes:

The psionicist's body and all his equipment are subsumed by his shadow, granting him several powerful resistances and abilities, and a few weaknesses.

As a living shadow, the psionicist blends perfectly into any other shadow and vanishes in darkness. He appears as an unattached shadow in areas of full light. He can move at his normal speed, but on any surface, including walls and ceilings, as well as across the surfaces of liquids - even up the face of a waterfall.

While in Shadow Form, the psionicist can be detected by effects that detect thoughts, life, or presences, including *True Sight*, or by suspicious movements in lighted areas. He cannot harm anyone physically or manipulate any object, unless he has at least a +3 karma bonus, but he can use his psionic abilities normally.

Using psionic effects may attract notice, but if the psionicist remains in a shadowed area, he has a +10 bonus to *Hide in Shadows*. The psionicist is nearly undetectable in darkness, although certain psionic effect displays could briefly pinpoint his exact location.

The psionicist gets a +3 karma resistance while in Shadow Form - i.e. a +3 weapon or similar is required to harm him. He is also immune to blindness, attribute drain (except if that damage comes as a result of psionic combat), *Energy Drain*, deafness, disease, drowning, poison, stunning, and all effects, spells or attacks that affect his physiology or respiration, because he currently has no physiology or respiration. He only suffers half damage from acid and fire of all kinds. Unfortunately, the psionicist also has a -4 penalty to saves against light-based attacks such as *Brilliant Blast*.

Power Manipulation or Specialization: The psionicist's movement rate doubles.

Vampiric Regeneration

RD 5

Time/SF: 5	Range: Personal (Touch)
PSP: 20 + 5 per round	Area: Individual
Duration: One round	Effect: Drain hit points
Save: None	Notes:

With this effect, a psionicist can drain hit points from other creatures and use them to recover his own. With his touch he deals a basic d6 points of damage per attack (instead of striking damage), plus his normal damage bonuses. Half of the damage he manages to inflict on the victim, after any reduction by Armor Value or otherwise, are gained by him as healed hit points. This can be considered somewhat similar to *Energy Drain*, except that the damage can be healed normally.

Power Manipulation or Specialization: The basic damage increases to d10.

Poison Simulation

RD 5

Time/SF: 20 AS, SF=15	Range: Touch
PSP: 20	Area: Personal
Duration: One turn (Instant)	Effect: Create poison
Save: Physical	Notes:

The psionicist can produce natural poisons from her own body. She can only simulate poisons that she has experienced or tasted herself; if she had previously survived the venom of a giant scorpion, then she can repro-

duce that venom. If the psionicist purposely tastes or injects a small amount of poison in order to learn how to simulate it, she suffers half the normal effect and gains a +2 on her save against that dose.

The psionicist can create the poison in her bloodstream or saliva. If she creates the toxin in her bloodstream, she can nick herself with a blade to get to it. Poisons the psionicist simulates can be used in their normal fashion; contact poisons can be used to poison victims with a touch, injective poisons can be smeared on weapons, and so forth. If the psionicist has an ingestive poison in her bloodstream and is bitten by a monster, that creature is affected normally by the venom.

An opponent hit with poisoned spittle or an envenomed blade, gets a save appropriate to that poison type. A dose of the psionicist's poison remains potent for a turn or until it has been applied once.

This effect also has two secondary uses. First, the psionicist learns how to produce antidotes for poisons she has been exposed to – for herself and for others. Secondly, she gains a +4 on any saves against poison, and a +8 bonus on poisons she can create herself.

Power Manipulation or Specialization: The poison is concentrated; the victim saves at a –2 penalty (sg22).

Redactive Amnesia RD 5

Time/SF: 20 AS, SF=15	Range: 1m per level
PSP: 20	Area: One creature
Duration: Permanent	Effect: Inflict amnesia
Save: Mental +10	Notes:

The psionicist interferes with the permanent memory of another creature. After Redactive Amnesia is used, the subject is unable to access his memories regarding anything that occurred prior to the psionicist's redaction of his mind. The subject does remember events that occur in his amnesiac state, so he can recall conversations or events that have occurred since the Redactive Amnesia was used.

