

UNERICA UNNATURAL



COMPATIBLE WITH
**DCC
RPG**

**A Gonzo Post-Apocalyptic
Campaign Sourcebook**



AMERICA UNNATURAL

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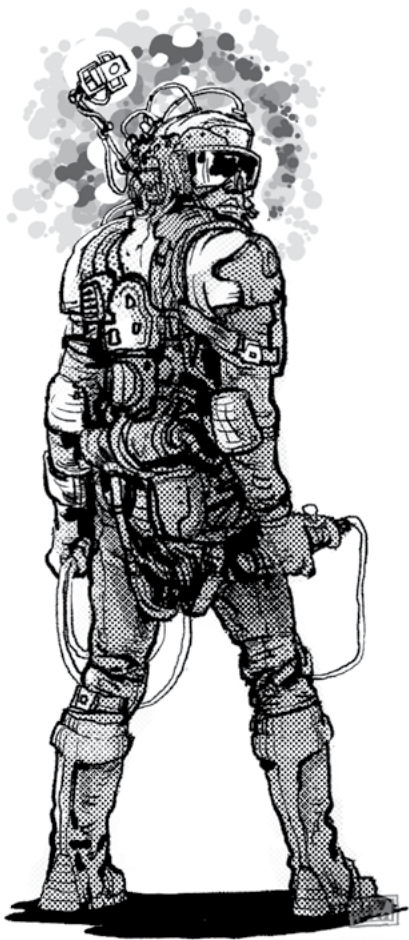
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PSIONICS OF THE WASTELANDS

The Great Cataclysm not only opened the world to a plethora of physical strangeness as interdimensional collisions multiplied possibilities, it also broadened the vistas of the mind as some beings were enabled to tap into the collective consciousness of the universe and others opened inward dimensions, delving deep into the mysteries of the mind. What was once unknown was revealed, including the innermost thoughts of the beings in the universe, at least to those who learned and practiced, studied and exercised the discipline necessary to learn the secrets of psionics.

Umerican campaigns using the psionics of the Wastelands are bound to be more expansive and more dangerous than those that do not. The universe will become, quite suddenly, larger than previously known as Wasteland psions tap into the inner realms, the realms of the dead, and strange outer spaces. This can be part of a strictly-disciplined “reaching” for these unseen areas, or, at times, it can happen quite by accident when a charlatan using parlor tricks unintentionally finds that the deceptions he was performing were merely a mask for the movements of the universe behind it!

While player-character parties will see the power and utility available from practitioners of the seven Disciplines, they should also be wary that they are not the only ones who practice these powers. Umerica is as dangerous as it has ever been, but this time, there is a whole new battlefield on which psionic duels will be fought. Because of the strange nature of the forces that affect Umerica, there are times when battle happens simultaneously on the physical plane and the psionic plane, with results on one affecting the other. A multiplicity of strategies will need to be implemented on this confusing war-scape, which will present a welcome challenge to players and GMs alike. May the best psion win!

DISCIPLINES

There are seven commonly known Disciplines. Others may exist but finding them will require a great deal of effort and sacrifice.

Psychometabolism - The ability to control one's body and the bodies of others with one's mind. This Discipline utilizes the psion's corporeal vitality (*Stamina*).

Clairsentience - The ability to perceive with greater clarity or discern things beyond the five senses or three dimensions. This Discipline utilizes the psion's connection to fate and destiny (*Luck*).

Psychokinesis - The ability to move and shape the world around you without physically interacting with it. This Discipline utilizes the psion's force of will (*Personality*).

Telepathy - The ability to read and manipulate the thoughts of others. This Discipline utilizes the psion's mental acuity (*Intelligence*).

Naturapathy - The ability to influence flora and fauna around you. This Discipline utilizes the psion's force of will (*Personality*).

Psychogeography - The ability to become attuned with and manipulate the psychic geography that undergirds and infuses physical reality. This Discipline utilizes the psion's mental acuity (*Intelligence*).

Spiritualism - The ability to see and act beyond the veil of this “reality,” into the realms of the spiritual, universal consciousness. This Discipline utilizes the psion's attunement to spiritual matters (*Stamina*).

POWER TIERS

The powers within each Discipline are ranked in tiers of ascending potency. Tier 1 powers are available to beginning psions and are the weakest. The greatest are the few powers ranked at Tier 4 and only the most dedicated psions can attempt to use them.





PSIONICS OF THE WASTELANDS

PSIONIC ACTIONS

Each power is also sorted by the general way it can be utilized.

Assist - The use of a Discipline to enhance the effort applied to a mundane task.

Attack - The use of a Discipline to cause harm or detriment to an opponent.

Defend - The use of a Discipline to protect yourself from harm or detriment.

Manipulate - The use of a Discipline to alter an entity, object, or other target.

Transcendent - The ultimate application of a Discipline's ideology.

USING PSIONICS

In order to activate a psionic power known to a psion, they must roll an action die plus their Focus die and beat the base DC listed in the power's description. This achieves a Base Effect. This roll is calculated one of two ways:

- **Power Invocation roll** (declared Psi action = action die + Discipline Attribute Mod + Discipline Focus die)
- **Psi Assist roll** (regular action assisted with Psi = action die + appropriate Attribute Mod + Discipline Focus die)

Power Invocation roll: Similar to a warrior attacking with his Mighty Deeds die, the psion needs to succeed at the action's DC to perform the basic Psi action. If a psion is using a power that is part of a Discipline that they have assigned Focus points to, it is possible to have effects more powerful than a Base Effect. The Focus die result is compared to the table under the power's description to learn about the enhanced effects.

Psi Assist roll: In addition to being used to manifest psionic powers, a Focus die can be used to assist mundane action rolls listed as powers for each Discipline. To do this the psion must make a Willpower save (DC set by the power description). Success means they can add their Focus die to the action die total for one round, similar to how a Mighty Deeds die is added to a warrior's attack rolls. Should they fail, they may choose to take a point of either Intelligence or Personality temporary damage to auto succeed.



War Inside My Head

What does it feel like to activate psionic powers? What physical effects are there to the body? Or what do you see inside your head when activating psionics? Roll a d14 to see!

1. Sight goes black and you see visions of outer space filled with stars rushing by you, galaxies swirling, comets with tails blazing, all of them forever falling, falling lovely and amazing.
2. Your body feels heavy and your mind is like a close, dark, earthen tunnel through which you desperately claw your way.
3. Every living being appears as a cute baby, rainbow unicorn, or fluffy teddy bear. Acts of violence appear as acts of kindness. Explosions merely appear as clouds of flower petals. Bullets are butterflies.
4. You see the world as if you are a bird flying above, light and free.
5. The music of the ancients fills your ears as if you were present when it was created, a soundtrack plays in your head.
6. Your skin prickles and you feel as cold as ice.
7. Your nose bleeds profusely.
8. You "see" people's thoughts—i.e., you are super-attuned to the people around you. If someone is angry, you see sharp shards of black energy shooting out from their heads; lovers appear



PSIONICS OF THE WASTELANDS

entwined together in gauzy pink silk scarves; someone studying an artifact has a storm cloud of concentrated thought around their head, etc.

9. All your hair stands on end. ALL of it. This might prove uncomfortable and embarrassing.
10. You shake and break out in a cold sweat, taking short, sharp breaths.
11. You involuntarily scream, but no sound comes out.
12. After your psionic action, you vomit inside your mouth.
13. Mushroom clouds fill your vision as you witness the destruction of the ancients.
14. A giant, floating, glowing brain appears above your head. Those who pass a DC 17 Willpower check can see it also.

PSIONIC DUELS

Duels between psions have little physical manifestation as they occur in a shared mindscape created by the duelists for the purpose of cerebral conflict. Only the painful, and sometimes gruesome, effects of losing are generally seen.

One psion cannot force another to enter into a duel but it is considered cowardly to refuse a duel without good reason. Repeatedly refusing to engage in psionic duels may result in a loss of reputation, social penalties, or even the loss of Luck as the gods do not like being deprived of good entertainment.

Since these duels are, in essence, a complex battle of wills, no psionic powers are used. Instead, the psions secretly choose which of their Disciplines they will use for attack and defense each round. Then, these are matched up on Table PD-1 to determine the final modifiers for each roll.

Table PD-1: Psychic Attack / Defense Modifier Table

Attack	Defense						
	Clairsentience	Psychogeography	Psychokinesis	Psychometabolism	Naturapathy	Spiritualism	Telepathy
Clairsentience	o/o	-1DS/+1DS	-1DS/-1DS	-2DS/+1DS	o/o	o/o	o/-1DS
Psychogeography	-3DS/+2DS	o/o	+1DS/o	o/o	-1DS/+1DS	-1DS/o	o/o
Psychokinesis	o/o	+1DS/+1DS	o/o	+2DS/o	+1DS/o	o/+1DS	+3DS/-1DS
Psychometabolism	o/+1DS	-2DS/+1DS	+1DS/-2DS	o/o	-1DS/o	o/o	+2DS/-1DS
Naturapathy	o/+1DS	-1DS/+1DS	-1DS/o	-1DS/o	o/o	+1DS/+1DS	+2DS/-1DS
Spiritualism	-2DS/+1DS	o/+1DS	+2DS/-1DS	o/o	-1DS/+1DS	o/o	+1DS/-1DS
Telepathy	+1DS/o	+2DS/o	+2DS/-1DS	o/+1DS	+1DS/o	+1DS/o	o/o

Once all modifiers are set (i.e. Atk/Def Mods, psionic Burn, etc.) the duelists roll dice for both their attack and defense as all duel actions are simultaneous. Below are the frameworks for each attack and defense rolls:

DUEL ATTACK ROLL

Action die (modified by Table PD-1) + Discipline Attribute Mod + Focus die = **attack total**

DUEL DEFENSE ROLL

Action die (modified by Table PD-1) + Discipline Attribute Mod + Focus die = **defense total**

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If the attack roll is higher than the opposing defense, the attacker has gained Advantage equal to the difference. It is quite possible for both duelists to succeed in their attacks, thus allowing them both to accumulate Advantage in the same round. This may be spent at the end of the round on the Subjugation table devoted to the Discipline used for the attack to inflict distraction, injury, or death upon their opponent. Alternatively, the attacker may choose to reserve the Advantage earned in hopes of inflicting greater injury to their opponent later. No more than three times their level (or Hit Dice in the case of monsters) can be reserved at any one time.

After any successful attack, the psion can choose to add their reserved Advantage to the amount just earned to achieve a greater result on a Subjugation table. Regardless of which Discipline earned the reserved Advantage, the Subjugation table used is based on the Discipline employed to attack this round. The strategic balance comes from deciding whether to use small amounts of Advantage to harass your opponent or save it up to deliver a single, mind crushing blow that may defeat them.

While psionic duels usually are performed where there will be no interference, a psion can choose to take one normal action and one psionic duel action each round at a d16 action each. If the psion naturally has more than one action die, the secondary action die may be used for normal actions at a -1d penalty. In addition, a psion engaging in a psionic duel while also engaged in melee combat will lose 1d3 Advantage from their reserves, if they have any, at the end of each round.

The psions will continue to engage in the duel each round until both agree to stop, one chooses to concede, or one is unable to go on. Once the duel is over, by choice or by conquest, all unspent Advantage is immediately lost. Knowing when to concede and accept defeat can mean the difference between life and death.

Generally, a psion that concedes a duel must abide by one command given by the victor. This command is psychically binding but must follow these guidelines:

- It must be within the defeated's scope of abilities.
- It cannot force them to violate their alignment.
- It cannot force the defeated to take a suicidal action.
- Its time frame must not extend past a number of days equal to the victor's PL.

If the command violates any of these guidelines, the defeated is not held to it.

Assuming they survive the duel, a psionic defeated in a duel will also suffer a -1d penalty to all psychic actions or saving throws against the victor for a number of weeks equal to the victor's PL. After this time, they can face the victor without penalty.



PSIONICS OF THE WASTELANDS

SUBJUGATION TABLES



Table PD-2: Psychometabolism Subjugation Table

Psychometabolism forces neurons to reroute, neurochemical imbalances, and aneurysms to form. It changes its victim's mind in a literal sense, crippling and devolving them piece by piece into little more than a clever beast.

Adv	Effect
1-4	No effect
5-8	The target loses all bladder and bowel control for the PL in turns. This inflicts 1 point of temporary Per damage due to embarrassment.
9-12	The target's digestive system begins a violent purge out of both ends lasting the PLx2 rounds. All physical actions taken during this time suffer a -2d penalty. A Fort save (DC 14) is required to avoid suffering 1d3 temporary Sta damage due to cramping and dehydration.
13-16	The digestive system of the target becomes knotted up causing 1d4+1 Sta damage and requires a Fort save (DC12) versus passing out from the pain. In addition, until repaired a special liquid diet must be consumed to avoid suffering an additional 1d3-1 (0-2) temporary Sta damage per meal eaten.
17-20	All of the bones in one of the target's limbs, determined randomly, soften and become rubbery. Arm: all Str and Agi tasks are performed at a -3d penalty to the action roll. Leg movement is halved and Ref saves suffer a -3d penatly. The effect is permanent unless repaired by technological or supernatural means.
21-24	The bones of the target's body warp and shift causing extreme pain (Will save vs. DC 16 to remain conscious) and inflicts 1d3 points of damage to Str, Agi, and Sta. Until healed, anything over light exertion will require a Fort save (DC 14) to avoid 1d3 additional points of randomly assigned physical Attribute damage.
25+	The target's body tissues begin to vigorously bloat and boil, causing 1d4 points of damage to Str, Agi, and Sta each round for 1d3 rounds. Then, a Fort save (DC 18) must be made to avoid a messy, explosive death.

PSIONICS OF THE WASTELANDS

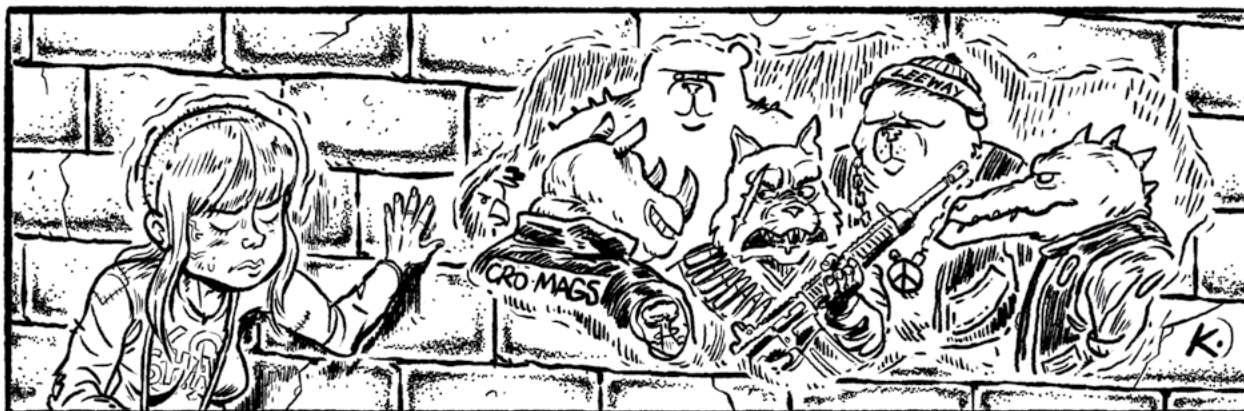


Table PD-3: Clairsentience Subjugation Table

Clairsentience barrages the mind with too many possibilities and outcomes. It crushes unfulfillable dreams and submerges its prey into inescapable depths of apathy.

Adv	Effect
1-4	No effect
5-8	The target receives such a disturbing glimpse of their future that the next time they wish to spend one or more points of Luck, they must make a Will save (DC 8) in order to do so.
9-12	The victor alters the target's fate such that the next Luck check that the target needs to make must be rolled with a d24 instead of a d20.
13-16	Due to a rupture in the target's destiny, the next time they spend Luck they must spend twice as much as normal, at ½ the effect, i.e., spend 2 points to alter a die roll by 1.
17-20	The target is convinced that their future is so bleak that for the victor's PL in days they will make all Luck checks on a d30 instead of a d20. In addition, they must make a Will save (DC 10) in order to spend one or more points of Luck.
21-24	Fate is woven against the target so well that for the victor's PL in days, all saving throws made by them suffer a -1d penalty. Saving throws specifically versus instant death are made at -2d.
25+	The target must make 3d3 Will saves (DC 20). For each failure the victor steals one point of the target's Luck and inflicts one point of permanent Per damage as a shred of the target's destiny is stolen.



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Table PD-4: Psychokinesis Subjugation Table

Psychokinesis is not subtle nor gentle. It tears at the mind with pure waves of force, sends ripples of pressure through the cranium, and scrambles the skeletal system of its victims.

Adv	Effect
1-4	No effect.
5-8	The target suffers 1 point of damage due to a nose bleed.
9-12	The target suffers 1d4 points of damage due to blood loss through their pores.
13-16	The target suffers 1d6 points of damage due to blood loss through their pores. In addition, a Fort save (DC 12) must be made each round they continue to duel or they lose an additional 1 point of damage as they sweat out more blood.
17-20	One of the target's veins bursts from massive pressure and sprays blood for 10', causing 2d4 points of damage and 1d3 temporary Sta damage. In addition, a Fort save (DC 14) must be made each round they continue to duel or they lose an additional 1 point of damage due to blood loss.
21-24	Massive cranial pressure causes 3d4 points of damage and 2d3 points of permanent Int damage. A Fort save (DC11) must be made for each eye to avoid having it burst, causing partial (or total) blindness and 1d7 points of additional damage.
25+	The target suffers an intracranial detonation causing 6d4 points of damage and 4d4 points of permanent Int damage. Should the target die, their entire head explodes causing 2d4 damage to everyone within 5' and 1d4 damage for those within 10'.

PSIONICS OF THE WASTELANDS

Table PD-5: Telepathy Subjugation Table

Telepathy turns your own thoughts and fears against you, frees your most private memories from your mind vaults like a thief in the night, and leaves you alive when you no longer have any wish to be so.

Adv	Effect
1-4	No effect
5-8	The victor can pluck one word from one language from the target's mind. The target can no longer remember the word and they must make a Will save (DC 10) to understand it if it is used in a conversation.
9-12	A neurological disturbance in the target's speech center renders them unable to speak or communicate coherently for 1d3 hours.
13-16	The victor gains control of one of the target's arms for the PL in rounds. As a free d16 action they can use it as they please. The target can attempt to physically restrain their wayward arm with a Str check equal to their own Str.
17-20	The target's deepest, darkest secrets begin broadcasting telepathically to everyone within PLx3' for the PL in rounds. Anyone making an Int check (DC10) can understand them.
21-24	Everything the target knows or ever experienced is accessible to the victor. They can view whatever they wish in an instant. The victor can also damage the target's mind, causing up to the PL in a total of Int and Per damage.
25+	The target must make 3d3 Will saves (DC 20). For each failure they permanently lose 1d4+1 Per. Should this lower the target's Per to 0, they will become an empty, living shell that the victor may control or repopulate with another captive persona, a demonic presence, or a bodiless alien intellect (to be worked out with the GM).