The psionicist must successfully hit the subject's mental Armor Class, and the subject gets a mental save at a +10 bonus (sg10); the bonus is negated if the psionicist has won a mental battle with the subject and conquered the subject's inner mental buffer – if the subject's deep mental buffer has been conquered, the +10 save bonus is changed to a –10 penalty (sg30) instead.

The amnesia can be cured with *Psychic Surgery* or with a *Cure Critical Wounds* or stronger healing spell.

The exact effects of amnesia are left to the DM, but generally the subject remembers how to talk, walk, eat, and other physical skills, such as proficiency with the bow or a *Tumbling* skill. Knowledge-based skills such as spell-casting, psionics, or lip reading are temporarily forgotten.

Making a monster forget everything does not necessarily make it nice and docile. General personality traits remain despite the loss of memory.

Power Manipulation or Specialization: The save is at a –2 penalty, in addition to the +10 bonus if applicable.

Death Field RD 6

Time/SF: 20 AS, SF=16	Range: Personal
PSP: 24	Area: 20 yards radius
Duration: Instantaneous	Effect: Variable damage
Save: ½ Will	Notes: Max 240 hp

A Death Field is a life-sapping region of negative energy. A successful death field takes it toll on everyone inside it, including the psionicist. Before he initiates this power, he

must decide how many hit points he will sacrifice, up to a maximum of 240 hp. If the effect works, the loss is inevitable; he gets no save. Every other living or undead creature within the death field must make a willpower save. Those who succeed take half damage. Those who fail lose the same number of hit points as the psionicist. Animated beings and constructs are not affected.

Power Manipulation or Specialization: The psionicist loses only half the number of hit points he specifies; victims who fail their save lose the full amount.

Insanity RD 6

Time/SF: 20 AS, SF=16	Range: 1m per level
PSP: 24	Area: One creature
Duration: Permanent	Effect: Inflict insanity
Save: Mental +10	Notes:

The psionicist targets a single creature in order to inflict a permanent insanity in the subject's deep mind. The subject constantly behaves randomly, and in a combat scenario will do as indicated on the following table:

d10 roll	Action
1	Wander away for 1 round (unless prevented).
2-6	Do nothing for 1 sub-round.
7-9	Attack nearest creature for 1 sub-round.
10	Act normally for 1 sub-round.

Except on a result of 1, roll again each sub-round to see what the subject does. Wandering creatures leave the scene as if uninterested. Attackers are not at any special advantage when attacking them. Any insane subject that is attacked automatically attacks its attackers in return.

Only *Psychic Surgery*, *Limited Wish* and other extreme measures can restore the subject's sanity.

The psionicist must successfully hit the subject's mental Armor Class, and the subject gets a mental save at a +10 bonus (sg10); the bonus is negated if the psionicist has won a mental battle with the subject and conquered the subject's inner mental buffer – if the subject's deep mental buffer has been conquered, the +10 save bonus is changed to a –10 penalty (sg30) instead.

Power Manipulation or Specialization: The save is at a –2 penalty, in addition to the +10 bonus if applicable.

Metamorphosis RD 6

Time/SF: 20 AS, SF=16	Range: Personal
PSP: 24 + 6 per turn	Area: Personal
Duration: One turn	Effect: Change form
Save: N/A	Notes:

The psionicist is able to assume the form of any creature or object, up to two size categories smaller or larger than himself, e.g. as small as a raven or as large as a giant. He can take any shape, e.g. a tree, a table, a crystal golem etc. Otherwise this effect is identical to *Polymorph Self*.

Power Manipulation or Specialization: The psionicist has exceptional control over his looks; he can make himself look like an identical twin of a person or creature.

Mind Wipe RD 6

Time/SF: 20 AS, SF=16	Range: 1m per level
PSP: 24 + 6 per round	Area: One creature
Duration: Permanent	Effect: Erase knowledge
Save: Mental +10	Notes: Must hit mA

Mind Wipe is a crude form of *Psychic Surgery* which seals off knowledge in the subject's mind. The psionicist systematically seals off parts of the subject's mind, making whatever knowledge was contained there inaccessible.