PSIONICS OF THE WASTELANDS



Table PD-6: Naturapathy Subjugation Table

Naturapathy turns the very environment against you and unleashes the wild potential of the natural world both without and within.

Adv	Effect
1-4	No Effect
5-8	The target suffers an allergic reaction for 1 point of temporary STA damage lasting one hour and is unable to do anything but blow their nose and scratch for one round.
9-12	The target suffers a massive allergic reaction, causing bloating, rash, and difficulty breathing. They must make a DC 10 Sta check or be incapacitated and unable to do anything but nurse themselves for PL turns.
13-16	The target encounters severe synesthesia, with the five senses being jumbled. They smell colors, feel tastes, hear textures, taste textures, and so forth, for PL hours. The GM will determine the exact effects and consequences.
17-20	The target becomes completely blinded to any psionic energy, immediately ending the duel. They cannot see, feel, or sense psionics in any way. Thus they are unable to target a specific person or creature. The “natural” world takes up all of their attention, rendering their psionic powers unusable if they specify another target. This lasts for PL days.
21-24	A subset of nature holds a permanent passionate hatred of the target. Potential sub-groups are divided by type and size, unless the vast majority of an animal type are naturally inclined to a certain size. For example, one might be hated by large herbivores or small birds, but could be hated by all rodents or all insects. This hatred will take the form of constant harassment and attack by the appropriate type. Plants and trees might also be included in this cursed state, making entire biomes and climatological zones anathema to the defeated traveler as they hedge the way and pester the traveler, never allowing them to rest or feel secure. Because they are in a permanent state of harassment by plants and trees, they slide down the die chain 2 steps when rolling initiative and Fort saves around plant life.
25+	The target contracts permanent agoraphobia. Whenever they see open sky (even if overcast), they must make a DC 20 Will save or suffer either a stroke (50%) or a heart attack (50%). Strokes cause 1 point of permanent damage to every Attribute. Heart attacks require a DC 17 Sta save to avoid death, with a successful save still resulting in a permanent loss of 1d3 points divided between Sta, Str, or Agi, determined randomly.

PSIONICS OF THE WASTELANDS



Table PD-7: Psychogeography Subjugation Table

Psychogeography veils and unveils the underlying psychogeographic landscape sowing confusion and misdirection.

Adv	Effect
1-4	No Effect
5-8	The target loses all sense of direction (including up and down) as psychic landscape and natural landscape become garbled in their mind. They fall down for 1 hp of damage.
9-12	The garbling of the psychic and natural landscapes continues and the target is compelled to try to run through a mixed physical/psychogeographic landscape, falling repeatedly until stopped and bound for PL rounds.
13-16	As the previous effect level, but this same confusion is so distracting, it causes the target to halve any bonus to any psionic ability based on the PL for a time or until they leave the area.
17-20	The target can only see psychic resonances and emanations, not anything physical for a time and in a certain area. -1d4 penalty to AC and attacks and they will walk into walls, etc.
21-24	The victor always knows where the defeated psion is at any given time. There is no way for the target to ever hide from this knowledge.
25+	The target is permanently paralyzed, mesmerized by the ebb and flow of the psychogeographic landscape and is unable to move or be moved, like a living statue. Must be fed and given water by another or simply wastes away and dies.

PSIONICS OF THE WASTELANDS

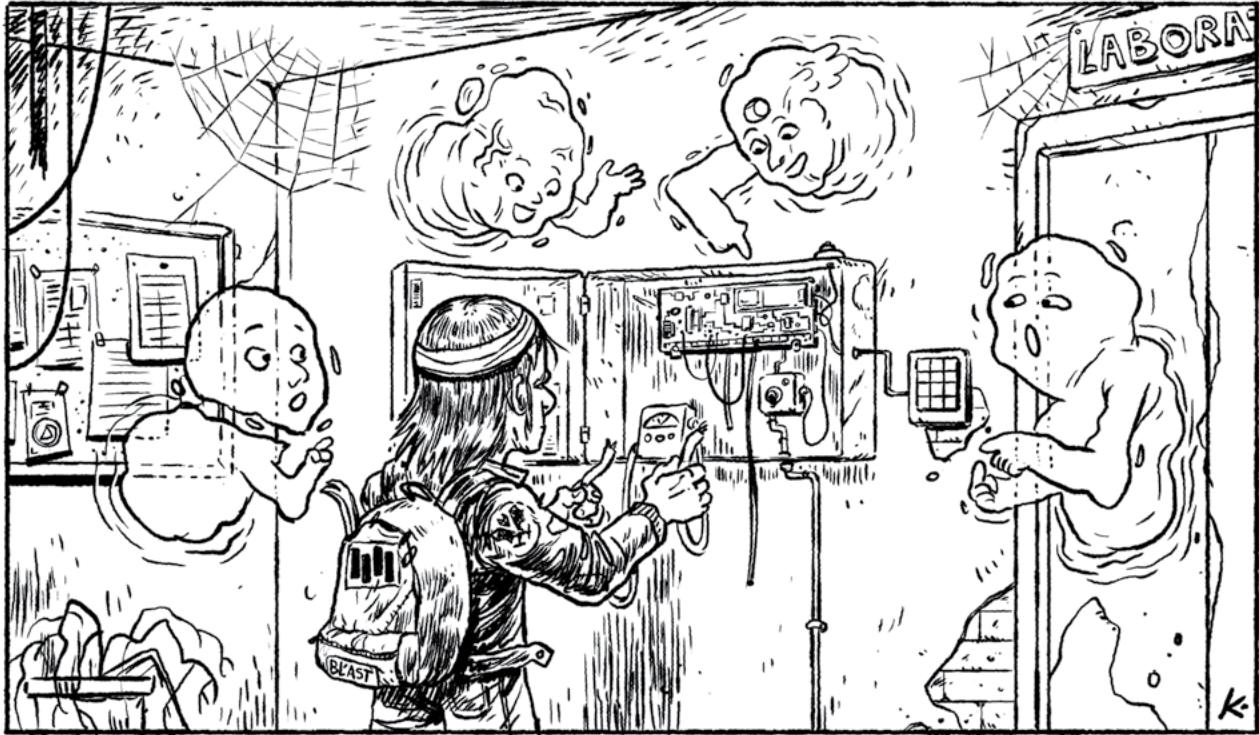


Table PD-8: Spiritualism Subjugation Table

Spiritualism rips through the invisible connections between body and spirit, between the individual and the ancestral spirits, between the ego and the vastness of the world beyond.

Adv	Effect
1-4	No Effect
5-8	The target vomits ectoplasm so violently that they lose 1 hp.
9-12	The target feels their spiritual essence dislodge from the body. This disconcerting effect causes a temporary loss of ½ Per, Sta, Str, and Agi for PL rounds.
13-16	The target's spiritual essence is "stretched" from the body causing 1d6 points of damage. Further, a Fort save (DC 14) must be made or they suffer the previous result, as well.
17-20	"All is revealed" and the target suffers an existential crisis on the spot from seeing the reality "beyond the veil." Luck and Per are halved for PL hours. A Will save (DC 16) must be made (after the Luck and Per loss) or the target permanently loses 1d3 each of Per and Luck.
21-24	The target's ancestors become angry because of their failure. Luck and Per are halved for PL days. The target permanently loses 1d4 points each of Per and Luck.
25+	The target's spiritual essence leaves their body for PL days, traveling astrally to the spirit realms. During this time, the body is completely vulnerable and unprotected and is likely to be eaten by scavengers . . . or worse. Should the target survive this spiritual exile (and wishes to return, after having seen the spirit realms), they permanently lose 1d5 Per and 1d4 Sta.

PSIONICS OF THE WASTELANDS

AN EXAMPLE OF A PSIONIC DUEL

Vouna (a young psion) has publicly confronted the vile tyrant Lord Mentac (also a psion) who has been forcefully occupying her home village with a terrible cruelty, allowing his mutant slaves to ravage the village's store of Moo-Drink and Thunder Buckets. Now the two have entered into a duel of wills.

ROUND 1

Lord Mentac both attacks and defends with Clairsentience (*Focus die d6*). Vouna chooses to attack with Telepathy (*Focus die d4*) and defend with Psychogeography (*Focus die d4*).

Lord Mentac's rolls:

Attack 1d20 modified -1 die step versus Psychogeography to 1d16 (roll=12) + Luck Mod (+1) +d6 Focus die (roll=2) = **15 attack total**
Defense 1d20 modified 0 die step versus Clairsentience (roll=7) + Luck Mod (+1) +d6 Focus die (roll=4) = **12 defense total**

Vouna's rolls:

Attack 1d20 modified +1 die step versus Clairsentience to 1d24 (roll=18) + Int Mod (+2) +d4 Focus die (roll=3) = **23 attack total, she burns 3 Luck to raise this to 26**

Defense 1d20 modified +1 die step versus Clairsentience to 1d24 (roll=13) + Int Mod (+2) +d4 Focus die (roll=1) + Def Mod (+0 vs. Clairsentience) = **16 defense total**

Lord Mentac's Attack (15) vs. Vouna's Defense (16) = no effect

Vouna's Attack (26) vs. Lord Mentac's Defense (12) = Vouna gains 14 points of Telepathy Advantage. Vouna chooses to use the 14 Advantage immediately on the Telepathy Subjugation table and takes control of Lord Mentac's left arm.

ROUND 2

Lord Mentac continues to use Clairsentience for both attack and defense. He also grabs two vials of radioactive jelly and ingests it, incurring isotope burn (*increasing his Clairsentience Focus die 2 die steps to d8 but also burning 2 Int*). Vouna does

not change her strategy either. She swallows two handfuls of uranium dust she found on her travels as well (*increasing her Telepathy and Psychogeography Focus dice 2 die steps each to d6 while opting to take the burn on her Per*).

Lord Mentac's rolls:

Attack 1d20 modified -1 die step to 1d16 (roll=16) + Luck Mod (+1) +d8 Focus die (roll=8) = **25 attack total**

Defense 1d20 modified 0 die step versus Clairsentience (roll=11) + Luck Mod (+1) +d8 Focus die (roll=6) + Def Mod (+0 vs. Psychokinesis) = **18 defense total**

He makes no attempt to stop the assault from his left arm.

Vouna's rolls:

Attack 1d20 modified +1 die step versus Clairsentience to 1d24 (roll=12) + Int Mod (+2) +d6 Focus die (roll=6) = **20 attack total**
Defense 1d20 modified +1 die step versus Clairsentience to 1d24 (roll=5) + Int Mod (+2) +d6 Focus die (roll=4) = **11 defense total**

She also uses Lord Mentac's left arm to draw his dagger and stabs him (using the free d16 action die) for 3 points of damage.

Lord Mentac's Attack (25) vs. Vouna's Defense (11) = Lord Mentac gains 14 points of Clairsentience Advantage, which he puts into reserve. He loses 1d3 (roll=2) Advantage for being involved in melee combat.

Vouna's Attack (20) vs. Lord Mentac's Defense (18) = Vouna gains 2 points of Telepathy Advantage, which she puts into reserve.

ROUND 3

For a third time, Lord Mentac uses Clairsentience for both attack and defense (*the Focus die still increased to d8 by the consumed isotopes*). Vouna continues to attack with Telepathy (*isotope-burn enhanced Focus die d6*) and defend with Psychogeography (*isotope-burn enhanced Focus die d6*).

Lord Mentac's rolls:

Attack 1d16 (due to taking a physical action this round) modified -1 die step to 1d14 (roll=14) + Luck



PSIONICS OF THE WASTELANDS

Mod (+1) +d8 Focus die (roll=3) = **18 attack total**

Defense 1d16 modified 0 die step versus Clairsentience (roll=10) + Luck Mod (+1) +d8 Focus die (roll=3) = **14 defense total**

He also struggles with his murderous left arm, Str check 1d16+1 (roll=9).

Vouna's rolls:

Attack 1d20 modified +1 die step versus Clairsentience to 1d24 (roll=14) + Int Mod (+2) +d6 Focus die (roll=6) = **22 attack total**

Defense 1d20 modified +1 die step versus Clairsentience to 1d24 (roll=10) + Int Mod (+2) +d6 Focus die (roll=3) = **15 defense total**

She continues to employ Lord Mentac's dagger wielding left arm against him, Str check 1d16+1 (roll=13). Another successful stab for 4 more points of damage.

Lord Mentac's Attack (18) vs. Vouna's Defense (15) = Lord Mentac gains 3 points of Clairsentience Advantage, which he chooses to use immediately, adding the reserved 12 Advantage, for a total of 17 on the Clairsentience Subjugation table. This curses her to use a d30 for Luck checks for the next 2 days.

Vouna's Attack (22) vs. Lord Mentac's Defense (14) = Vouna gains 8 points of Telepathy Advantage, which she chooses to use immediately, adding the reserved 2 Advantage, for a total of 10 on the Telepathy Subjugation table. She reaches into his mind and erases his own name from his memory.

Knowing that he has only a few hit points left and rattled that he can no longer remember his own name, Lord Mentac concedes the duel. Vouna commands Mentac to directly travel at haste into the Northern Wastes for the next 48 hours, taking all of his loyal mutant followers and lackies with him.



PSIONICS OF THE WASTELANDS

Psychic Dissonance Table

Roll 1d10 plus the difference between what was rolled and the DC. If the Focus die rolled a natural 1, it is rolled in addition to the 1d10 on this table.

1-3	A minor bout of psychogenic fugue settles into the psion's mind causing -1 to all power initiation rolls for 1d4 turns.
4-6	Due to an errant pseudo-thought that must be purged, the psion must meditate for 1 turn, starting as soon as they are able (i.e., if they are in combat, they can wait until the danger is over). Failure to do so within the next hour will result in a headache (-1 to all actions for 1d3 hours).
7-9	A sequence of minuscule psychosomatic lobe abrasions form and inflict -1 to all actions. In addition, the psion must meditate for one hour, starting as soon as they are able (i.e., if they are in combat, they can wait until the danger is over). Failure to do so within the next three hours will result in a migraine (-1d penalty to all actions for 3d6+6 hours).
10-12	A minor but abiding bout of psychogenic fugue settles into the psion's mind causing -1 to all power initiation rolls for 10d6 hours. In addition, during this time the psion becomes somewhat forgetful, requiring a successful Luck check to fully remember things whenever the GM chooses to invoke it.
13-15	The psion projects surface thoughts for d3 rounds, requiring a DC 15 Will save to avoid spilling thoughts better left secret. Intense concentration is required to return to normal, conferring a -2 to power initiation rolls for 2d5 turns.
16-18	A significant psychogenic fugue overtakes the psion's mind causing -1d3+1 to all power initiation rolls for 3d3 days. In addition, during this time the psion becomes very forgetful, requiring a successful Luck check to remember anything important including personal history and critical information.
19-21	One intelligent being within 50', chosen at random, now can hear all of the psion's thoughts, whether they want to or not. In addition, they can see any pertinent memories the psion has related to those thoughts. The psion is also aware of the other being's thoughts and surface memories. Due to shared pain experiences, any damage taken by one of the bonded pair also does ½ damage to the other. This bond will continue for 3d30 hours or until one of the pair is dead. During this time both the psion and the affected being are at a -1d penalty to all actions due to the distraction.
22-24	A cluster of psychosomatic lobe abrasions form and inflict a -1d penalty to all actions for the next 3d6+6 hours. In addition, the psion must meditate for 4d4 hours, starting as soon as they are able (i.e., if they are in combat, they can wait until the danger is over). Failure to do so within the next hour will result in a stroke (-2d3 Int and Per plus a -1d penalty to all actions until healed by supernatural or technological means).
25-27	The psion now unconsciously channels other random personas from the universal metaconsciousness into their brain, causing them to become erratically schizophrenic when it occurs. 1d5 times per day the psion must now make a Will save (DC16) or switch personalities for a period of 2d4 turns. The new persona will have no memory of the original persona or their life. It will have a random gender, cultural identity, alignment, profession, and class (if any).
28+	The psion's entire persona is lost to the universal metaconsciousness for 4d30 days. During this time a completely different persona inhabits the body. They will be of the same character level but of a randomly determined class and alignment. When the psion's original persona eventually reconnects with their body, it will have to fight the current inhabiting persona for possession of it.