The psionist must successfully hit the subject's mental Armor Class, and the subject gets a mental save at a +10 bonus (sg10); the bonus is negated if the psionist has won a mental battle with the subject and conquered the subject's inner mental buffer – if the subject's deep mental buffer has been conquered, the +10 save bonus is changed to a -10 penalty (sg30) instead.

When a Mind Wipe is attempted, the subject makes a mental save to resist, as described above. If he succeeds, the Mind Wipe is thwarted for one round, but next round the psionist can try again. Once the subject fails his save, he is defenseless unless he can sever the contact somehow, e.g. with an *Ejection*.

The psionist decides how to apply the Mind Wipe; he can use Mind Wipe to seal off general or specific knowledge, he can use it to suppress class and level related abilities, or he can use it to reduce the subject's mental attributes: Intelligence, Wisdom and Charisma.

Wiping knowledge: For each round of wiping, the psionist can seal off all knowledge regarding a single creature, person, event, language, location, or similar quantifiable knowledge.

Wiping levels: For each round of wiping, the psionist can seal off all knowledge and ability relating to the highest level the subject has acquired in a class; the psionist decides which class to target, and may switch his wiping to another class. In subsequent rounds, the next-highest level can be wiped and so on. Mind Wipe is unable to reduce the subject's hit points, MSP, PSP or SSP in this way, but the ability to cast spells, manifest psionic effects, specialization in a weapon or martial arts maneuver, and other non-permanent effects of a class-level are sealed off.

Wiping attributes: For each round of wiping, the psionist can reduce one of the three mental attributes by -1 point semi-permanently. Attributes reduced in this way do not regenerate, but must be healed by Psychic Surgery or similar means. The psionist decides which attribute to wipe, and can switch to another attribute every round.

Mind Wipe only seals off information; it doesn't permanently erase it. All of a character's lost knowledge, levels, and attributes can be restored through *Psychic Surgery*, through a *Wish* or with *Alter Reality*.

Warning: Any creature capable of incorporeal existence, i.e. immortal beings, have minds that only store a copy of their knowledge and abilities – the real knowledge and abilities reside within their spirits and souls. For such subjects, the effects of a Mind Wipe are temporary at best or completely ineffectual at worst.

Power Manipulation or Specialization: The wiping takes only half the time to perform, i.e. half a round for one information-subject, level, or attribute point sealed off.

Strength of the Land RD 6

Time/SF: 6	Range: 10 yards
PSP: 24 + 6 per round	Area: One creature
Duration: One round	Effect: +25 hp, +5 karma
Save: Will	Notes: 25% magic resist

By combining his redactive and creative powers the psionist taps into the strength of the local spirit of the land, lending that strength temporarily to himself or another creature; an unwilling creature may make a willpower save to avoid this. The affected creature gains 25 hit points temporarily; the next 25 points of damage come off these temporary hit points. The psionist must be an operant creator to use this effect.

The subject also gains a karma bonus of +5, and an automatic 25% magic resistance. These bonuses are not cumulative with the subject's current bonuses.

There is always the danger of arousing the spirit itself, especially if its strength is being used for destruction of its domain. The base chance of having to explain oneself to the local spirit of the land is 5%. The DM may modify this chance according to the situation.

Power Manipulation or Specialization: The effects last five rounds after maintenance is cut off.

Suspend Life RD 6

Time/SF: 6	Range: Touch
PSP: 24	Area: Individual
Duration: Varies	Effect: Play dead
Save: Automatic	Notes:

The psionist places himself or another willing subject touched into a trance so deep that all his life functions are essentially halted. Even spells and effects of 6th power and less that detect life or thought are incapable of determining that the subject still lives; mystic maneuvers that detect spirit will however reveal the presence of a spirit.

While suspended, the subject feels the passage of one day for every year that actually passes. Though on a slower schedule, he grows hungry after a "day" without food (though a year may pass in actuality) and begins to suffer the effects of thirst and starvation.

While suspended the subject is immune to drowning, natural temperatures from 0 °C to 50 °C, and aging.

The subject is also aware of his surroundings, though he only notices events that take at least one turn to occur. If he takes damage, he comes out of the trance in one round. If the subject chooses to come out of the suspended state voluntarily, it takes one turn.

Reasons for using Suspend Life is to pretend that you die in a fight, and wait for the enemy to leave (hoping he doesn't cut your heart out for good measure), to avoid dying after falling overboard a ship on the ocean (hoping to be rescued by your friends), or hide from a powerful enemy seeking your death in the hope that he will stop looking after a few years.

Power Manipulation or Specialization: The psionist slows his perception to one "day" per century.

Forced Symmetry RD 7

Time/SF: 20 AS, SF=17	Range: 1m per level
PSP: 28	Area: One creature
Duration: Instantaneous	Effect: Heal or harm
Save: Physical	Notes: Requires 10 th level

With this effect a psionist of at least 10th level can temporarily force himself or another creature into near perfect symmetry in order to permanently heal or cause damage. Most creatures are symmetrical in arrangement; e.g. with two halves that are roughly identical. The psionist chooses one half and clones its structure onto the other. The symmetry doesn't remove or add non-symmetric organs such as a heart, nor can it remove or add limbs or regenerate missing flesh or body parts.

A creature usually has more damage to one half than the other; the psionist can take advantage of this and increase the overall damage, but can no more than double the original damage. The psionist can instead duplicate the less damaged half, reducing or removing damage; no more than 28 hit points may be healed in this way.