PSIONICS OF THE WASTELANDS

PSIONIC POWER LIST BY TYPE

Psychometabolism (Sta)

Assist

- Tier 1: Assist Saves vs. Poison & Disease
- Tier 2: Assist Saves vs. Paralysis & Death
- Tier 3: Assist Hit Point Recovery

Attack

- Tier 1: Vertigo
- Tier 2: Affliction
- Tier 3: Wither

Defend

- Tier 1: Healing Mantra
- Tier 2: Maximize Vigor
- Tier 3: Invulnerability

Manipulate

- Tier 1: System Detox
- Tier 2: Mind over Body
- Tier 3: Bodily Metamorphose

Transcendental

- Tier 4: Perfect Form

Spiritualism (Sta)

Assist

- Tier 1: Automatic Writing
- Tier 2: The Stash
- Tier 3: Know the Dead

Attack

- Tier 1: I See Dead People
- Tier 2: Ectoplasmic Tendrils
- Tier 3: Banshee Scream

Defend

- Tier 1: Spirit Guardian
- Tier 2: Spirit Form
- Tier 3: Ancestral Shield

Manipulate

- Tier 1: Haunt
- Tier 2: Mesmerize
- Tier 3: Reform the Soul

Transcendental

- Tier 4: Open the Heavens

Telepathy (Int)

Assist

- Tier 1: Assist Persuasion Rolls
- Tier 2: Assist Saves vs. Influence
- Tier 3: Assist Knowledge Rolls

Attack

- Tier 1: Distraction
- Tier 2: Command
- Tier 3: Dominate

Defend

- Tier 1: Remote Communication
- Tier 2: Hear Deception
- Tier 3: Edit Perception

Manipulate

- Tier 1: Thought Tap
- Tier 2: Edit Memory
- Tier 3: Transmogrify Mind

Transcendental

- Tier 4: Probe Universal
Metaconsciousness

Psychogeography (Int)

Assist

- Tier 1: Assist Will Saves
- Tier 2: Psychic Redoubt
- Tier 3: Trail of Tears

Attack

- Tier 1: Hear Psychic Echoes
- Tier 2: Doubt Trap
- Tier 3: Pit of Despair

Defend

- Tier 1: Detect Intelligence
- Tier 2: Cottage of Calmness
- Tier 3: Cleanse the Past

Manipulate

- Tier 1: Presence
- Tier 2: Elide Emotion
- Tier 3: Void Wipe

Transcendental

- Tier 4: Sanctuary from the
Whirlwind

Clairsentience (Luck)

Assist

- Tier 1: Assist Saves vs. Traps
- Tier 2: Assist Saves vs. Area Attacks
- Tier 3: Assist Critical Hit Rolls

Attack

- Tier 1: Read Aura
- Tier 2: Guided Strike
- Tier 3: Invoke Weakness

Defend

- Tier 1: Hypercognition
- Tier 2: Second Chance
- Tier 3: Foresight

Manipulate

- Tier 1: Remote Viewing
- Tier 2: Object Reading
- Tier 3: Precognition

Transcendental

- Tier 4: Vision of Triumph

Psychokinesis (Per)

Assist

- Tier 1: Assist Strength Rolls
- Tier 2: Assist Crafting Rolls
- Tier 3: Assist Melee Damage Rolls

Attack

- Tier 1: Kinetic Burst
- Tier 2: Remote Grapple
- Tier 3: Thermokinesis

Defend

- Tier 1: Force Shield
- Tier 2: Redirect Blow
- Tier 3: Kinetic Damper

Manipulate

- Tier 1: Remote Hands
- Tier 2: Reshape
- Tier 3: Force Construct

Transcendental

- Tier 4: Molecular Vicissitude

Naturapathy (Per)

Assist

- Tier 1: Furry Friends
- Tier 2: The Beast Whisperer
- Tier 3: The Plant Whisperer

Attack

- Tier 1: Hey Buggly
- Tier 2: Defile
- Tier 3: NopeNopeNope

Defend

- Tier 1: Lose the Scent
- Tier 2: Skin Walker
- Tier 3: A Bustle in Your Hedgegrow

Manipulate

- Tier 1: Weathervane
- Tier 2: Hidey Hole
- Tier 3: Enervate

Transcendental

- Tier 4: Ley of the Land

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PSIONIC POWER LIST BY TIER

Psychometabolism (Sta)

Tier 1

Assist Saves vs. Poison & Disease (pg 32)
Healing Mantra (pg 46)
System Detox (pg 69)
Vertigo (pg 74)

Tier 2

Affliction (pg 27)
Assist Saves vs. Paralysis & Death (pg 32)
Maximize Vigor (pg 53)
Mind over Body (pg 54)

Tier 3

Assist Hit Point Recovery (pg 29)
Bodily Metamorphose (pg 36)
Invulnerability (pg 50)
Wither (pg 77)

Tier 4

Perfect Form (pg 59)

Spiritualism (Sta)

Tier 1

Automatic Writing (pg 34)
Haunt (pg 45)
I See Dead People (pg 49)
Spirit Guardian (pg 69)

Tier 2

Ectoplasmic Tendrils (pg 40)
Mesmerize (pg 54)
Spirit Form (pg 68)
The Stash (pg 71)

Tier 3

Ancestral Shield (pg 27)
Banshee Scream (pg 35)
Know the Dead (pg 51)
Reform the Soul (pg 63)

Tier 4

Open the Heavens (pg 58)

Telepathy (Int)

Tier 1

Assist Persuasion Rolls (pg 30)
Distraction (pg 39)
Remote Communication (pg 64)
Thought Tap (pg 73)

Tier 2

Assist Saves vs. Influence (pg 31)
Command (pg 37)
Edit Memory (pg 41)
Hear Deception (pg 46)

Tier 3

Assist Knowledge Rolls (pg 29)
Dominate (pg 39)
Edit Perception (pg 41)
Transmogrify Mind (pg 74)

Tier 4

Probe Universal Metaconsciousness (pg 61)

Psychogeography (Int)

Tier 1

Assist Will Saves (pg 34)
Detect Intelligence (pg 39)
Hear Psychic Echoes (pg 47)
Presence (pg 61)

Tier 2

Cottage of Calmness (pg 38)
Doubt Trap (pg 40)
Elide Emotion (pg 42)
Psychic Redoubt (pg 62)

Tier 3

Cleanse the Past (pg 37)
Pit of Despair (pg 60)
Trail of Tears (pg 73)
Void Wipe (pg 76)

Tier 4

Sanctuary from the Whirlwind (pg 67)

Clairsentience (Luck)

Tier 1

Assist Saves vs. Traps (pg 33)
Hypercognition (pg 48)
Read Aura (pg 62)
Remote Viewing (pg 65)

Tier 2

Assist Saves vs. Area Attacks (pg 31)
Guided Strike (pg 45)
Object Reading (pg 57)
Second Chance (pg 67)

Tier 3

Assist Critical Hit Rolls (pg 28)
Foresight (pg 44)
Invoke Weakness (pg 49)
Precognition (pg 60)

Tier 4

Vision of Triumph (pg 75)

Psychokinesis (Per)

Tier 1

Assist Strength Rolls (pg 33)
Force Shield (pg 43)
Kinetic Burst (pg 50)
Remote Hands (pg 65)

Tier 2

Assist Crafting Rolls (pg 28)
Redirect Blow (pg 63)
Remote Grapple (pg 64)
Reshape (pg 66)

Tier 3

Assist Melee Damage Rolls (pg 30)
Force Construct (pg 43)
Kinetic Damper (pg 51)
Thermokinesis (pg 72)

Tier 4

Molecular Vicissitude (pg 55)

Naturapathy (Per)

Tier 1

Furry Friends (pg 44)
Lose the Scent (pg 53)
Hey, Buggly (pg 47)
Weathervane (pg 76)

Tier 2

Defile (pg 38)
Hidey Hole (pg 48)
Skin Walker (pg 68)
The Beast Whisperer (pg 70)

Tier 3

A Bustle in Your Hedgegrow (pg 26)
Enervate (pg 42)
NopeNopeNope (pg 56)
The Plant Whisperer (pg 71)

Tier 4

Ley of the Land (pg 52)

PSIONICS OF THE WASTELANDS

PSIONIC POWER DESCRIPTIONS

How to read the power descriptions

Name of the Power

[Which Discipline the power stems from (the Attribute it is based on) the Type of power it is and the Tier of the power.]

[Base DC] The minimum DC for the power to work. The Focus die result is included in the total versus the DC.

[Save] Which save is used to avoid the power effects. The DC is the psion's invocation roll total.

[Base Success] The standard effects of the power when successfully invoked.

[Bonus Effect table] If the psion's Focus die achieves a result of 3+, the Base Success effects are enhanced. All Bonus Effects equal to and less than the Focus die's roll are applied to this invocation of the power.

Note: The psion can wait to choose a target until they have finished the invocation roll to see what Bonus Effects they can employ.

POWER DESCRIPTIONS (listed alphabetically)

A Bustle in Your Hedgegrow

Naturapathy (Per)

Defend Tier 3

Base DC: 17

Save: Nil

Base Success: A thorny, twisted hedge, thick with brambles, PL x 10' long x 10' deep x 10' high, springs up from the ground, regardless of local climate or geography. The nearest edge of the hedge may appear up to PLx10' away from the psion. The area can be configured to be thicker, taller, or longer, so long as the total cubic dimensions of the hedge do not exceed that allowed by the psion's PL. This barricade is stationary. It may be penetrated at half movement, but for every 5' through which intruders travel, 1d6 of damage is inflicted, armor worn is ignored unless it is Impervious. Those who are trapped within the hedge as it grows automatically take 1d6 of damage and must take another 1d6 of damage to make their way out. The hedge may be lit on fire but all within or those traveling through the hedge will take fire damage in addition to the above, if they attempt to move through. Fire destroys one 10'x10'x10' section in a turn. Any who are caught in the hedge or attempt to travel through it with a lit torch or candle must make a DC 18 Agility save to avoid catching the hedge on fire. Covered lanterns will not accidentally catch the hedge on fire, unless the carrier's Luck score is 3 or less, in which case they are completely immolated after traveling one foot into the hedge. Nature is not kind to fools.

Focus Die	Bonus Effect
3-4	As above, but the size of the hedge is doubled (PL x 20' x 20' x 20').
5-6	As above, plus the hedge grows thicker, taller, and larger at a rate of 5' in each direction per round for PL rounds. Damage incurred by movement through the hedge increases to 1d8.
7	As above, plus the psion may cause the hedge itself to move in any lateral direction 5' per round for PL rounds.
8	As above, but the size of the hedge is tripled (PL x 30' x 30' x 30').
9+	As above, and the hedge is completely resistant to fire and movement through it is at ¼ normal speed. Damage incurred by movement through the hedge increases to 1d10.

PSIONICS OF THE WASTELANDS

Affliction

Psychometabolism (Sta)

Attack Tier 2

Base DC: 15

Save: Fort

Base Success: A living target within 10' x the PL must make a Fortitude save equal to the power roll or suffer either the immediate onset of a non-lethal illness of the psion's choosing or lose 1d3 points from a random Attribute in the form of temporary damage.

Focus Die	Bonus Effect
3-4	The Fort save DC is increased by the result of the Focus die.
5-6	Instead of the Base Success options, the psion can choose for the target to either reduce their move by 75% for the PL in turns or have to make a Fort save each round or suffer 1hp of damage (as the microorganisms in the target's body mutate) until they make three successful saves in a row.
7	The illness and Attribute damage cannot be healed by mundane means.
8	The psion can choose to inflict two options upon a target with full effect.
9+	All penalties or damage inflicted is doubled in effect or duration, as chosen by the psion. In addition, the illness can be lethal or mundanely incurable.

Ancestral Shield

Spiritualism (Sta)

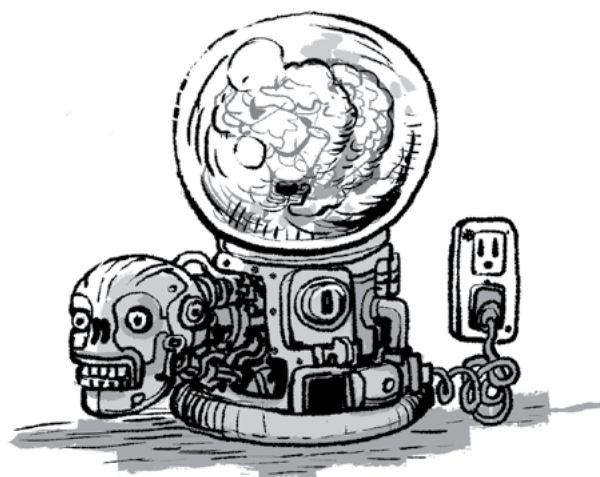
Defend Tier 3

Base DC: 17

Save: Nil

Base Success: The ghostly aspect of one of the psion's ancestors enshrouds the psion. Their visage appears to be a cross between the faces of the psion and the ancestor, with distinct familiar features being emphasized. Any psionic attacks on the psion harmlessly dissipate for a number of attempted attacks equal to the psion's PL.

Focus Die	Bonus Effect
3-4	Two of the psion's dead ancestors manifest, absorbing a number of attempted psionic attacks equal to 2xPL
5-6	Three of the psion's dead ancestors manifest, absorbing a number of attempted psionic attacks equal to 3xPL
7	As the previous result, plus all Will saves made by the psion are made at a +1d for PL rounds
8	As the previous result, but all Will saves made by the psion are made at +2d for 2xPL rounds
9+	A veritable mob of the psion's ancestors manifest. All who witness this must make a DC 15 Will save or flee in terror for 3xPL rounds, stopping at nothing, even killing their closest friends, to escape. All other effects of the previous result also apply, but at +3d for 3xPL rounds



PSIONICS OF THE WASTELANDS

Assist Crafting Rolls

Psychokinesis (Per)

Assist Tier 2

Base DC: 15

Save: Nil

Base Success: The psion's Psychokinesis Focus die can be added to the roll for an action involving mending or creating an object. They work it with their mind as well as their hands, manipulating the edges of interdimensionally to aid in their expression.

Focus Die	Bonus Effect
3-4	The psion's Psychokinesis Focus die can be added to the roll of one other person for one action involving mending or creating an object. The psion must focus with their mind while the other person works with their hands.
5-6	As above, plus, if the person being assisted by the psion is a technologist, the Psychokinesis Focus die roll is increased by +1d or, if the person being assisted is a petrol head, the Psychokinesis Focus die roll is increased by +1d.
7	As above, and the psion can add the Psychokinesis Focus die as a bonus to PL compatriots in their efforts toward one action involving mending or creating an object. The psion must focus with their mind while the others work with their hands.
8	The additional Psychokinesis Focus die is added to the psion's next PL attempts to mend or create an object when they work it with their mind as well as their hands.
9+	The additional Psychokinesis Focus die is added to 3xPL persons who are being assisted for their next PL attempts to mend or create an object when they work it with their mind as well as their hands in a communal effort of a large scale. This could help an entire village shore up their defenses against a raider attack the next day or help them to dig deep wells in order to gather sufficient water for several days in the event of a localised drought, etc.

Assist Critical Hit Rolls

Clairsentience (Luck)

Assist Tier 3

Base DC: 17

Save: Nil

Base Success: The psion sees, as in a pre-cataclysmic digital diagram, the weak points in temporal and other-dimensional space around an opponent's body. The psion's Clairsentience Focus die is rolled in addition to their crit die when resolving a critical hit. The psion may choose either result rolled to inflict on the target. The psion's Luck Mod is applied to both dice.

Focus Die	Bonus Effect
3-4	The psion's Clairsentience Focus die can be added to the crit die roll of one ally when resolving a critical hit.
5-6	The psion's Clairsentience Focus die can be added to the crit die roll of one ally when resolving a critical hit. The psion (not the target) may choose either result rolled to inflict on the target.
7	The psion's Clairsentience Focus die is rolled in addition to their crit die when resolving a critical hit. The psion may choose either result rolled or combine the two results to inflict on the target. The psion's Luck Mod is applied to both dice.
8	The psion's Clairsentience Focus die can be added to the crit die roll of one ally when resolving a critical hit. The psion (not the target) may choose either result rolled or combine the two results to inflict on the target.
9+	The next hit by the Psion is an automatic critical hit, no matter what the value of their to-hit roll. The psion's Clairsentience Focus die and crit die both achieve the maximum result possible by their combined results. The Psion's Luck Mod is applied twice, as well.

PSIONICS OF THE WASTELANDS

Assist Hit Point Recovery

Psychometabolism (Sta)

Assist Tier 3

Base DC: 17

Save: Nil

Base Success: The psion can “synch up” their physiology (and possibly that of others) to be more in tune with the Ideal Ordered Form, the perfect body. While the psion is rolling one or more of their Hit Dice to recover lost hit points, they may also roll their Psychometabolism Focus die and add it to the total. If the roll is intended to mend a broken bone or other infliction, the Psychometabolism Focus die counts as an additional die of effect.

Focus Die	Bonus Effect
3-4	The result rolled on the psion's Psychometabolism Focus die may be distributed among PL allies that are recovering lost hit points at a rate of 2 points per 1 hit point healed. This leaves the psion exhausted and unable to move for 1d4 rounds.
5-6	The result rolled on the psion's Psychometabolism Focus die and their own Hit Dice rolled to recover lost hit points may be distributed among PL allies that are recovering lost hit points at a rate of 2 points per 1 hit point healed. This leaves the psion exhausted and unable to move for 1d5 rounds.
7	The psion takes the maximum possible result of the Psychometabolism Focus die and adds it to the total hit points when rolling to recover hit points.
8	If the healing roll would take the total hit points above the maximum hit points for the character, these “extra” hit points are retained until used up by damage to the character. After these “extra” hit points are used up, they are not restored.
9+	The psion may attempt to heal a “bleeding out” ally (see DCC RPG pg 93) for up to PL turns after the ally was brought to 0 hp.

Assist Knowledge Rolls

Telepathy (Int)

Assist Tier 3

Base DC: 17

Save: Nil

Base Success: The psion's Telepathy Focus die can be added to the roll for an action determining whether or not the psion knows something about the subject at hand. This new information does not come from the psion's memories but is plucked from the universal metaconsciousness that all living beings are connected to at some level.

Focus Die	Bonus Effect
3-4	The psion's Telepathy Focus die plus ½ PL can be added to the roll for an action determining whether or not the psion knows something about the subject at hand.
5-6	The maximum possible result on the psion's Telepathy Focus die plus ½ PL can be added to the roll for an action determining whether or not the psion knows something about the subject at hand.
7	The psion may teach one other ally the very basic, most rudimentary knowledge of a specific thing regarding the subject at hand. How this manifests and the level of specificity is up to the GM. This gives the ally a base knowledge as though they had an occupation for this skill/subject. This knowledge fades after PL minutes.
8	The psion may teach one other ally the average knowledge that one familiar with the specific thing regarding the subject at hand might have. How this manifests and the level of specificity is up to the GM. This gives the ally a base knowledge as though they had an occupation for this skill/subject. This knowledge fades after PL turns.
9+	The psion does not need to roll for the action determining whether or not the psion knows something about the subject at hand. They just know. This knowledge fades away after PL hours. The psion will be helpless for 1d4 rounds after the knowledge is imparted. They are effectively stunned by the influx of knowledge.

PSIONICS OF THE WASTELANDS

Assist Melee Damage Rolls

Psychokinesis (Per)

Assist Tier 3

Base DC: 17

Save: Nil

Base Success: The psion's physical attacks are "attracted" to points of weakness in an opponent's body. The psion's Psychometabolism Focus die can be added to all melee damage roll totals for the round. The total damage is considered "magical" for the purposes of injuring certain eldritch creatures.

Focus Die	Bonus Effect
3-4	The psion's Psychometabolism Focus die can be added to all melee damage rolls for the next PL attacks. The total damage is considered "magical" for the purposes of injuring certain eldritch creatures.
5-6	The psion's Psychometabolism Focus die can be added to all melee damage rolls for the next PL rounds. The total damage is considered "magical" for the purposes of injuring certain eldritch creatures.
7	The psion's Psychometabolism Focus die can be added to all melee damage rolls of PL allies for the round. The total damage is considered "magical" for the purposes of injuring certain eldritch creatures.
8	The maximum possible roll on the psion's Psychometabolism Focus die can be added to all melee damage rolls for the next round. The total damage is considered "magical" for the purposes of injuring certain eldritch creatures.
9+	The maximum possible roll on the psion's Psychometabolism Focus die can be added to all melee damage rolls of ½ PL allies for the next round. The total damage is considered "magical" for the purposes of injuring certain eldritch creatures.

Assist Persuasion Rolls

Telepathy (Int)

Assist Tier 1

Base DC: 13

Save: Nil

Base Success: The secrets of the ancient psionic grimoire, "How to Win Acquaintances and Influence Humans" are dumped into the telepath's mind in an instant. The psion's Telepathy Focus die can be added to actions involving persuading others. This bonus is not really any form of domination, but instead the psion can read their mark better and manipulate them with simple conversation.