Index

Accelerate.....	RD 4.....	63	Detection.....	FS 4.....	18	Interplanar Teleport Objects.....	PS 8.....	45
Acceptance.....	BT 2.....	3	Detonate.....	PK 7.....	57	Interplanar Teleport.....	PS 8.....	45
Active Dark-Vision.....	FS 4.....	17	Dimension Blade.....	PS 4.....	36	Interplanar Wormhole.....	PS 9.....	46
Adrenalin Control.....	RD 4.....	63	Dimensional Door.....	PS 4.....	36	Invincibility Delusion.....	BT 3.....	4
Aging.....	RD 5.....	66	Dimensional Screen.....	PS 5.....	38	Iron Will (Reflexive).....	KR 3.....	25
Alignment Stabilization.....	BT 4.....	6	Disintegrate.....	PK 6.....	57	Kinetic Control.....	PK 5.....	55
All-Round Vision.....	FS 2.....	13	Dismiss Psionics.....	KR 7.....	31	Know Course.....	FS 1.....	13
Alter Features.....	RD 2.....	59	Dismissal.....	PS 4.....	37	Know Direction.....	FS 1.....	13
Alter Reality.....	KR 9.....	34	Displacement.....	PS 3.....	35	Know Location.....	FS 2.....	14
Anchored Navigation.....	FS 4.....	17	Dissolution.....	PK 9.....	58	Levitate.....	PK 3.....	53
Animal Affinity.....	RD 2.....	60	Dissolving Touch.....	KR 4.....	26	Magnetize.....	PK 1.....	49
Astral Projection.....	PS 7.....	42	Divert Teleport.....	PS 7.....	43	Major Creation.....	KR 6.....	29
Astral Teleport.....	PS 9.....	45	Divination.....	FS 4.....	18	Major Metaphysical Weapon.....	KR 7.....	30
Attraction.....	BT 1.....	2	Domination.....	BT 4.....	6	Mass Charm.....	BT 5.....	8
Augury.....	FS 2.....	13	Duo-Dimension.....	PS 4.....	37	Mass Cocoon.....	KR 6.....	29
Aura Alteration.....	BT 7.....	9	Ectoplasmic Armor.....	KR 4.....	26	Mass Concussion.....	PK 9.....	58
Aura Sight.....	FS 5.....	19	Ectoplasmic Cocoon.....	KR 2.....	24	Mass Domination.....	BT 7.....	9
Aversion.....	BT 2.....	3	Ectoplasmic Form.....	KR 4.....	26	Mass Manipulation.....	PK 3.....	54
Awe.....	BT 5.....	7	Ego Whip.....	BT 1.....	2	Mass Suggestion.....	BT 6.....	9
Backlash.....	KR 7.....	32	Ejection.....	BT 7.....	9	Mass Teleport.....	PS 7.....	43
Ballistic Attack.....	PK 1.....	49	Elemental Composition.....	RD 8.....	70	Massive Coercion.....	BT 8.....	10
Banishment.....	PS 6.....	39	Empathic Projection.....	BT 2.....	3	Matter Agitation.....	PK 2.....	52
Beast Mastery.....	BT 5.....	7	Empathic Transfer.....	RD 3.....	62	Matter Bonding.....	PK 2.....	52
Biofeedback.....	RD 2.....	60	Empathy.....	FS 1.....	12	Matter Manipulation.....	PK 5.....	56
Blink.....	PS 2.....	35	Empower.....	KR 7.....	30	Matter Transmutation.....	KR 7.....	31
Body Adaptation.....	RD 5.....	66	Energy Control.....	KR 5.....	27	Mega Kinesis.....	PK 8.....	57
Body Adjustment.....	RD 4.....	64	Enhanced Creative Invisibility.....	KR 6.....	29	Meta-Faculty.....	FS 9.....	22
Body Equilibrium.....	RD 2.....	60	Ethereal Hyperjump.....	PS 7.....	43	Metamorphosis.....	RD 6.....	67
Body Weaponry.....	RD 2.....	60	Ethereal Travel.....	PS 4.....	37	Metaphysical Weapon.....	KR 5.....	28
Bone Reading.....	FS 4.....	18	Expansion.....	RD 2.....	61	Microcosm.....	BT 9.....	11
Brilliant Blast.....	PK 7.....	57	Fabricate.....	KR 4.....	26	Mind Bar.....	BT 7.....	10
Burning Ray.....	KR 3.....	24	False Sensory Input.....	BT 3.....	4	Mind Blank.....	BT 8.....	11
Cannibalize.....	RD 0.....	59	Fatal Attraction.....	RD 4.....	64	Mind Blast.....	BT 3.....	5
Carapace.....	RD 2.....	60	Fate-Link.....	BT 6.....	8	Mind Flame.....	BT 7.....	10
Cat Leap.....	RD 1.....	59	Feel Light.....	FS 3.....	16	Mind Over Body.....	RD 4.....	65
Cause Sleep.....	RD 2.....	61	Feel Moisture.....	FS 1.....	12	Mind Probe.....	RD 5.....	66
Chameleon Power.....	RD 2.....	61	Feel Sound.....	FS 2.....	14	Mind Store.....	KR 8.....	33
Charm.....	BT 1.....	2	Fighting Trance.....	RD 1.....	59	Mind Thrust.....	RD 3.....	63
Choke.....	PK 3.....	53	Flaming Shroud.....	KR 6.....	29	Mind Wipe.....	RD 6.....	67
Clairaudience.....	FS 1.....	12	Flesh Armor.....	RD 4.....	64	Mind-Link.....	FS 5.....	19
Clairvoyance.....	FS 1.....	12	Forced Symmetry.....	RD 7.....	68	Minor Creation.....	KR 2.....	24
Coercive Amnesia.....	BT 5.....	7	Ghost Writing.....	PK 2.....	52	Minor Metaphysical Weapon.....	KR 3.....	25
Coercive Empathy.....	BT 1.....	2	Gird.....	KR 3.....	25	Minor Teleport.....	PS 4.....	37
Coercive Invisibility.....	BT 5.....	8	Graft Weapon.....	RD 2.....	61	Mold Earth.....	PK 5.....	56
Cognition.....	RD 4.....	64	Grease.....	KR 1.....	23	Momentum Theft.....	PK 2.....	52
Cognitive Trance.....	RD 1.....	59	Greater Concussion.....	PK 6.....	57	My Light.....	PK 1.....	49
Combat Mind.....	FS 2.....	14	Greater Metaphysical Weapon.....	KR 9.....	34	Mysterious Traveler.....	BT 3.....	5
Compact.....	PK 1.....	49	Greater Telekinesis.....	PK 6.....	57	Negate Aging.....	RD 7.....	69
Conceal Thoughts.....	BT 3.....	4	Hallucination.....	BT 6.....	8	Negate Psionics.....	KR 4.....	26
Concentrate Water.....	PK 2.....	50	Healing Trance.....	RD 7.....	69	Nerve Manipulation.....	RD 3.....	63
Concussion.....	PK 3.....	53	Heightened Senses.....	RD 4.....	64	Object Reading.....	FS 4.....	18
Cone of Sound.....	PK 3.....	53	Hyper Cognition.....	RD 7.....	69	Obsession.....	BT 4.....	6
Confidante.....	FS 9.....	21	Id Insinuation.....	BT 2.....	3	Omni Disjunction.....	OM 10.....	72
Control Body.....	PK 4.....	54	Identity Penetration.....	BT 4.....	6	Omni Kinesis.....	OM 10.....	72
Control Flames.....	PK 2.....	50	Immovability.....	PK 4.....	55	Opposite Reaction.....	PK 1.....	49
Control Light.....	PK 2.....	50	Impossible Task.....	BT 2.....	3	Painful Touch.....	RD 2.....	62
Control Object.....	PK 2.....	51	Improved Clairaudience.....	FS 5.....	19	Passive Contact.....	FS 5.....	19
Control Shadow.....	PK 1.....	49	Improved Clairvoyance.....	FS 5.....	19	Permanent Creation.....	KR 9.....	34
Control Sound.....	PK 2.....	51	Improved Fabricate.....	KR 7.....	31	Phase Object.....	PS 4.....	37
Control Wind.....	PK 2.....	51	Improved Sense-Link.....	FS 6.....	20	Phase.....	PS 4.....	37
Cosmic Awareness.....	FS 9.....	21	Improved Splice.....	KR 7.....	31	Pheromone Discharge.....	RD 1.....	59
Create Bright Light.....	PK 3.....	53	Inertial Barrier.....	PK 4.....	55	Phobia Amplification.....	BT 4.....	6
Create Food and Water.....	KR 7.....	30	Inflict Pain.....	RD 2.....	61	Photosynthesis.....	RD 2.....	62
Create Sound.....	PK 3.....	53	Infravision.....	FS 2.....	14	Planar Transposition.....	PS 9.....	46
Creative Invisibility Sphere.....	KR 3.....	24	Insanity.....	RD 6.....	67	Plant Mind.....	BT 3.....	5
Creative Invisibility.....	KR 2.....	24	Insect Mind.....	BT 2.....	4	Pocket Dimension.....	PS 3.....	36
Cryo Kinesis.....	PK 2.....	51	Instant Metaphysical Weapon.....	KR 1.....	23	Poison Sense.....	FS 3.....	16
Danger Sense.....	FS 1.....	12	Instant Mind-Link.....	FS 1.....	12	Poison Simulation.....	RD 5.....	66
Daydream.....	BT 1.....	2	Instant Planar Energies.....	PS 3.....	35	Polymorph Self.....	RD 4.....	65
Death Field.....	RD 6.....	67	Instant Teleport.....	PS 2.....	35	Possessive Switch.....	KR 6.....	29
Deflect.....	PK 2.....	52	Intellect Fortress.....	BT 4.....	6	Post-Hypnotic Suggestion.....	BT 1.....	2
Delay.....	KR 4.....	25	Interplanar Clair-sentience.....	FS 8.....	21	Precognition.....	FS 6.....	20
Destroy Psionics.....	KR 9.....	34	Interplanar Mind-Link.....	FS 8.....	21	Predestination.....	FS 5.....	20
Detect Life.....	FS 3.....	16	Interplanar Summon Creature.....	PS 9.....	46	Probability Manipulation.....	KR 3.....	25
Detect Thoughts.....	FS 3.....	16	Interplanar Summon Object.....	PS 9.....	46	Pseudo Stasis Field.....	PS 6.....	39