Focus Die	Bonus Effect
3-4	As Base Success, plus, up to PL allies can help in the persuasion, adding their Per bonus to the psion's roll for actions involving persuading others.
5-6	The psion's Telepathy Focus die can be added to actions involving persuading others for the next PL attempts the psion makes at persuasion.
7	The maximum possible result of the psion's Telepathy Focus die can be added to actions involving persuading others.
8	The main die rolled for the next action involving persuading others is automatically 1 point under the maximum result. The psion's Telepathy Focus die is rolled and added to this when determining the action's success.
9+	The maximum possible result of the main die roll and the maximum possible result of the psion's Telepathy Focus die can be added to actions involving persuading others.

PSIONICS OF THE WASTELANDS

Assist Saves vs. Area Attacks

Clairsentience (Luck)

Assist Tier 2

Base DC: 15

Save: Nil

Base Success: The psion senses echoes from the future rippling back through time to the present. The psion's Clairsentience Focus die is rolled and added to any saves versus area attacks. If failing the save would inflict a magical death effect, then the Psion's Luck Mod is added to the save total as well.

Focus Die	Bonus Effect
3-4	The psion's Clairsentience Focus die is rolled and the resulting points can be distributed to PL allies within 20' and added to any saves versus area attacks.
5-6	The psion's Clairsentience Focus die is rolled and the resulting points can be distributed to PL allies within 50' and added to any saves versus area attacks.
7	The psion rolls saves versus area attacks twice and takes the highest result.
8	The psion rolls saves versus area attacks twice, takes the highest result, and adds the result of a roll of the psion's Clairsentience Focus die to the higher save.
9+	The psion rolls saves versus area attacks twice, takes the highest result, and may roll the Clairsentience Focus die and distribute these extra points to PL allies within 100' to add to their saves versus area attacks.

Assist Saves vs. Influence

Telepathy (Int)

Assist Tier 2

Base DC: 15

Save: Nil

Base Success: A telepathic "song" sounds in the psion's mind, with the refrain "Anything I can do, I can do better," bolstering the psion's resolve of The Self. The psion's Telepathy Focus die can be added to Willpower saves against being hoodwinked by normal or supernatural means. If failing the save would result in majorly violating the psion's alignment, then the psion's Intelligence Mod is added to the save total as well.

Focus Die	Bonus Effect
3-4	The psion's Telepathy Focus die can be added to Will saves against being hoodwinked by normal or supernatural means. If failing the save would result in majorly violating the psion's alignment, then the psion's Int Mod is added to the save total as well. This effect lasts for PL rounds.
5-6	The psion's Telepathy Focus die can be added to Will saves against being hoodwinked by normal or supernatural means for PL allies. If failing the save would result in majorly violating the psion's alignment, then the ally's Int Mod is added to the save total as well.
7	The maximum possible result of the psion's Telepathy Focus die can be added to Will saves against being hoodwinked by normal or supernatural means. If failing the save would result in majorly violating the psion's alignment, then the psion's Int Mod is added to the save total as well.
8	The maximum possible result of the psion's Telepathy Focus die can be added to Will saves against being hoodwinked by normal or supernatural means for PL allies. If failing the save would result in majorly violating the psion's alignment, then the ally's Int Mod is added to the save total as well.
9+	The "hoodwinking" effect is turned on the perpetrator. This effect is only usable at the psion's current level and ability scores, not that of the original perpetrator. The GM will determine the exact effects of this turning.

PSIONICS OF THE WASTELANDS

Assist Saves vs. Paralysis & Death

Psychometabolism (Sta)

Assist Tier 2

Base DC: 15

Save: Nil

Base Success: The psion's Psychometabolism Focus die is added to saves against instant death or any form of paralysis.

Focus Die	Bonus Effect
3-4	The psion's Psychometabolism Focus die is added to saves against instant death or any form of paralysis. This effect lasts for PL rounds.
5-6	The psion's Psychometabolism Focus die is added to saves against instant death or any form of paralysis for PL allies.
7	The maximum possible result of the psion's Psychometabolism Focus die is added to saves against instant death or any form of paralysis.
8	The maximum possible result of the psion's Psychometabolism Focus die is added to saves against instant death or any form of paralysis for PL allies.
9+	For PLx3 rounds, the psion cannot be affected by paralytic effects or those which would inhibit movement in any way (sleep, slow, and entanglement effects are a few of these). Also, the maximum possible result of the psion's Psychometabolism Focus die may be divided among the psion and up to PL allies and added to saves against instant death.

Assist Saves vs. Poison, Radiation, & Disease

Psychometabolism (Sta)

Assist Tier 1

Base DC: 13

Save: Nil

Base Success: The psion's Psychometabolism Focus die is added to saves against all poisons, radiation, and contracting any type of disease.

Focus Die	Bonus Effect
3-4	The psion's Psychometabolism Focus die is added to saves against all poisons, radiation, and contracting any type of disease. This effect lasts for PL rounds.
5-6	The psion's Psychometabolism Focus die is added to saves against all poisons, radiation, and contracting any type of disease for PL allies.
7	The maximum possible result of the psion's Psychometabolism Focus die is added to saves against all poisons, radiation, and contracting any type of disease.
8	The maximum possible result of the psion's Psychometabolism Focus die is added to saves against all poisons, radiation, and contracting any type of disease for PL allies.
9+	The psion may draw poison, radioactive material, or disease out of the body of up to PL people who have been poisoned within the past PL rounds or contracted disease within the last PL hours. Effects are not reversed, but no further damage or effects from the poison or disease will endure.

PSIONICS OF THE WASTELANDS

Assist Saves vs. Traps

Clairsentience (Luck)

Assist Tier 1

Base DC: 13

Save: Nil

Base Success: The psion senses, rather than sees, the basic mechanical conception of a given trap as if “reading” a diagram. The clarity of the sensing is determined by the Focus die roll. The psion’s Clairsentience Focus die is rolled and added to any saves versus the results of a sprung trap. If failing the save would inflict a magical death effect, then the Psion’s Luck Mod is added to the save total as well.

Focus Die	Bonus Effect
3-4	The psion’s Clairsentience Focus die is rolled and added to any saves versus the results of a sprung trap. If failing the save would inflict a magical death effect, then the psion’s Luck Mod is added to the save total as well. This effect lasts for PL rounds.
5-6	The psion’s Clairsentience Focus die is rolled and added to any saves versus the results of a sprung trap for PL allies. If failing the save would inflict a magical death effect, then the ally’s Luck Mod is added to the save total as well
7	The maximum possible result of the psion’s Clairsentience Focus die is added to any saves versus the results of a sprung trap. If failing the save would inflict a magical death effect, then the psion’s Luck Mod is added to the save total as well.
8	The maximum possible result of the psion’s Clairsentience Focus die is added to any saves versus the results of a sprung trap for PL allies. If failing the save would inflict a magical death effect, then the ally’s Luck Mod is added to the save total as well.
9+	The psion knows and understands the mechanism of the trap so well that they can reconstruct it, given the right materials. They may also teach others how to build it, over time. The amount of time needed to learn is determined by adding the maximum possible result of the psion’s Clairsentience Focus die to any Int bonus the student might have, then subtracting that total from 20, resulting in the number of days it will take the psion to fully teach the needed principles (physical and mechanical) and material characteristics of the trap to the student.

Assist Strength Rolls

Psychokinesis (Per)

Assist Tier 1

Base DC: 13

Save: Nil

Base Success: The psion’s collective microorganisms push their energy and efforts in near-perfect synchronization for a time, boosting the psion’s physical strength. The psion’s Psychometabolism Focus die can be added to all Strength roll totals for the round. This will not affect combat rolls other than grappling checks.

Focus Die	Bonus Effect
3-4	The psion’s Psychometabolism Focus die can be added to all Strength roll totals for PL rounds. This will not affect combat rolls other than grappling checks.
5-6	The psion’s Psychometabolism Focus die can be added to all Strength roll totals for PL allies for the round. This will not affect combat rolls other than grappling checks.
7	The maximum possible result of the psion’s Psychometabolism Focus die can be added to all Strength roll totals for the round. This will not affect combat rolls other than grappling checks.
8	The maximum possible result of the psion’s Psychometabolism Focus die can be added to all Strength roll totals for PL allies for the round. This will not affect combat rolls other than grappling checks.
9+	The maximum possible result of the psion’s Psychometabolism Focus die can be added to all Strength roll totals for PL rounds. This will not affect combat rolls other than grappling checks.

PSIONICS OF THE WASTELANDS

Assist Will Saves

Psychogeography (Int)

Assist Tier 1

Base DC: 13

Save: Nil

Base Success: The psion's Psychogeography Focus die is rolled and added to all Willpower saves not involving activation for the round.

Note: If attempting to use this power on another person, the DC is increased to 15.

Focus Die	Bonus Effect
3-4	The psion's Psychogeography Focus die can be added to all Willpower saves not involving activation for PL rounds.
5-6	The psion's Psychogeography Focus die can be added to all Willpower saves not involving activation for PL allies for the round.
7	The maximum possible result of the psion's Psychogeography Focus die can be added to all Willpower saves not involving activation for the round.
8	The maximum possible result of the psion's Psychogeography Focus die can be added to all Willpower saves not involving activation for PL allies for the round.
9+	The maximum possible result of the psion's Psychogeography Focus die can be added to all Willpower saves not involving activation for PL rounds.

Automatic Writing

Spiritualism (Sta)

Assist Tier 1

Base DC: 13

Save: Nil

Base Success: The psion enters a trance, becoming a channel for written communication with the spirit world. Messages from beyond will reveal the presence of spirits, who will share their basic biographical details: first name, number of years since birth, number of years since death, and method of demise. The manifesting spirit will have died within one mile of the activation of this power. If multiple people have died within that range, the GM determines which one spirit will influence the automatic writing. Note that the spirit need not be entirely honest! Those who witness the writing process (including the psion) receive a one-time +1 bonus to their next Willpower save. Once the basic biographical details have been shared, the spirit disappears (though the psion might just continue writing whatever they wish, depending on their alignment).

Focus Die	Bonus Effect
3-4	"Hidden things" begin to be revealed through the writing. Checks to find and disarm traps, decipher cryptologically-obscured texts, solve riddles, and find secret or hidden doors, compartments, etc. are done at +1d higher on the next attempt. This bonus to the check applies to anyone who is present for the writing session, but once it is used by one person, it is gone and hidden things are, once again, hidden.
5-6	More "hidden things" are revealed. The bonus to check is now at +2d and is usable twice.
7	Much is revealed. "Hidden things" checks are at +3d and usable thrice.
8	As result 7 above, plus protective charms are revealed that act as 3 points of Ablative armor for the psion only.
9+	As above, plus insight gained from the writing gives +1 to all of the psion's Int and Per checks for one full day.

PSIONICS OF THE WASTELANDS

Banshee Scream

Spiritualism (Sta)

Attack Tier 3

Base DC: 17

Save: Will

Base Success: A disturbed soul, unjustly murdered and unavenged, screeches out a cry that chills hearers to the very center of their being. This horrifying scream will be heard by all, whether they have taken measures to obstruct their hearing or not, as it is a psychic scream that pierces through all physical barriers. It radiates out in a 50' sphere, engulfing all: friend, foe, and the psion. All (including the psion) must make a DC 17 Willpower save or collapse on the spot in terror, unable to move or act for PL rounds. Those who make the save are still so shaken that any psionic defense measures are halved in effectiveness and duration.

Focus Die	Bonus Effect
3-4	As Base Success, but the sphere expands to 100'
5-6	In addition to the previous effect, those who fail the save will automatically fail their next PL Will saves. Also, all in the area of effect, whether they make the save or not, lose any Per bonuses that may apply to actions for the next PL hours.
7	As the previous effect, but the sphere expands to 500' and those who fail the save are catatonic for one full hour, while those who make the save still suffer the lingering effects on psionic defenses for one full hour. The psion is innured to the scream and need only make a DC 10 Will save at this point to avoid ill effects.
8	As the previous effect, but the sphere expands to 1 mile. The psion is immune to the effects at this point.
9+	Three banshee screams in rapid succession sound from beyond the pale! The screams radiate out in a 5 mile radius sphere. Those who fail the Will save (except the psion, who is immune) have their Per reduced to 3 for PL days. They fall into a catatonic state that last PL hours. Those who make their save are still so shaken that any psionic defense measures are halved in effectiveness and duration for PL days



PSIONICS OF THE WASTELANDS

Bodily Metamorphose

Psychometabolism (Sta)

Manipulate Tier 3

Base DC: 17

Save: Will

Base Success: This allows the psion to transform their body, temporarily mutating it by adjusting tissue composition and rearranging the cell structure. The effect can be held safely for the PL in minutes. For every number of minutes equal to the PL afterwards that the change is held in place inflicts 1 point of Stamina damage. This can be used to produce one of the following metamorphose effects:

- Replicate the appearance of another humanoid of relatively similar mass (disguise bonus is equal to the PL+Intelligence Mod).
- Make the body more fluid so it can contort to pass through small spaces ($\frac{1}{2}$ normal body thickness) or wiggle free of a binding (add the PL+Stamina Mod as a bonus to all escape and contortion action rolls).
- Change fingers or limbs into organic replications of tools or melee weapons (limb weapons do -1d of damage of the weapon mimicked).
- Shift up to the PL in attribute points between Strength, Agility, or Stamina.

This ability can be used on another person but the Base DC increases to 20. Doing this against their will allows them to make a Willpower save to resist it.

Focus Die	Bonus Effect
3-4	Body mass may be adjusted by +/- 25% and non-humanoid creatures can be mimicked. Also, the body can be contorted to fit through tiny spaces ($\frac{1}{4}$ normal body thickness).
5-6	The effect duration is measured in turns instead of minutes. The psion gains the basic, non-magical traits of the shape mimicked (dark vision, winged flight, aquatic, etc).
7	Body mass may be adjusted by +/- 50% and inanimate objects can be mimicked. Melee weapons mimicked do full damage at +1 to hit. Up to two metamorphose effects can be maintained at a time, chosen at the initiation of this power.
8	The effect duration is measured in hours instead of turns. Also, body mass may be adjusted by +100% or -75%.
9+	The psion can choose to use up to three metamorphose effects at one time, chosen once per minute. Also, as a metamorphose effect the psion can regenerate 1hp per turn and 1 point of temporary physical Attribute damage as long as they are not pushing the duration of this power.



PSIONICS OF THE WASTELANDS

Cleanse the Past

Psychogeography (Int)

Defend Tier 3

Base DC: 17

Save: Will or Nil

Base Success: The psion can affect one of the following within a 50' radius of the place where they are standing at the time cleanse the past is initiated. This area of effect is static and does not move with the psion. This effect lasts PL days in that area:

- The psion may make a new save versus the effects of mind-affecting magic (fear, charm, etc) at +1d (i.e., saves normally made with a d20 are made with a d24, etc.).
- Reduce the duration and penalty of suffering a psionic defeat in themselves or one other target by 30%.
- Reduce the duration of a mind-affecting magical effect (fear, charm, etc.) by 30% in one other target.
- Fully console and wipe away feelings of regret, sadness, vengeance, jealousy, etc., of anyone who enters the area of effect.

Focus Die	Bonus Effect
3-4	The effects on psionic defeat and mind-affecting magic are effective in reducing duration and penalties by 60%. <i>or</i> The psion's individual save versus the effects of mind-affecting magic is rerolled at +2d (d20 becomes d30).
5-6	The effects on psionic defeat and mind-affecting magic are effective in reducing duration and penalties by 90%. <i>or</i> The psion's individual save versus the effects of mind-affecting magic is rerolled at +3d (d20 becomes d30+PL).
7	The effects of psionic defeat and mind-affecting magic are completely nullified and extend to PL individuals within line of sight. Those who are suffering from mind-affecting effects are completely released from those effects.
8	As above, and the range is extended to 200' from the psion's position at the time of initiating this Discipline. Effects in that area last PL weeks.
9+	All allies within line of sight are granted all the above effects and they are immune to any psionic attacks or mind-affecting spells for ½ PL hours, even if they leave the psion's line of sight.

Command

Telepathy (Int)

Attack Tier 2

Base DC: 15

Save: Will

Base Success: The psion imposes a vision, aural hallucination, or emotion on an opponent that the target associates with the "voice of authority" or "figure of authority." For one round, an intelligent opponent will obey a one word command, regardless of any communication barriers. This cannot be used to make them perform suicidal actions or majorly violate their alignment.

Focus Die	Bonus Effect
3-4	The command can be up to three words and the effect lasts 1d3+1 rounds.
5-6	A number of opponent's may be commanded equal to the PL.
7	Any creature, intelligent or not, can be affected and targets can be forced to take actions that violate their alignment.
8	The command can be up to three sentences and the effect lasts 1d3+1 turns.
9+	The command can be altered once every other round until the effect ends

PSIONICS OF THE WASTELANDS

Cottage of Calmness

Psychogeography (Int)

Defend Tier 2

Base DC: 15

Save: Nil

Base Success: One ally within 20' of the psion is becalmed: the psion's Psychogeography Focus die is rolled and added to all saves versus fear. This effect lasts for one turn.

Focus Die	Bonus Effect
3-4	The effect lasts for 1d3+1 turns and range is extended to 50'.
5-6	The effect is extended to a number of allies equal to the PL in the area of effect.
7	The hyper-relaxed state of mind allows those under the effects of the cottage of calmness to completely ignore any fear-inducing or morale-reducing effects.
8	The state of relaxation is so deep that all affected ignore one point of physical damage per round.
9+	A zen-state is achieved by all affected in the area of effect so long as they remain in the area of effect. They are immune to fear and PL points of physical damage per round. They are also immune to the effects of normal fire and freezing cold. This lasts for PL hours.

Defile

Naturapathy (Per)

Attack Tier 2

Base DC: 15

Save: Will

Base Success: The psion corrupts and degrades all non-synthetic, non-living materials (including, but not limited to metal, leather, hide, wood, and other plant- and animal-based materials) on or held by one target up to PLx5' away. This may cause armor to fall off, spear shafts to rot, or clothing to unravel. Details are determined by the GM. The skin of living creatures (mutant animals, for example) are unaffected. A successful Willpower save nullifies these effects.

Focus Die	Bonus Effect
3-4	As above, but up to three individual targets are affected.
5-6	As above, plus the psion manipulates the targets' brain waves in such a way that their gut microbes are subconsciously directed to decay and attack one another. The targets writhe in agony, unable to attack, cast spells, or defend, suffering 1 hp of damage for 1d3 rounds.
7	As above, but the effects last for PL rounds.
8	As above, plus anyone who comes within 10' of an affected target becomes "infected" with the gut microbe affliction. Those that fail a DC 13 Fort save also "contract" the material rot. Those that pass the save do not suffer the effects of material decay.
9+	As above, plus anyone within 20' becomes infected with the gut microbe affliction and their associated materials decay, as well (no save). The gut microbe affliction lasts PLx2 rounds.



PSIONICS OF THE WASTELANDS

Detect Intelligence

Psychogeography (Int)

Defend Tier 1

Base DC: 13

Save: Nil

Base Success: The psion's awareness of other intelligences expands across the psychogeographical landscape. For the next PL+1 rounds, the psion can detect intelligence within 20', animal or sentient, knowing its exact location, even if they are invisible or otherwise hidden, camouflaged, or "masked."

Focus Die	Bonus Effect
3-4	Range is extended to PLx20'.
5-6	The psion can also detect machine intelligence.
7	Range is extended to PLx50'.
8	The psion can rank the power of the intelligence of all within range in a comparative manner, thus knowing who the most intelligent person/creature/machine is, then the next most intelligent, down to the least intelligent.
9+	Range is extended to PLx100' and duration increases to PLx3 rounds.

Distraction

Telepathy (Int)

Attack Tier 1

Base DC: 13

Save: Nil

Base Success: One intelligent opponent will suffer a -1d penalty to all combat actions as they are plagued with numerous stray thoughts and superfluous sensory input. The effect lasts for a number of rounds equal to 2 x PL - opponent's HD, with a minimum of one round.

Focus Die	Bonus Effect
3-4	The effect duration is equal to 3 x PL - opponent's HD in rounds
5-6	A number of opponents may be affected equal to the PL.
7	The effect duration is equal to 4 x PL - opponent's HD in rounds
8	A number of opponents may be effected equal to 2xPL.
9+	The penalty is increased to a -2d penalty to all actions.

Dominate

Telepathy (Int)

Attack Tier 3

Base DC: 17

Save: Will

Base Success: One intelligent foe within 100' will become your obedient slave unless they succeed with a Willpower save. They will remain under your power for PL in turns or until they are no longer within your field of vision. During this time they will do whatever you tell them, short of suicidal actions. Others will find them to be a bit vacant and dull-witted during conversation. They will not display much in the way of originality or creativity either. Also, the victim will always defer to you regarding difficult or important decisions.

Focus Die	Bonus Effect
3-4	The victim no longer needs to remain within eyesight for you to maintain your hold. They also act more normally but not exactly like themselves.
5-6	You have a primitive telepathic link to the victim and can give them one word commands from any distance. They cannot speak to you but you can see through their eyes when you concentrate.
7	The duration of the effect now is PL in days and you can now hear what the victim hears when you concentrate.
8	The telepathic link is strong and you may converse freely with the victim. All of their senses can be experienced with minor concentration (-1d penalty to your actions). Also they act completely normal in all situations.
9+	The duration of the effect is now PL in weeks. You can also command them to perform self-harmful or suicidal actions.

PSIONICS OF THE WASTELANDS

Doubt Trap

Psychogeography (Int)

Attack Tier 2

Base DC: 15

Save: Will

Base Success: The psion sets up a miniature psychic echo within one object up to 10'x10'x10' in size. Anyone touching the object must make a DC 15 Willpower save or be flooded with self-doubt. Spellcasters suffer a -1d penalty for spell checks, and any special ability dice (mighty deed, thief skills, etc.) are at a -1d penalty for 1d3 attempts at any use of a skill.

Focus Die	Bonus Effect
3-4	As base success, plus their Will save is reduced to zero for PL rounds.
5-6	The penalty is -2d, the penalty is applied to 1d4 attempts to any use of a skill and the Will save bonus is lost for PL+1d3 rounds.
7	As above and the affected target loses an action every other round for PL+1d3 rounds.
8	The affected is stunned and unable to move or act in any way for PL+1d6 rounds. They then suffer the effect listed in 5-6 above for a further PL+1d6 rounds.
9+	The affected curls up into a fetal position and sobs for 1d4 hours. Then, the effects in 8 above take place, lasting for PL+2d10 hours for each effect.

Ectoplasmic Tendrils

Spiritualism (Sta)

Attack Tier 2

Base DC: 15

Save: Will

Base Success: The psion vomits forth long tendrils of glowing blue ectoplasm which ensnare the nearest opponent. If the target makes the Willpower save, they only suffer 1d4 points of damage as they are lashed by the ectoplasmic tendrils. If they fail the save, they suffer this damage and they are held, unable to move or act, for PL rounds. All within 50' (of the psion or the target) who witness the disgusting spectacle of spiritual vomit, friend or foe alike, must make a Willpower save or vomit uncontrollably for one round.

Focus Die	Bonus Effect
3-4	As above, but the tendrils can reach out and ensnare up to three targets within 20' of the psion. Resulting vomit for onlookers within 50' who fail their Will save extends to two rounds.
5-6	As the last result, but damage is 1d8 for striking tendrils.
7	As the last result, but range is extended to three targets within 50' of the psion's orifice. This may extend the nausea-causing effect range.
8	As the last result, but up to five targets within 50' of the psion may be affected.
9+	As the last result; however, rather than simply paralyzing those who fail their Will save, the power allows the psion to control up to five targets as if they were humanoid puppets for PL rounds. The psion may command them to attack a specific opponent, so long as the attack will not take the controlled target more than 50' away from the psion's orifice. They may also be moved to intercede between the psion and attacking opponents. This is only a physical control, however. The psion may not, for example, command a controlled target to cast a spell or use psionic powers. Those who witness this unnatural act, friend or foe, must make a Will save or vomit uncontrollably for PL rounds.

PSIONICS OF THE WASTELANDS

Edit Memory

Telepathy (Int)

Manipulate Tier 2

Base DC: 15

Save: Will

Base Success: At a range of the PLx3', the psion can alter or remove a specific memory in a target. If the memory is not also shared by the psion, they must spend an additional 1d3 turns locating and synchronizing with the memory before they can change it. The psion must have an idea of what memory they are looking for as they cannot just "browse" the target's mind like a book.

To determine the quality of the newly-forged memory, the psion rolls 1d10 + Int Mod + Per Mod + Telepathy Focus die to determine the DC required to uncover the false memory.

Focus Die	Bonus Effect
3-4	The range of this power increases to the PLx6' and only one turn is required to sync with an unshared memory.
5-6	The DC required to uncover the false memory is now 2d6 + Int Mod + Per Mod + Telepathy Focus die.
7	The range of this power increases to the PLx12' and only 2d3 minutes are required to sync with an unshared memory.
8	The DC required to uncover the false memory is now 3d5 + Int Mod + Per Mod + Telepathy Focus die.
9+	The psion can alter up to 1d3+1 of the target's memories and only one minute is required to synch per unshared memory.

Edit Perception

Telepathy (Int)

Defend Tier 3

Base DC: 17

Save: Will

Base Success: The psion can alter the sensory perception of those within the PLx10'. One man-sized being, object, or presence can be removed from the perception of up to the PLx2 living beings. They will be unable to sense it in any way unless there is physical interaction between them and the concealed person or item. Each round there is interaction, the foe can make a Willpower save to attempt to perceive through the concealment.

Focus Die	Bonus Effect
3-4	The range of this power increases to the PLx20'.
5-6	The size of the area that can be concealed is increased to the size of a large creature or 10' cubed area. Conversely, up to two man-sized beings can be concealed.
7	The number of beings affected by the edit increases to the PLx3.
8	The size of the area that can be concealed is increased to the size of a giant creature or a 20' cubed area. Conversely, up to four man-sized beings can be concealed.
9+	The range of this power increases to the PLx50' and the number of beings affected by the edit increases to the PLx5. Also, a number of man-sized beings can be concealed equal to the PL.

PSIONICS OF THE WASTELANDS

Elide Emotion

Psychogeography (Int)

Manipulate Tier 2

Base DC: 15

Save: Will

Base Success: The psion's Psychogeography Focus die can be subtracted from the roll of one target within line of sight for an action based on Personality, including Willpower saves

Focus Die	Bonus Effect
3-4	The effect is not dependent on line of sight and can affect any one target within 50' of the psion, regardless of barriers.
5-6	The psion may opt to temporarily lower the Per score of a target by a number of points equal to the psion's Psychogeography Focus die roll for PL rounds.
7	The effect can affect 1d3+1 targets at once, with the Per score drop or Per action/Will save subtraction being divided among targets as the psion wishes.
8	The effect can affect 1d4+1 targets at once, with the Per score drop or Per action/Will save subtraction being equal to the psion's Psychogeography Focus die for each target.
9+	As above, but the effect is 3x the psions Psychogeography Focus die, extends to 500', and lasts for 3xPL rounds.

Enervate

Naturapathy (Per)

Manipulate Tier 3

Base DC: 17

Save: Special

Base Success: The psion draws life-energy from the surrounding landscape and plant life. He needs neither food, water, or rest for PL days, so long as he stays within PLx500' of the spot where the power was initiated. For each day spent within this area, the psion's natural healing is at an additional +3 hp per night (note that this does not affect magical, psionic, or technological healing, only the natural bodily healing process). Though the use of this power does not permanently degrade the soil or plants, it is taxing on them.

Focus Die	Bonus Effect
3-4	As above, but the effect lasts for PL+d3 days.
5-6	As above, but the effect has a base radius of PLx1000' from the place where the power was initiated and natural healing is at +1d and +3 hp.
7	As above, plus the psion is able to boost his movement by +50% and natural healing is at +2d and +3 hp.
8	As above, plus the psion may share any or all of these benefits (his choice) with up to three others, and the effect lasts for PLx2 days.
9+	As above, plus the effects lasts as long as the psion remains within the effect radius and may be shared with up PLx2 others.

PSIONICS OF THE WASTELANDS

Force Construct

Psychokinesis (Per)

Manipulate Tier 3

Base DC: 17

Save: Nil

Base Success: Through sheer will, the psion manifests a glowing, transparent object of psionic force of equal weight and mass to a real version of the object. The projection lasts for PLx2 turns and must remain within PLx5' of the Psion. The maximum size of the projected object is PLx5'³. Breaking the object will require a Strength check versus the invocation roll and will annul the manifestation. No enhancement to the artistic skills of the psion are conveyed.

Focus Die	Bonus Effect
3-4	The maximum size of the projected object is PLx10' ³ .
5-6	The duration is increased to PL hours and must remain within PLx20' of the psion.
7	The maximum size of the projected object is PLx20' ³ . Str checks made to break the object suffer a -1d penalty.
8	The duration is increased to PL days and must remain within PLx100' of the psion.
9+	The maximum size of the projected object is PLx40' ³ . In addition, the object is indestructible by mortal means.

Force Shield

Psychokinesis (Per)

Defend Tier 1

Base DC: 13

Save: Nil

Base Success: The Psion summons an invisible barrier of force that surrounds them by extending the “reach” of their outermost electrons, providing +2 AC for PL rounds.

Focus Die	Bonus Effect
3-4	The duration of the power increases to PLxd3 rounds
5-6	The AC bonus increases to +4. In addition, they gain a +2 bonus to all Fort saves versus physical trauma.
7	The duration of the power increases to PLxd5 rounds,
8	The psion now only takes ½ damage from falling and the bonus to Fort saves versus physical trauma increases to +4.
9+	The psion creates a nearly impenetrable wall of force which grants invulnerability to non-magical projectiles, and a +6 AC against all other attacks. This lasts for 1 turn



PSIONICS OF THE WASTELANDS

Foresight

Clairsentience (Luck)

Defend Tier 3

Base DC: 17

Save: Nil

Base Success: By expanding their consciousness to see the possibilities of each possible action before having to choose which path to take, the psion becomes nigh-omniscient in their actions. This precognitive power is as much felt as seen, with the psion anticipating the possible results of actions as they are initiated or even before. The psion's psyche actually reaches out through time and "feels" what is to come. This temporal grace only lasts 1d3 + their Luck Mod rounds but increases the psion's AC and Reflex saves by 4 + their Luck Mod. In addition, they can reroll one die roll of any type per round. The downside to all of this is that the psion must make a Willpower save (DC 14) each round while using this power or suffer a point of temporary Personality or Intelligence damage as they perceive things that mortals were never meant to know.

Due to a quirk of temporal metaphysics, while using this power the Psion cannot spend Luck points for any reason nor can they gain or lose them due to external forces.

Focus Die	Bonus Effect
3-4	The duration of this power increases to 1d5 + their Luck Mod rounds.
5-6	The AC and Ref save bonus increases to 5 + their Luck Mod.
7	The Will save DC to avoid temporary Per or Int damage decreases to 12.
8	The AC and Ref save bonus increases to 6 + their Luck Mod.
9+	The duration of this power increases to 2d4 + their Luck Mod rounds.

Furry Friends

Naturapathy (Per)

Assist Tier 1

Base DC: 13

Save: Nil

Base Success: One non-monster creature of animal intelligence becomes friendly with the psion. It will remain with the psion for PL hours. The creature can be taught one trick or action that does not put the animal in grave danger. The animal will not, for instance, attack another being on behalf of the psion (though it will defend itself or flee if attacked); nor will it sacrifice itself on behalf of the psion. It will not leave its natural habitat, though it might travel to the edge of said habitat with the psion. "Tricks" are very simple actions: fetching a seen object, finding a way through a barrier, etc. Note that this power does not give the psion the ability to communicate freely with or receive communication from the animal other than simple gestures. Teaching the animal to give a communicative gesture under a specific circumstance counts as a "trick."

Focus Die	Bonus Effect
3-4	Up to three creatures can be so affected.
5-6	Up to three creatures can be taught three tricks each, but this training takes a full hour of the power's duration
7	Up to five creatures can be taught three tricks each. This training takes one full hour. Total duration of the power is now PLx2 hours.
8	As above, but duration is PL days.
9+	Up to 10 creatures can be taught three tricks each. This takes two hours of training. The power's duration is PLx2 days. If a DC 17 Will check is made, then d8 of the creatures will follow the psion beyond the bounds of their natural habitat. They will immediately travel back to their habitat at top speed once the duration has ended.

PSIONICS OF THE WASTELANDS

Guided Strike

Clairsentience (Luck)

Attack Tier 2

Base DC: 15

Save: Nil

Base Success: By simultaneously perceiving now and looking a few moments into the future, the psion can gain an advantage to strike their opponent in battle. For ½ the PL in rounds, they gain a +1d3 to hit and damage against one foe.

Focus Die	Bonus Effect
3-4	The duration is now the PL+1d3 rounds. The opponent targeted can be changed with a Will save (DC 14).
5-6	The attack and damage bonus is increased to +1d5. Also, Critical Hit table rolls are made at +1.
7	The duration is now the PL+1d5 rounds. The opponent targeted can be changed with a Will save (DC 12).
8	The attack and damage bonus is increased to +1d7. Also, Critical Hit table rolls are made at +2.
9+	The bonus can be applied to the PL in opponents each round. The opponents targeted can be changed with a Will save (DC 10).

Haunt

Spiritualism (Sta)

Manipulate Tier 1

Base DC: 13

Save: Will

Base Success: The psion invokes, in one target, a haunting memory: unfinished business, an incident where the target betrayed someone, their mother telling them to “be a good child” just before the target was disobedient, an embarrassing social situation, etc. Whatever the event, it will be personal and close to the target’s vulnerabilities. The haunting will cause the target to lose their next action, if they do not make their save. The target must be in line of sight of the psion.

Focus Die	Bonus Effect
3-4	The haunting will cause the target to lose their next PL actions, if they do not make their save.
5-6	The haunting will cause up to three targets in line of sight of the psion to lose their next PL actions, if they do not make their save
7	The haunting will cause three targets in line of sight of the psion to lose their next PL actions, if they do not make their save. Each round after, they must make a save or their actions will be lost for that round. Once the save is made, it need not be made again.
8	As previous result. In addition, the three targets lose any Per bonus they might have for the duration.
9+	As previous result but the effect lasts for 2xPL rounds.



PSIONICS OF THE WASTELANDS

Healing Mantra

Psychometabolism (Sta)

Defend Tier 1

Base DC: 13

Save: Nil

Base Success: For the duration of this power, the PLxd3 in minutes, the psion will recover 1 hit point per minute. This manifests as needle-thin glowing rays of power honing in on the psion's body, feeding the psion with healing energy. During this time, all of the psion's action dice are lowered by -1d. Should the psion suffer any additional damage while this power is active, they must make a Willpower save (DC 7) or the effect is canceled. Only one instance of this power can be maintained by the psion at one time.

Focus Die	Bonus Effect
3-4	The psion may attempt to invoke this power on another person, Base DC17.
5-6	The duration is increased to the PL x d4 + 1 minutes. During this time up to 1 point of temporary physical Attribute damage is healed.
7	The psion can affect up to 1d3+1 targets at a time.
8	The duration is increased to the PL x d5 + 2 minutes. During this time up to 1d3 points of temporary physical Attribute damage are healed.
9+	The psion can extend the power effects to all targets of their choosing with 10'. They must remain within that radius to continue receiving the healing.

Hear Deception

Telepathy (Int)

Defend Tier 2

Base DC: 15

Save: Will

Base Success: While this power is in effect, the psion gets to make a Willpower save (DC 13) to know if any particular statement made in their presence is a lie. The Willpower save is DC 15 if the being is a robot or gray. The duration of this power is the PLx2 minutes.

Focus Die	Bonus Effect
3-4	The duration is increased to the PLx3 minutes and the psion gets a gist of why the statement is false.
5-6	The Will save to detect a lie is now DC 11. A statement repeated by someone who was present at its utterance can be judged at a DC 15.
7	The duration is increased to the PLx4 minutes and the psion understands fully which parts of the statement are false.
8	The Will save to detect a lie is now DC 9. A written statement can be judged at a DC 15. A repeated statement is now DC 13.
9+	The psion clearly hears the full truth behind any lie they hear, no Will save is required. A repeated statement is now DC 9 and a written statement is now DC 13.

PSIONICS OF THE WASTELANDS

Hear Psychic Echoes

Psychogeography (Int)

Attack Tier 1

Base DC: 13

Save: Nil

Base Success: The psion opens the psychic ears of one opponent within PLx10' to the psychic echoes of tragic events that have taken place in the area. The opponent suffers a -1d penalty to any spellcasting or actions that require concentration, such as disarming traps, reading instructions, figuring out artifacts, etc. The effect lasts for a number of rounds equal to 2xPL minus the opponent's HD, with a minimum of 1 round.

Focus Die	Bonus Effect
3-4	The effect duration is equal to 3xPL minus the opponent's HD in rounds.
5-6	A number of opponents may be affected equal to the PL.
7	The effect duration is equal to 4xPL minus the opponent's HD in rounds.
8	A number of opponents may be affected equal to 2xPL.
9+	Multiply the PLx3. This is the number of die steps worth of penalty that may be distributed amongst all opponents in range. For example, if the PL is 3, then the psion has 9 "points" or die steps that can be used to penalize opponents. Let's say that there are three opponents within range. The psion can elect to focus all 9 points on one opponent for a total "step down" of 9 die steps. Or they can affect two of the opponents for 5 and 4 die steps down. Or all three opponents for 3 points each. Or one for 7, one for 1, and another for 1, or whatever combination is desired up to PLx3 worth of die step reductions.