Psionic Blast	BT 6	9	Sense-Link.....	FS 2.....	15	Temporal Addition	PS 9.....	46
Psionic Focus	KR 1	23	Sensitivity to Impressions.....	FS 3.....	17	Temporal Insertion	PS 7.....	45
Psionic Inflation	KR 4	26	Sensitivity to Observation.....	FS 1.....	13	Temporal Shift.....	PS 6.....	41
Psionic Residue.....	KR 1	23	Sensory Suppression.....	BT 5.....	8	Temporal Stasis.....	PS 9.....	47
Psionic Sense	FS 1	13	Sever the Tie	PS 4	38	Thought Shield.....	BT 4	7
Psionic Static	KR 7	31	Shadow Form	RD 5	66	Thrall.....	RD 9	71
Psionic Vampirism	KR 2	24	Shadow Walk.....	PS 3	36	Time Dilation	PS 6.....	41
Psychic Blade	BT 4	7	Shapechange	RD 9	71	Time Duplicate.....	PS 5.....	39
Psychic Clone	KR 5	28	Snatch	PK 3	54	Time Hop.....	PS 4	38
Psychic Crush	BT 4	7	Spatial Distortion.....	PS 2	35	Time Regression	PS 9.....	47
Psychic Drain	KR 1	23	Spider Touch.....	RD 2	62	Time Stretch	PS 9.....	47
Psychic Impersonation	BT 3	5	Spirit Lore	FS 7	21	Time Travel	PS 9.....	47
Psychic Messenger	FS 3	16	Spirit Sense.....	FS 3.....	17	Time-Space Anchor	PS 7.....	45
Psychic Surgery.....	RD 7	69	Splice.....	KR 4	27	Tower of Iron Will.....	BT 7	10
Psycho Luminescence.....	KR 1	23	Split Mind.....	KR 7	32	Trace Teleport.....	PS 5.....	39
Psychokinetic Strength	PK 4	55	Static Discharge	PK 4	55	Trail of Destruction.....	FS 2	15
Read Deep Mind.....	RD 2	62	Stomp	PK 2	53	Triggered Delay.....	KR 7	33
Read Inner Thoughts	BT 2	4	Strength of the Land	RD 6	68	Triple Mind.....	KR 9.....	34
Read Surface Thoughts	FS 2	14	Subjective Reality	KR 8	34	True Concussion	PK 9.....	58
Receptacle	KR 5	28	Suggestion.....	BT 3.....	5	True Domination.....	BT 9.....	11
Redactive Amnesia.....	RD 5	67	Summon Creature.....	PS 7	43	True Metabolism.....	RD 9	71
Reduction	RD 2.....	62	Summon Object	PS 7	44	True Psychic Surgery	RD 9	71
Regenerate	RD 7	70	Summon Planar Creature	PS 7	44	True Sight.....	FS 5.....	20
Reptile Mind	BT 1	3	Summon Planar Energies	PS 6	40	Truth-Sense	FS 2	15
Repugnance	BT 4	7	Superior Coercive Invisibility....	BT 7	10	Ultra Blast.....	BT 9.....	11
Retrospection.....	FS 6	20	Suppress Fear	BT 3.....	5	Undead Sense.....	FS 3	17
Return Flight.....	PK 1	50	Suppress Magic	KR 7	32	Vampiric Regeneration.....	RD 5	66
Reverse Aging.....	RD 9	71	Suspend Life	RD 6	68	Wall of Ectoplasm	KR 5.....	29
Rigidity	RD 3	63	Sustained Creative Invisibility...	KR 4	27	Watcher's Ward.....	FS 2	16
Safe Path.....	FS 2	14	Tailor Memory	RD 4	65	Weather Prediction	FS 3	17
See Ethereal.....	FS 1	13	Telekinesis	PK 3	54	Whitefire.....	KR 4	27
See Magic.....	FS 2	14	Telekinetic Barrier	PK 5	56	Wormhole.....	PS 6.....	42
See Sound	FS 2	15	Telekinetic Flight.....	PK 4	55	Wrench	PS 4.....	38
Send Thoughts	FS 2	15	Teleport Lock	PS 7	44			
Sense Dimensional Distortion ..	PS 1	35	Teleport Object.....	PS 6	41			
Sense Temporal Distortion.....	PS 3	36	Teleport Trigger	PS 5	38			
Sense True Worship	FS 2	15	Teleport	PS 6	40			