Hey Buggly

Naturapathy (Per)

Attack Tier 1

Base DC: 13

Save: Will

Base Success: A cloud of insects, both flying and crawling, amplified in their buzzing and chittering by psychic "noise," attacks one target of the psion's choosing. Those who fail a DC 13 Willpower save are fully affected: They suffer 1 hp of damage per round, regardless of armor, all actions are done at -1d, and Armor Dice function at -1d. The effect lasts for PL rounds. Those who make the save still suffer damage, but their actions and Armor Die are unaffected.

Focus Die	Bonus Effect
3-4	The cloud lasts for PLx2 rounds and may be directed from one target to another. This redirection takes 1 round per "switch." No one is affected during "switching" rounds.
5-6	Two clouds are formed, as above. These are "switchable" and may attack two different targets or double the effects on one target.
7	As above, but three clouds are formed.
8	As above, but the clouds last PLx3 rounds.
9+	As above, and those affected must make a DC 15 Will save each round or drop everything and flee blindly at top speed until the insects are destroyed or the duration expires.

PSIONICS OF THE WASTELANDS

Hidey Hole

Naturapathy (Per)

Manipulate Tier 2

Base DC: 15

Save: Nil

Base Success: The psion blends in completely with their surroundings, rendering them effectively undetectable for PL rounds. Their noises are covered by winds, rustling leaves, shifting sands—whatever is appropriate to the area. Evidence of their passing may be left and astute trackers may follow them. Magical or technological effects may be used to try to “see” them, but they receive a DC 10 Willpower save attempt to nullify those efforts. They are also psionically “invisible” during this time.

Focus Die	Bonus Effect
3-4	As above, plus up to two additional targets may be affected. If a target is unwilling, they must make a DC 13 Will save to resist the effect.
5-6	As above, plus up to five additional targets can be affected. If a target is unwilling, they must make a DC 13 Will save to resist the effect.
7	As above, plus an object up to 10'x10'x10' in volume may be so obfuscated. The effect now lasts PLx2 rounds.
8	As above, plus a cube of mists 50'x50'x50' arises. This cube may be instantly reshaped into any shape, so long as the total cubic volume does not exceed 125,000 ³ . All vision is reduced to 1d10'. The effect lasts PL turns.
9+	As above, and the cube is expanded to 100'x100'x100' and lasts PL hours.

Hypercognition

Clairsentience (Luck)

Defend Tier 1

Base DC: 13

Save: Nil

Base Success: The psion's awareness becomes significantly enhanced, allowing them to more easily avoid danger and harm. For the next PL+1 rounds the psion adds +1 to all initiative rolls, saving throws, and their AC.

Focus Die	Bonus Effect
3-4	The duration is increased to PL+1d3 rounds.
5-6	The bonus to all initiative rolls, saving throws, and AC increases to +2.
7	The duration is increased to PL+2d3 rounds.
8	The bonus to all initiative rolls, saving throws, and AC increases to +3.
9+	All action rolls made are increased by +1d.



PSIONICS OF THE WASTELANDS

I See Dead People

Spiritualism (Sta)

Attack Tier 1

Base DC: 13

Save: Will

Base Success: The spiritual eyes of one target in line of sight of the psion are opened. The target sees the ghost of someone they are certain to be dead, ideally where the target actually saw the person die or where the person was killed by the target. The target suffers from a shock that does one 1d6 hp of damage if they fail their Willpower save.

Focus Die	Bonus Effect
3-4	The target sees up to five ghosts of people they are certain to be dead. The target suffers from a shock that does 1d10 hp of damage if they fail their Will save.
5-6	As previous result. In addition, the target is unable to take their next action.
7	Three targets may be affected as the previous result indicates, so long as they are in line of sight of the psion.
8	Up to three targets suffer from a shock that does 1d12 hp of damage if they fail their Will save and 1d6 if they pass the save. Furthermore, the voices of the dead manifest to them, distracting them for PL rounds. During that time, no spells may be cast nor psionic powers activated during that time. AC is lowered by 1 and any Reflex bonuses are lost.
9+	As above, but this power may affect up to five people within 100' that do not have to be in line of sight of the psion.

Invoke Weakness

Clairsentience (Luck)

Attack Tier 3

Base DC: 17

Save: Will

Base Success: Should the target fail to save, the Psion temporarily gains great insight into the failings and faults of the target's actions, seeing breaks even on the sub-molecular level. This allows them to score critical hits against the foe much more easily. For the next turn, the psion's critical range is increased to 19-20 and they use Crit Table III when battling their target. Within the turn duration, the opponent targeted can be changed by making a Willpower save (DC 14).

Focus Die	Bonus Effect
3-4	The psion's AC is increased by +2 versus all of the target's attacks.
5-6	The psion gains an additional 1d14 action die against the target. Also, the psion's critical range is increased to 18-20 against the target.
7	The target saves at -2 versus all saves invoked by the psion. Conversely, the psion gains a +2 to all saves invoked by the target.
8	The psion gains an additional 2d14 action dice against the target. Also, the psion's critical range is increased to 17-20 against the target.
9+	The power effects can be applied to the PL in opponents each round.

PSIONICS OF THE WASTELANDS

Invulnerability

Psychometabolism (Sta)

Defend Tier 3

Base DC: 17

Save: Nil

Base Success: Through an act of sheer will and masterful body control the psion may attempt to ignore the damage from any non-magical attack by making a Willpower save with a DC equal to damage total of the attack +7. The power remains in effect for the PL in rounds.

Focus Die	Bonus Effect
3-4	The duration is increased to PL+1d6 rounds.
5-6	The Will save versus non-magical damage is DC equal to damage total of the attack +5.
7	The duration is increased to PL+2d6 rounds.
8	The psion may attempt to invoke this power on another person, Base DC: 20. They must make their own Will saves versus the damage of each non-magical strike.
9+	The psion can protect up to 1d3+1 allies as well. They each make their own Will saves.

Kinetic Burst

Psychokinesis (Per)

Attack Tier 1

Base DC: 13

Save: Ref

Base Success: The psion points to a nearby, inanimate object and focuses their will upon it to explode. This causes 3d3 damage to all within 3' of the object, 2d3 damage to those up to 6' away, and 1d3 damage to all within 10' of the explosion. A successful Reflex save indicates only half the damage is taken.

If the object is enchanted or self-aware, then it can make a Willpower save to avoid exploding. Note that the cybernetic parts of a cyborg are not intrinsically self-aware, though a robot or AI is. The size of the object can be no bigger than a human skull or roughly 3-5 pounds in weight. Also the object must be within 20' of the psion to be affected and cannot be held or on the person of a living being.

Focus Die	Bonus Effect
3-4	The damage is increased to 3d4 within 4', 2d4 within 8', and 1d4 within 12'. In addition, the range is increased to 30'.
5-6	The object affected can be part of a larger whole (i.e. part of a pillar or the fist of a stone golem). If it is part of a non-living being, it is allowed to make a Fort save to avoid being affected. A failed save results in losing that part and suffering one extra die of damage for being at point blank range.
7	The damage is increased to 3d5 within 5', 2d5 within 10', and 1d5 within 15'. In addition, the range is increased to 40'.
8	The psion may target an object held by or on the person of a living being. The owner is allowed to make a Will save to avoid having the object be affected. A failed save results in suffering one extra die of damage for being at point blank range.
9+	The damage is increased to 3d6 within 10', 2d6 within 15', and 1d6 within 20'. In addition, the range is increased to 50'. Objects considered "indestructible" can be targeted but they may be entitled to a saving throw.

PSIONICS OF THE WASTELANDS

Kinetic Damper

Psychokinesis (Per)

Defend Tier 3

Base DC: 17

Save: Nil

Base Success: The psion forms a barrier around themselves that absorbs kinetic energy from any physical attack made against them. This lowers any damage done by $1d3 +$ the psion's Personality Mod as the hits dissipate in small shockwaves of white energy. This can reduce the damage total to 0. In addition, all grapple attempts against the psion suffer a -2d penalty. The duration of this power is PL rounds.

A side effect of this power is that the psion's Move is reduced by 50% due to atmospheric friction and they cannot touch or grasp anything that was not on their person when the power was invoked.

Focus Die Bonus Effect

3-4	The damage reduction is increased to $2d3 +$ the psion's Per Mod.
5-6	The Move reduction is lowered to -25%.
7	The damage reduction is increased to $3d3 +$ the psion's Per Mod.
8	The psion does not suffer any movement penalties.
9+	The damage reduction is increased to $4d3 +$ the psion's Per Mod.

Know the Dead

Spiritualism (Sta)

Assist Tier 3

Base DC: 17

Save: Nil

Base Success: The psion knows the name, length of time since death, and manner of death of any being who has died within a 50' radius sphere of the psion. The psion is able to parse out important information, identifying key individuals of interest or patterns in the manner of death, for instance.

Focus Die Bonus Effect

3-4	In addition to the Base Success effects, the psion can "see" the five minutes preceding death of any dead individual within range as if looking through the dead's eyes.
5-6	As previous result, but the range extends to all dead within a 100' radius sphere of the psion.
7	As previous result, but the psion can "see" 20 minutes preceding the death of any individual within range as if looking through the dead's eyes.
8	As previous result, and the psion may "interview" up to three dead persons for PL rounds. As an option, the psion may choose to forego the questioning of one person in exchange for seeing twenty minutes preceding the death of that individual as if looking through the dead's eyes.
9+	As previous result, but the range is extended to a one-mile-radius sphere and interviews may last up to 2xPL rounds.

PSIONICS OF THE WASTELANDS

Ley of the Land

Naturapathy (Per)

Transcendental Tier 4

Base DC: 17

Save: Nil

Prerequisite: Naturapathy Focus die of d10.

Focus Component: A butterfly wing.

Base Success: The psion becomes hyper-aware of the land upon which they stand, becoming more “at one” with it. They may elect to “share” or not share this awareness with individuals within 1000’ and choose which individuals enter this hyper-aware state and which do not. Individuals who become aware in this manner can not become lost in an area with a radius of PLx1000’ of the current position of the psion and they are always aware of the psion’s exact position, as well as the exact position of all others who are under this influence. Movement for these individuals is increased by 25%, attempts to hide oneself or to conceal objects gain +1d on rolls to do so, attempts to find objects or others that may be attempting to conceal themselves gain +1d, and all initiative rolls are at +8. Even “invisible” or “silent” beings may be detected (roll separately for each) if the psion makes a DC 15 Willpower save. Furthermore, the psion receives a +2 bonus to results for any attempted use of *furry friends*, *The Plant Whisperer*, or *The Beast Whisperer* while in the area of effect. These effects last for PL Turns.

Focus Die	Bonus Effect
3-4	As above, plus each individual, up to PL individuals, may “know” one fact about the area (a radius of PLx1000’ of the psion’s current position) such as: What course does that river take? What settlements lay ahead, left, or right? Is there an ambush prepared ahead, left, right, or behind? What kind of plants lay ahead, left, right, or behind? Note that, in many cases, the question must be asked about a specific direction. If one were to ask “what kind of minerals lie ahead?” a separate question is needed to determine “what kind of minerals are to the right?” “Up” and “down” are also legitimate directions for questions, as the land knows the earth beneath it and the sky above, within the effect’s range.
5-6	As above, plus the individual can “know” one fact about a change that has taken place in the area of effect over the past PLx5 years. The character need not ask a specific question. It is up to the GM’s discretion what to reveal. Some facts may be relevant, some may not. The land does not concern itself with relevance.
7	As above, but the range is extended to PL miles.
8	As above, but the range is extended to PLx2 miles and the “lookback” into changes in the land is extended to PLx20 years.
9+	As above, but the psion (and only the psion) is aware of all activity in the region over the course of the past PLx2 weeks. This includes, but is not limited to any movement, what type of beings created such movement (though the specific “name” of such creatures will not be known), when this happened, what direction they travelled and how it affected the land; any changes to the land, including burning, shoveling, cutting down of trees, etc.; and any weather that had occurred in that time period. Since there are literally millions of data points that can be gathered thus, the GM must use discretion on imparting information. Basically, any question that the psion has about the land, the earth underground, or the sky above, within range and duration, will be answered.



PSIONICS OF THE WASTELANDS

Lose the Scent

Naturapathy (Per)

Defend Tier 1

Base DC: 13

Save: Will

Base Success: The psion may travel for PL turns leaving no trace, tracks, or scent of their passing—making tracking impossible in the area travelled during this time.

Focus Die	Bonus Effect
3-4	The psion may travel for PLx2 turns, leaving no trace, tracks, or scent of their passing—making tracking impossible in the area travelled during this time.
5-6	The psion and PL companions may travel for PLx2 turns in this way. If one “companion” is unwilling, they are allowed a DC 13 Will save to resist, “foiling” the cover-up by leaving an obvious, traceable clue on the ground, a clearly-noticeable footprint, etc.
7	As above, plus any psionic signature is hidden. None of those affected may be “seen” by telepathy, psychogeography, etc. during this time. Also, if in an appropriate environment, trees will move their upper leaves to hide those affected from being spied on from above or low clouds may obfuscate the psion and the psion’s companions’ travel.
8	As above, plus any attempting to follow must make a Reflex save at DC 15 or fall down due to vegetation moving to trip up any pursuers. This save must be made once per turn of pursuit for the duration of the power. Those failing the save suffer 1 hp of damage and are stunned for 1d3 rounds.
9+	As above, plus any attempting to follow, in addition to being tripped, must make another Reflex save of DC17 or be hit by falling branches, etc. for d3 points of damage. This save must be made each turn for the duration of the power.

Maximize Vigor

Psychometabolism (Sta)

Defend Tier 2

Base DC: 15

Save: Nil

Base Success: The psion focuses their will on balancing and amplifying their biological systems to put out maximum effort. Their muscles undergo a noticeable transformation and their movements become more lithe. For the next PLx1.5 rounds all physical actions are increased by +1d. Once the effects of this invocation have ended, the psion must make a Fortitude save with a DC equal to the number of rounds the invocation was maintained or suffer 1 point of temporary Stamina damage.

Focus Die	Bonus Effect
3-4	The duration is increased to PLx2 rounds. The invocation may be ended at will.
5-6	All secondary physical rolls (damage, critical hits, etc) are increased by +1d.
7	The duration is increased to PLx3 rounds. The invocation may be ended at will.
8	The psion gains an additional free 1d14 action die each round to use for any physical action.
9+	All physical actions and secondary rolls are increased by +2d.

PSIONICS OF THE WASTELANDS

Mesmerize

Spiritualism (Sta)

Manipulate Tier 2

Base DC: 15

Save: Will

Base Success: An object, chosen by the psion, no larger than a loaf of bread, is imbued with the power to mesmerize. Anyone viewing the object must make a Willpower save or focus their full attention on the object and nothing but the object for PL rounds. After this time, they “awake” and shrug off the object as if it is of little importance. The object retains the ability to mesmerize for 2xPL rounds.

Focus Die	Bonus Effect
3-4	As Base Success, but those mesmerized by the object assert that there is something important about the object, though they can't quite put their finger on what it is. They are distracted by this and suffer a -1d penalty to all actions requiring concentration for 1 hour.
5-6	The object retains the ability to mesmerize for PL hours.
7	As previous results, but the assertion of importance (and, hence, the distraction) lasts for PL hours.
8	As previous results, but the full attention of those who fail the Will save is taken for PL hours.
9+	Those who fail their Will save are psychically “glued” to the object. Nothing will remove them from their utter focus on the object, not even physical harm to the body of those mesmerized. This effect lasts for PL days, which may result in dehydration, starvation, or negative effects from sleep deprivation. The assertion of importance and distracting after-effect also last for PL days.

Mind Over Body

Psychometabolism (Sta)

Manipulate Tier 2

Base DC: 15

Save: Nil

Base Success: By altering a person's autonomic and unconscious mind, the psion can cleanse a body of any form of mundane toxin or disease in the matter of a few moments (1d3 rounds). In addition, the body can recover from damage much faster than normal (one HD over 1d3 rounds).

Focus Die	Bonus Effect
3-4	Up to 2 HD can be healed. In addition, a broken bone may be recovered at the cost of 1d3 temporary Sta damage.
5-6	All recovery takes only 1 round instead of 1d3 rounds.
7	Limbs can be regenerated at the cost of 1d3 temporary Sta damage. Alternatively, 1d3 points of temporary Attribute damage may be recovered at the cost of 1d3 hp per attribute point. Note that only limbs may be regenerated, not heads!
8	Up to 3 HD can be healed. In addition, a broken bone may be recovered and limbs regrown at the cost of 1d2 temporary Sta damage each.
9+	Up to 4 HD can be healed and all recovery is instantaneous.

PSIONICS OF THE WASTELANDS

Molecular Vicissitude

Psychokinesis (Pre)

Transcendental Tier 4

Base DC: 19

Save: Will

Prerequisite: Psychokinesis Focus die of d10.

Focus Component: Gemstone of at least 100gp value (destroyed during invocation).

Base Success: By thought alone, the psion can transmute an object from one type of substance to another on an atomic level. The object's weight and mass will change but its size and shape will not. Up to PL ounces can be transmogrified, but the object must be touched. It takes 11 minus PL minutes to complete the change but once complete, it is permanent. Only normal, non-magical substances can be affected or produced.

Possessed or intelligent objects may make a Willpower save to avoid the change. If the object is being held by, worn by, or is bonded to a living being, that being can make a Willpower save to annul the invocation of this power on that object.

Note that the gods of wealth, commerce, earth, and greed do not take kindly to those who abuse this power to obtain great riches. Each invocation for such a purpose has a cumulative 3% chance to trigger their wrath.

Focus Die	Bonus Effect
3-4	The psion may invoke the power from a distance of 5' instead of by touch.
5-6	The amount that can be transmogrified is increased to PL pounds.
7	The speed that the change takes place is decreased to 11 - PL rounds. Also parts of a larger object can be affected (i.e. - the base of a pillar or the limb of a construct).
8	The amount that can be transmogrified is increased to PLx10 pounds.
9+	The change happens instantaneously, and the psion can also choose to change the shape of the object as per the <i>reshape object</i> power. Make an invocation roll for that power as a free action.



PSIONICS OF THE WASTELANDS

NopeNopeNope

Naturapathy (Per)

Attack Tier 3

Base DC: 17

Save: Will

Base Success: The psion chooses a spot up to 200' away, then creates a psionic disturbance that manifests to all within a 50' radius (and up to a 50' height) who fail a DC 15 Willpower save. Each affected person sees the instantaneous formation, seemingly out of nowhere, of a gigantic cloud of insects, arachnids, tiny lizards and snakes that try to enter the viewers' eyes, ears, nose, and throat, as well as burrowing beneath any exposed skin. Victims instantly drop everything and claw at themselves to remove the nasties, causing themselves 1 hp of damage per round. They may flee the area, but the effect continues for PL rounds, regardless. Furthermore, those not affected the first round must make a save in each subsequent round at a cumulative -1, starting with the second round. So, the first round save is "normal," the second round save is at -1, the third round save is at -2, etc. Once the manifestation has "taken hold," it lasts for the remainder of the duration. Those affected may not attack, defend, use psionics, use skills, cast spells, speak (outside of incoherent screaming), or do anything but try to remove the nasties. Those who are unaffected see those within behaving this way for no apparent cause.

Focus Die	Bonus Effect
3-4	The duration extends to PLx2 rounds.
5-6	The duration extends to PLx3 rounds.
7	The duration extends to PLx3 rounds, the radius expands to 100', and the psion may place the center up to 500' away.
8	As above, and the save penalty goes from -1 to -1d per round. First round save is "normal," second round save is at -1d, third round save is at -2d, etc.
9+	As above. Those who fail are compelled to use their own weapons on themselves to try to remove the nasties, whether by cutting or bashing. They will use their smallest weapon available to do so, doing normal weapon damage to themselves each round for the duration. These are automatic hits, with no "to hit" roll needed. Those without weapons do 1d3 points of damage to themselves each round, but if there is a weapon on their person, they must use it. Those killed this way actually bleed a stream of insects, arachnids reptiles, and small amphibians, that skitter and crawl away into holes in the ground.



PSIONICS OF THE WASTELANDS

Object Reading

Clairsentience (Luck)

Manipulate Tier 2

Base DC: 15

*Save: Will**

Base Success: After touching or holding an object, the psion can attempt to “read” part of its history and see visions of significant events that happened in its presence. Trying to make heads-or-tails out of the information received from the read requires an Intelligence check with a DC based on the following criteria, with a base DC of 12:

- Was the event significant or run of the mill? (DC +0 if yes, DC +3 if no.)
- Did one of the people involved in the event have a bond with the object? (DC +0 if yes, DC +3 if no.)
- Did someone or thing die during the event? (DC +0 if yes, DC +3 if no.)
- Does the psion have a personal connection to one of the people involved in the event? (DC -3 if yes, DC +0 if no.)
- Was the psion able to touch/hold the object for at least one turn? (DC +0 if yes, DC +3 if no.)
- Was the event post-Great Cataclysm? (DC+0 if yes, DC +3 if no.)

The reading of an object requires at least 1 round of contact. Increasing this to one hour lowers the DC by the PL. Success on the Intelligence check means that the psion has gained the insight or information they were seeking such as the identity of a murderer, a spoken bit of information, or a secret no one else knows.

** Note that if the object is intelligent or possessed it is allowed a Willpower save versus the effect of this power*

Focus Die	Bonus Effect
3-4	There is no penalty to the DC if the object was not touched or held for at least 1 turn.
5-6	The psion can attempt to invoke without making contact with the object as long as they are within 10' of it. This increases the invocation check and Int check DC by +4.
7	The Int check is made at +1d. Also, full scenes and conversations can be experienced, revealing greater amounts of information.
8	The distance for attempting to invoke without making contact is increased to 20'. The increase to the invocation check and Int check DC is now only +2.
9+	The psion can perfectly replay the events surrounding the object, including pausing the scene and rewinding. Up to a day of events can be viewed with one use of this power. In addition, the Int check is made at +2d.

PSIONICS OF THE WASTELANDS

Open the Heavens

Spiritualism (Sta)

Transcendental Tier 4

Base DC: 19

Save: Special (Will)

Focus Component: Death shroud of a being dead for over 100 years.

Base Success: The sound of tearing cloth rends the sky and is audible for 100 miles. The veil between the spirit world and the world of the living has been torn asunder! Opponents of the psion within 1000' are stunned and unable to act for 1 round. Allies come through to help the psion in his time of need. At the Base Success, a group of 1d5+PL spirits of the ancestors and one enlightened one arrives to assist the psion and their allies, fighting and defending on their behalf. They remain for 1d6+PL rounds. Their stats are as follows:

Spirits of the ancestors: Init +0; Atk celestial spear +2 melee (1d8); AC 15; Armor Die [d3]; HD 1d8; hp 3; MV 30'; Act 1d20; SV Fort +0, Ref +0, Will +2; AL L

Enlightened ones: Init +2; Atk flaming swords +3 melee (1d8+2); AC 17; Armor Die [d4]; HD 2d8; hp 12; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will +2; AL L

Archons: Init +4; Atk white scythe melee (1d12); AC 19; Armor Die [d5]; HD 5d10; hp 35; MV 30', 40' flight; Act 2d20; SV Fort +2, Ref +2, Will +4; AL L

Focus Die	Bonus Effect
3-4	Opponents of the psion are stunned and unable to act for 1d3 rounds. A group of 1d7 PL spirits of the ancestors and 2 enlightened ones arrives to assist the psion and their allies. They remain for 1d10+PL rounds.
5-6	Opponents of the psion are stunned and unable to act for 1d3 rounds. A group of 1d10+PL spirits of the ancestors and 2 enlightened ones arrives to assist the psion and his allies. This lasts for 1d16+PL rounds.
7	Opponents of the psion are stunned and unable to act for 1d3 rounds. A group of 1d20+PL spirits of the ancestors, 3 enlightened ones, and one archon arrives to assist the psion and his allies. This lasts for 1d20+PL rounds.
8	Opponents of the psion are stunned and unable to act for 1d3 rounds. 1d30+PL spirits of the ancestors, 7 enlightened ones, and 3 archons arrive to assist the psion and his allies.
9+	Apocalypse unleashed! Opponents of the psion are stunned and unable to act for 1d5 rounds. 2d30+PL spirits of the ancestors, 12 enlightened ones, and 7 archons arrive to assist the psion and his allies. On every third round, reinforcements arrive: 1 archon, 3 enlightened ones, and 1d7 spirits of the ancestors. Reinforcements are all at full hit points when they arrive. This lasts until PL waves of reinforcements have arrived. Furthermore, any psionic attack against the psion or their allies will be absorbed by a spirit of the ancestors, who dematerializes in the process. All attempts at psionic manipulation (whether on the part of the psion, friend, or foe) fail during this time. If such manipulation was already in effect before the psion opened the heavens, its effects are immediately and irrevocably null and void. A chorus of "Truth Will Prevail!" will be heard pouring down from the sky.

PSIONICS OF THE WASTELANDS

Perfect Form

Psychometabolism (Sta)

Transcendental Tier 4

Base DC: 19

Save: Nil

Prerequisites: Psychometabolism Focus die of d10.

Foci Component: Gemstone of at least 100gp value (destroyed during invocation).

Base Success: After spending 1 round connecting to the their infinite versions that exist simultaneously throughout space and time, across the multifarious dimensional doors of Umerica, a multidimensional photonic burst of intercosmic energies temporarily transmutes their body into its most perfect version. This perfect version gains +1d3+1 to all Attributes, increases its Move by 100%, adds +1d on all action and save dice, increases AC value by +4, and regenerates 1d3 hp per round. Due to its awesomeness, this perfect form cannot be maintained for more than the PL in rounds without great cost.

Once the psion resumes their normal form, they suffers 1 point of temporary Stamina damage for each round spent in this perfect form, plus an additional 1d3 points of temporary Stamina damage for each round transformed in excess of their PL. The Stamina loss can be circumvented by sacrificing additional gemstones at a rate of 100gp in value per point of Stamina damage.

Note that if after all perfect form attribute bonuses are retracted any of the psion's normal Attributes drop to zero or less, they die instantly.

Focus Die	Bonus Effect
3-4	The Attribute bonus increases to +2d3 per Attribute and they regenerate 1d5 hp per round.
5-6	The perfect form can now fly at ½ of normal move rate. Also, gain an additional 1d16 action die.
7	The Attribute bonus increases to +2d4 per Attribute and regenerates 1d7 hp per round.
8	The perfect form's Move rate is now triple their normal Move. Also, gain an additional 2d16 action dice.
9+	All action and save dice are at +2d and all secondary dice rolls (Focus die, damage dice, crit die, etc.) are made at +1d.

PSIONICS OF THE WASTELANDS

Pit of Despair

Psychogeography (Int)

Attack Tier 3

Base DC: 17

Save: Will

Base Success: The *pit of despair* is effective within 20' of the place where the psion is standing at the time it is initiated. Any opponent of the psion entering this area is flooded with feelings of low self-worth and helplessness. The target's initiative and action dice are lowered by 1d and movement is reduced by 50% for PL rounds.

Focus Die	Bonus Effect
3-4	The target's initiative and action dice are lowered by 2d and movement is reduced by 75% for PL rounds.
5-6	The target is affected as above and all allies of the target within 20' of the target (whether inside the area of effect or not) suffer a -1 penalty to all initiative and action die rolls. Each ally of the target is allowed a DC 13 Will save to nullify the effect. This effect lasts for PL rounds.
7	The target's initiative and action dice are lowered by 2d and movement is reduced by 75% for PL rounds. Each ally of the target that fails their DC 13 Will save has initiative and action dice reduced by 1d and their movement is reduced by 25% for PL rounds.
8	The target's initiative and action dice are lowered by 3d and movement is reduced to a slow crawl. Each ally of the target within 50' that fails a DC 13 Will save has initiative and action dice reduced by 2d and their movement is reduced by 50% for 2xPL rounds.
9+	The target automatically goes last on initiative and action dice are lowered by 3d. The target is unable to move at all and their constant weeping makes spellcasting impossible. This effect lasts for PL hours. Each ally within 100' that fails a DC14 Will save will turn all their attention to the target, approaching them to offer sympathies and condolences and pathetic words of reassurance. Once they enter the 20' area of the <i>pit of despair</i> , they are also subject to the same effect if they fail a DC17 Will save. Even if they make this save, they will not turn their attention away from the target unless attacked. If attacked, they may act, but initiative and action dice are reduced by 3d and movement is cut by 75%. This effect lasts for 3xPL rounds.

Precognition

Clairsentience (Luck)

Manipulate Tier 3

Base DC: 17

Save: Will

Base Success: During an hour-long ritual meditation session, the psion can focus on one person, place, or object. If the invocation check is successful, they gain a vision of a random future event regarding their target. The target must be a known person, place, or object. The vision encompasses roughly five minutes of information and the general idea of when and where it is taking place. They know where the target will be at a random point in time in the future, what condition the target is in, and should the target be in danger, the psion will know when and where the target will be threatened. Any direct attempts to recover, rescue, or destroy the target can be made at +1d during the time period the vision pertained to.

Trying to foresee information about a target during a specific period in the future is much more difficult and increases the base DC to 25 or higher. Also, if the target is a person or has a consciousness, they may make a Willpower save to avoid being scryed.

Focus Die	Bonus Effect
3-4	The psion is aware of the exact time that the vision took place, down to the minute.
5-6	Greater precision can be obtained with the meditation ritual and a specific day can be specified.
7	The vision duration increases to 15 minutes and the psion is also aware of everything happening in the general vicinity of the target during this time.
8	Greater precision can be obtained with the meditation ritual and a specific time of day can be specified (morning, afternoon, evening, or the dead of night).
9+	Any plans made to observe, recover, rescue, or destroy the target during the time period revealed by the vision are made at +2d to enact them.

PSIONICS OF THE WASTELANDS

Presence

Psychogeography (Int)

Manipulate Tier 1

Base DC: 13

Save: Will

Base Success: The psion draws emotion in the area towards them. The area of effect is 50' from the spot where the psion initiates presence. The psion becomes a more attractive center of attention than other potential distractions. One possible effect is that one opponent within 50' will focus all their attacks on the psion, ignoring all others for PL rounds, unless directly attacked by another. Another potential effect is to cause one onlooker to become totally obsessed with the target as a person of interest, whether in terms of emotional attraction or just plain intellectual fascination with the psion's personality. Those affected become nearly unaware of their surroundings and suffer initiative rolls at -1d for PL rounds.

Focus Die	Bonus Effect
3-4	As base success, but the effect is so strong that it affects up to three opponents within 50'.
5-6	As base success, but the effect catches up to three opponents within 100'.
7	The effect reaches out to 500' and can affect up to 10 opponents.
8	As above, and all allies of the psion gain +1d on all Will saves.
9+	PLx20 opponents within 1000' focus their entire energies on the psion. They do not actively defend themselves while pursuing the psion. Any Agility or shield bonuses are negated. On a fumble, an opponent automatically (accidentally) hits another opponent of the psion. Alternatively, the affected can all be made subject to a one-word command that reflects the psion's elevated status, such as "Worship" or "Kneel." All allies of the psion gain +2d to all Will saves and automatically win initiative for 5xPL rounds.

Probe Universal Metaconsciousness

Telepathy (Int)

Transcendental Tier 4

Base DC: 19

Save: Nil

Prerequisites: *Telepathy Focus die of d10.*

Foci Component: *Gemstone of at least 100gp value (destroyed during invocation).*

Base Success: Having transcended tapping into the thoughts of the mortal mind, the psion may attempt to plumb the boundless knowledge stores of the Universal Metaconsciousness, the non-sentient repository of all mortal understanding. For the duration of the power (half the PL in turns) they may attempt to phrase one question per turn to be answered. This requires an Intelligence check with a DC between 10 and 20 based on how rare (and game/plot breaking) the answer is. If successful, the GM must answer the question as fully and truthfully as any possible living mortal could. A question may be repeated until it receives an answer.

Focus Die	Bonus Effect
3-4	The duration is increased to a number of turns equal to ½ the PL+1d2.
5-6	The duration is increased to a number of turns equal to ½ the PL+1d3.
7	The duration is increased to a number of turns equal to ½ the PL+1d4.
8	The duration is increased to a number of turns equal to ½ the PL+1d5.
9+	A question whose answer is known only to a patron or deific level entity may be asked at a DC of 25 and requires 2d3 turns to receive an answer, if successful.

PSIONICS OF THE WASTELANDS

Psychic Redoubt

Psychogeography (Int)

Assist Tier 2

Base DC: 15

Save: Nil

Base Success: The psychic redoubt is effective within 20' of the place where the psion is standing at the time psychic redoubt is initiated. All opponents within 20' of this area must make a DC 15 Willpower save or fly into a fury, attacking the psion and their allies with reckless abandon. Enemies are at -1 AC and -1d to all attacks while within the area, while allies of the psion receive +1 to initiative and +1 to attack. The redoubt lasts for PL hours.

Focus Die	Bonus Effect
3-4	As base success, but the effective range is increased to 50'.
5-6	As above, but enemies are at -2 AC and -2d to all attacks while within the area.
7	As above, but allies saves versus psionic attacks are at +2 and their initiative is at +2, with a +2 to all attacks.
8	As above, but the effective range is increased to 100' and opponents must make a DC 17 Will save to avoid the effects.
9+	As above, but attacks against the psion by enemies, whether physical or psychic, are impossible for PL rounds. All enemies are at -3 AC and -3d to all attacks within the area, while allies of the psion receive +3 to saves versus psionic attacks, initiative, and all attack rolls.

Read Aura

Clairsentience (Luck)

Attack Tier 1

Base DC: 13

Save: Will

Base Success: For the next PL in rounds, the psion can spend a round focusing on a living being and ask the GM one of the following questions:

- What is the being's alignment? (Law/Neutral/Chaos/Other.)
- How powerful is it? (Number of levels/Hit Dice or Immortal/Patron/Deity.)
- How healthy is it? (In good health/sick/injured/poisoned/other.)

There is a 75% chance the answer is completely correct, otherwise it is a partial truth or outright falsehood. The range on this power is 50'.

Focus Die	Bonus Effect
3-4	Additional question option: How does it feel towards the person it is speaking too or interacting with? (Emotion/mood/other.)
5-6	All questions asked have an 85% chance of being accurate. Also, the range is increased to 100'.
7	Additional question option: Is it speaking or acting truthfully? (Yes/No/Other.)
8	All questions asked have a 95% chance of being accurate. Also, the range is increased to 200'.
9+	Additional question option: Who is the being allied with? (Name of person, place, thing, or entity.)

PSIONICS OF THE WASTELANDS

Redirect Blow

Psychokinesis (Per)

Defend Tier 2

Base DC: special

Save: Reflex

Base Success: After an assailant has successfully scored a melee or missile attack against the psion, they may attempt to redirect the attack away from themselves or onto another target directly next to them. Unlike most powers that have a static invocation DC, the DC of this power is equal to the attack roll made against the psion. If successful, the attack is deflected and the psion suffers no harm.

In order to divert the attack towards a foe within arms reach, the DC is increased by +4. The targeted foe then makes a Reflex save versus being struck. Failure results in the targeted foe taking full damage from the attack.

Focus Die	Bonus Effect
3-4	Attacks from large foes (up to 2x man-size) can be redirected.
5-6	The penalty to the DC for redirecting an attack against another foe is decreased to +2.
7	Attacks from giant foes (up to 3x man-size) can be redirected.
8	There is no penalty to the DC for redirecting an attack against another foe.
9+	The invocation of this power is considered a free action and does not count against any action dice the psion has.

Reform the Soul

Spiritualism (Sta)

Manipulate Tier 3

Base DC: 19

Save: Will

Base Success: One target in line of sight of the psion is kindly disposed toward the psion and will not take any action that harms them. They will also stop others from harming the psion directly. The target may inflict harm on any of the psion's allies, but will not harm the psion. Logic will not sway the target either way. This lasts for PL rounds.

Focus Die	Bonus Effect
3-4	Up to 3 targets in line of sight of the psion are affected this way.
5-6	Up to 5 targets in line of sight of the psion are affected this way.
7	Up to 3 targets in line of sight of the psion are convinced that they should not harm, but should protect, the psion and all of their allies. This means the targets will inflict physical harm on their own friends, should they attempt to harm the psion or their allies. This lasts for PL rounds
8	Up to 5 targets in line of sight of the psion are affected this way.
9+	Up to 3 targets are convinced that they should do no harm at all to any sentient creatures. They will use pacifist techniques to prevent harm from one creature to another, including jumping between quarrelling parties, offering money to keep the peace, or sit in protests. This lasts for PL days.

PSIONICS OF THE WASTELANDS

Remote Communication

Telepathy (Int)

Defend Tier 1

Base DC: 13

Save: Will

Base Success: The psion may “speak” with another sentient being within PLx100’ directly mind-to-mind, making no noise. This transcends all language barriers. This communication takes up no actions and the effect will continue for PLx2d4 rounds.

Focus Die	Bonus Effect
3-4	The psion can include up to 3 people at a time in the telepathic conversation. This can be doubled with a successful Will save (DC 13) each round.
5-6	The communication range increases to the PLx1000’ and the duration increases to PLx2d4 turns. Images can be projected as well.
7	The psion can include up to 6 people at a time in the telepathic conversation. This can be doubled with a successful Will save (DC 13) each turn.
8	The communication range increases to PL miles and the duration increases to PLx2d4 hours. Full sensory input and memories can be shared as well.
9+	The psion can include up to 12 people at a time in the telepathic conversation. This can be doubled with a successful Will save (DC 13) each hour.

Remote Grapple

Psychokinesis (Per)

Attack Tier 2

Base DC: 15

Save: Special

Base Success: The psion can project their will out to a distance of up to 20’ per level with intent to subdue or crush a foe. The duration of this power is PLx3 in rounds and one attempt to grapple can be made each round until one foe has been pinned. As a target is beset by a grapple attack from a man-sized unseen force, they must make a Strength check versus a DC equal to the invoke roll. If they succeed, they are free, but a failure indicates they are pinned (DCC rulebook, pg 96). Each round they may make another Strength check to break free.

Once an opponent is pinned, the psion can simply hold them at bay or squeeze them for 1d3 damage per round.

Focus Die	Bonus Effect
3-4	The constriction damage is increased to 1d4 per round.
5-6	The grappling force is now larger (1½ manheights), increasing the escape DC by +2.
7	The constriction damage is increased to 1d5 per round and a Fort save (DC 10) must be made each round to avoid passing out.
8	The grappling force is now larger still (double man-sized), increasing the escape DC by +4.
9+	The constriction damage is increased to 1d6 per round and a Fort save (DC 12) must be made each round to avoid passing out. In addition if a 6 is rolled on the damage die, it indicates the crushing victim has broken a bone as well.

PSIONICS OF THE WASTELANDS

Remote Hands

Psychokinesis (Per)

Manipulate Tier 1

Base DC: 13

Save: Nil

Base Success: The psion projects a set of invisible hands from his mind that can perform tasks at a range of PLx30'. The effective Strength and Agility of the hands is 10 and all tasks are performed at a -1d to the action die. The projection can only function within the psion's line of sight and will momentarily vanish if visual contact is lost. The duration of this power is PLx1d3 rounds.

Focus Die	Bonus Effect
3-4	The effective Strength and Agility of the hands is increased to 14 and the range is increased to PLx50'.
5-6	The effective Strength and Agility of the hands is increased to 16 and the hands may be used to make ranged punch attacks for 1d3+Str Mod damage.
7	The effective Strength and Agility of the hands is increased to 18 and the projections work outside of the psion's line-of-sight but at an additional -1d penalty.
8	The effective Strength and Agility of the hands is increased to 20 and two separate sets of hands can be manifested, each requiring an action die to act.
9+	Actions taken with the projected hands no longer have a die step penalty to action rolls. Also, a swarm of invisible hands can be manifested that have a number of d14 action dice each round equal to PL-2d3. Each action taken has an effective Strength and Agility of 14. Directing the swarm only requires one of the psion's action dice.

Remote Viewing

Clairsentience (Luck)

Manipulate Tier 1

Base DC: 13

Save: Will

Base Success: The psion can extend their senses outside of their body and perceive events from a distant point. The psion needs a point of reference to lock onto such as a person, notable object, landmark, or familiar place. The amount of time required to home in on the desired location is between 1 and 6 turns based on how far it is and how familiar the psion is with who or what they are locking on to. The maximum distance that can be traversed in this way is PL in miles and the maximum viewing time is 1 turn.

Once the connection is made, the psion can see and hear as though they were standing on the spot. As such, they are subject to the local lighting conditions, background noise, and whatnot. Also, they cannot move about and their senses are rooted to the spot where they landed.

There is no physical presence connected to the psion's extended sensory perception but those present that pass the Willpower save will be aware that they are being watched.

Focus Die	Bonus Effect
3-4	The psion can move their senses at a Move of 5' and ignore terrain/object obstructions but not pass through solid objects.
5-6	The maximum duration increases to 2 turns and the maximum distance is their PLx5 in miles.
7	The psion can move their senses at a Move of 10' and may pass through solid objects.
8	The maximum duration increases to one hour and the maximum distance is their PLx10 in miles.
9+	The psion may now tangibly interact with people or objects with a Strength equal to 4 + the PL + their Per Mod. They can also physically manifest a ghostly image if they choose.

PSIONICS OF THE WASTELANDS

Reshape

Psychokinesis (Per)

Manipulate Tier 2

Base DC: 15

Save: Special (Will)

Base Success: By manipulating the internal composition of an inanimate object, the psion can alter its shape to whatever form is desired as long as there is sufficient mass. The maximum weight of matter that can be manipulated is PLx5 pounds. Once the shape is altered, the change is permanent. No enhancement to the artistic skills of the psion are conveyed. The effect of this power requires 11-PL rounds to complete. The psion must be within PL feet to affect an object.

Possessed or intelligent objects may make a Willpower save to avoid changing shape. If the object is being held by, worn by, or is bonded to a living being, that being can make a Willpower save to annul the invocation of this power on that object.

Focus Die	Bonus Effect
3-4	The maximum weight of matter that can be manipulated is increased to PLx10 pounds.
5-6	The psion receives a +1d to attempts to make the new shape artistically pleasing. Instead of altering its shape, the psion can choose to immediately shatter the object. It must make a Fort save (with a bonus ranging from +5 to +20 based on the strength and density of the material) or be destroyed. Alternatively, the psion can choose to mend an object with a weight equal to 20% of the amount they could normally reshape, as long as all of the pieces are present.
7	The maximum weight of matter that can be manipulated is increased to PLx50 pounds.
8	This power can now be used on animate, non-living matter, such as a golem or other construct. Instead of altering its shape, the psion can choose to immediately inflict PLxd4 damage, Will save for ½ damage. Alternatively, the psion can choose to mend a construct. Check the invocation roll against the Adjacent column of the Lay on Hands table (DCC rule book, pg 31) for the number of hit dice restored.
9+	The maximum weight of matter that can be manipulated is increased to PLx100 pounds.



PSIONICS OF THE WASTELANDS

Sanctuary from the Whirlwind

Psychogeography (Int)

Transcendental Tier 4

Base DC: 19

Save: Nil

Focus Component: Artifact or gemstone of at least 100 GP value.

Base Success: After spending 2 rounds becoming connected with the local psychogeography, the psion becomes invulnerable to mental attack. Furthermore, anyone the psion touches becomes friendly with the psion for as long as contact is maintained. It is extremely unlikely that the target will wish to break contact, as those touched have all negative feelings of anger, fear, resentment, jealousy, condescension, and low self-worth removed. This effect lasts for PL+10 minutes.

Focus Die	Bonus Effect
3-4	The effects radiate out to all within 10' of the psion. All within the range are invulnerable to mental attack, are at utter inner peace, and are friendly with the psion and any others within range. Physical attacks on those within range will break the connection for one round, after which the effects reassert themselves if the target is still within range.
5-6	The effects radiate to all within 100' of the psion.
7	The effects radiate out to all within 500' of the psion.
8	The effects radiate out to all within 100' of the psion or line of sight, whichever is greater.
9+	As above, but a zone of permanent peace is created with a radius of 100' from the point where the psion was standing when the power was initiated. From that point forward, all who pass through this circle of peaceful power will be friendly to all others within the circle, unless physically attacked. The effect is even carried outside the circle by those who pass through it, causing them to be friendly with anyone they encounter for PL hours after leaving the circle or until physically attacked. Note that gods of chaos do not approve of this power. There is a 5% chance that they will know of its use and send 2d10 minions of 1d10 Hit Dice each to do away with the blaspheming do-gooder!

Second Chance

Clairsentience (Luck)

Defend Tier 2

Base DC: 15

Save: Nil

Base Success: Right after the psion fails an action roll or saving throw, they may invoke this power. If successful, they foresaw this failure and can make the roll a second time by creating a pathway to a slightly altered time-stream, using the best of the two rolls as their result. The power can only be used once every 10 rounds (one minute).

If the failed roll was a natural 1, then a point of Luck must be spent to attempt to invoke this power.

Focus Die	Bonus Effect
3-4	The power can be used again after only 5 rounds instead of 10.
5-6	The action die re-rolled is increased in size by +1d.
7	The power can be used again after only 3 rounds instead of 5.
8	Instead of rolling a second time, they can roll again a number of times equal to their Luck Mod + 1 (minimum 2). The best of these rolls is used as the final result.
9+	The power can be used again next round.

PSIONICS OF THE WASTELANDS

Skin Walker

Naturapathy (Per)

Defend Tier 2

Base DC: 15

Save: Nil

Base Success: The psion's skin or that of one target becomes toughened. It appears as tree bark and has the same consistency as tree bark for the duration of PL rounds. The target gains a die step of Impervious armor to its Armor Die and adds +1 to the fumble die. All Fortitude saves are made at +1.

Focus Die	Bonus Effect
3-4	This effect is extended to up to three total targets within 10' of the psion. If they leave the 10' contact area, they immediately lose all the granted protections.
5-6	The psion's skin or that of one target becomes as tough as cured leather for the duration of PL+1 rounds. The target gains 2 steps to its Armor Die as Impervious armor and adds +2 to the fumble die. All Fortitude saves are made at +2.
7	The previous effect is extended to up to three total targets within 10' of the psion. If they leave the 10' contact area, they immediately lose all the granted protections.
8	The psion's skin or that of one target becomes tough as stone. The target is invulnerable to physical damage from weapons, falls, etc. for PLx2 rounds. Gas, electrical, fire, laser, and cold attacks have the normal effects.
9+	This effect is extended to up to three total targets within 20' of the psion. If they leave the 20' contact area, they immediately lose all the granted protections.

Spirit Form

Spiritualism (Sta)

Defend Tier 2

Base DC: 15

Save: Nil

Base Success: The psion partially dematerializes. Only the hazy outline of his form can be seen. Their AC is increased by 3 points and successful physical attacks only do half damage. They are still subject to material barriers (walls, doors, etc) and the environment. This lasts for 1d3 rounds.

Focus Die	Bonus Effect
3-4	The psion enters another stage of dematerialization. They are invisible to all but their allies. Their AC is increased by 6 points and successful physical attacks only do 1 hp of damage. They are still subject to material barriers (walls, door, etc) and the environment. This lasts for 1d4 rounds.
5-6	The psion assumes a true but weak spirit form. They are invisible to all and unassailable by physical attacks, whether melee or environmental. They are able to move through walls and other material barriers, taking one full round to pass through an inch of material. This lasts for 1d6 rounds. Note that psions who re-materialize while passing through material die instantly (and gruesomely).
7	The psion assumes spirit form. All aspects of the previous result apply, except that they can pass through a solid foot of material in one round. This lasts for 1d8 rounds.
8	The psion assumes spirit form and is able to fly at a rate of 40'. This lasts for 2xPL rounds.
9+	As the previous result, but the effect lasts for 1d20 + 2 x PL rounds.

PSIONICS OF THE WASTELANDS

Spirit Guardian

Spiritualism (Sta)

Defend Tier 1

Base DC: 13

Save: Nil

Base Success: A guardian “angel” attends to the psion. The psion receives a temporary bonus of +1 to all Luck checks and a +1 to Fortitude, Reflex, and Willpower saves. This lasts for 1 round

Focus Die	Bonus Effect
3-4	As Base Success, plus the psion’s AC is increased by +1.
5-6	As previous result but the protection and good luck last 1d3 rounds.
7	The psion receives a temporary bonus of +2 luck and a +2 to Fort, Ref, and Will saves. The psion’s AC is increased by +2. This lasts for 1d4 rounds.
8	As previous result but the duration is 2d4 rounds.
9+	The psion receives a temporary bonus of +3 luck and +3 to Fort, Ref, and Will saves. The psion’s AC is increased by +3. This lasts for 2d6 rounds.

System Detox

Psychometabolism (Sta)

Manipulate Tier 1

Base DC: 13

Save: Nil

Base Success: The target’s body will attempt to begin cleansing itself of all toxins, parasites, radiation, and illnesses. The process takes place over a number of hours equal to the target’s level or HD minus their Stamina Mod (unless the Mod is negative, in which case it is added to the total), at a minimum of one hour, and delays the effects of any non-magical poison or disease during this time. Each hour the target can make another save to lessen the effects of the poison/illness. The DC of the save will either be the original DC or set by the GM. The number of successful saves required to purge each ailment is usually three but may increase depending on its strength.

While under the effects of this power, the target will require a lot of rest and fluids as they flush out their system.

Focus Die	Bonus Effect
3-4	The target can travel but can not participate in vigorous activity of any kind.
5-6	The target may make a save every 30 minutes instead of every hour.
7	All of the target’s saves are made at a +1d.
8	The target may make a save every 15 minutes instead of every 30 minutes.
9+	All of the target’s saves are made at +2d.



PSIONICS OF THE WASTELANDS

The Beast Whisperer

Naturapathy (Per)

Assist Tier 2

Base DC: 15

Save: Nil

Base Success: The psion is able to communicate with one animal, understanding and being understood verbally and through gesture by the animal, for PL rounds. The animal will be positively inclined to the psion but not obedient to him unless the animal is treated with respect and sufficiently rewarded (though even this is no guarantee), and nothing that conflicts with the animal's desire for food, comfort, security, and companionship will even be considered. Other nearby animals of the same species may or may not approve of this unnatural communication, but they will not attack the psion unless attacked by the psion or his companions.

Focus Die	Bonus Effect
3-4	The power is extended to PL turns.
5-6	The power may be used to communicate with PL different animals. These need not be of the same species.
7	The power is extended to PL days (but the animal(s) are likely to become bored and leave before the duration expires—unless given treats).
8	The psion creates a telepathic link to the animal(s) and may communicate feelings and impressions above and beyond merely spoken words. The psion must make a DC 10 Will save or a telepathic backlash occurs, causing the psion to think like the animal for a horrifying split second before severing the telepathic connection. The ability to speak is, however, maintained for the duration of the power, as “normal.”
9+	The animal(s) come under the influence of the psion. They may be assigned one task, not to take more than PL weeks, which they must obey unless the task would put any of them in mortal danger. The task might be to retrieve a certain object, find the location of a specific person, etc. Once the task is fulfilled, the animal(s) are free and may never fall under this influence again (though, if they like adventuring enough, they might volunteer!).



PSIONICS OF THE WASTELANDS

The Plant Whisperer

Naturapathy (Per)

Assist Tier 3

Base DC: 17

Save: Nil

Base Success: Using pollen and a photo-psionic connection, the psion may touch one non-sentient plant and communicate with it, both sending and receiving messages, as if speaking. The psion must stay in physical contact with the plant, and the plant will communicate with the psion using terminology that accurately reflects the plant's senses or lack thereof. The plant will "speak" in impressions, often poetic. For instance, if asked who has been through the area recently, it might state "four shadows passed this way before the sun was at its most generous point. They left spoor that was tainted by the changes of the Great Cataclysm. They ate my cousins down the path, and were particularly fond of clover. They hopped along the ground on two legs and their long stalks on the top of their crowns cast shadows over the clover as they ate. They carried with them metal objects of the ancients. The one in back frequently stood still as the others advanced. All were very jittery." This ability to speak with plants lasts for PL questions.

Focus Die	Bonus Effect
3-4	As above, but questions may be "distributed" among any number of plants. If all questions are not asked within PL hours, the ability is lost until the power is again invoked (which forces a recheck on the power's efficacy).
5-6	As above, but the number of questions and duration in hours are PLx2.
7	As above, plus the psion may cause any or all of the plants so affected to instantly grow up to twice their height. Some plants might appreciate this, some might not. This is not a reversible effect.
8	As above, plus the psion may cause the instantaneous growth of 1d4 companion "shoots" of the same height as the initial plant. Again, responses will vary.
9+	As above. Alternatively, the psion may cause the plant to spontaneously blossom and/or fruit (depending on the type of plant) or wither. Plants can communicate broad-stroke "ideas" to one another over long distances using pollen signatures. Causing a plant to blossom or wither may come back to bless or haunt the psion, should they attempt to communicate with the same species of plant after having used this effect. The GM will decide how this plays out.

The Stash

Spiritualism (Sta)

Assist Tier 2

Base DC: 15

Save: Nil

Base Success: The psion reaches into the spirit world and pulls out a beneficial object. The object lasts in the material world for PL hours. Note that he may choose to select a "lesser" object (one associated with a Focus die roll less than what was actually rolled) or take the object indicated. As a base success, the psion brings forth a radiation detector and gas mask (or their equivalent).

Focus Die	Bonus Effect
3-4	The psion brings forth a bundle of dynamite (or its equivalent) covered in ectoplasm (<i>USG</i> pg 123).
5-6	The psion brings forth a floating drone (<i>USG</i> pg 67) or its equivalent, attuned to the psion.
7	The psion brings forth a bubble helm (<i>USG</i> pg 121) or its equivalent, with a skull rolling around inside of it.
8	The psion brings forth a plasma rifle (<i>USG</i> pg 122) or its equivalent, with a mummified hand attached to it.
9+	The psion brings forth a basic 10' tall light mech (<i>USG</i> pg 146) or its equivalent—don't ask how. You'll have to clear the alien skeleton out of it before you use it, however.

PSIONICS OF THE WASTELANDS

Thermokinesis

Psychokinesis (Per)

Attack Tier 3

Base DC: 17

Save: Special

Base Success: This power allows the psion to dramatically increase or decrease the temperature of an area or a specific target by speeding up the vibrations of molecules in that area or body.

Area - The psion can raise or lower the temperature by 5°F per round (10°F per minute) in a 5' per level radius area up to a total of rounds equal to their level (*i.e.* - a 7th level psion can raise or lower the temperature by a maximum of 35°F over the course of 7 rounds). This new temperature can then be maintained for 1 turn.

Target - By focusing on a single, man-sized target, the psion can alter their temperature enough to deal damage, based on the time elapsed shown on the table below. The maximum duration is equal to ½PL in rounds and requires one action to maintain each round.

Round 1	Either Hotter or Colder — 1 point of damage.
Round 2	Either Hotter or Colder — 1d3 points of damage.
Round 3	Hotter — 1d4 points of damage and a Fort save (DC 10) to avoid being dazed by heat exhaustion for 1d6 rounds. Colder — 1d4 points of damage and +1d to Agi checks and Ref saves as numbness begins.
Round 4-6	Hotter — 1d6 points of damage per round and a Fort save (DC 13) to avoid suffering 1 point of Sta damage due to heat exhaustion. Colder — 1d6 points of damage per round and +1d to all actions as numbness sets in. Must make a Fort save (DC 10) or suffer 1 point of Agi damage due to frostbite.
Round 7-9	Hotter — 1d8 points of damage per round and a Fort save (DC 16) to avoid suffering 1d4 points of Sta damage due to organ damage. Colder — 1d8 points of damage per round and +2d to all actions as all sense of touch is lost. Must make a Fort save (DC 13) or suffer 1d4 points of Agi damage due to frostbite.
Round 10+	Hotter — 1d10 points of damage and 1d4 points of Sta damage due to organ damage. Must make a Fort save (DC 14) to avoid death due to organ failure in 2d6 minutes. Colder — 1d10 points of damage and 1d4 points of Agi damage per round due to internal frostbite. Must make a Fort save (DC 10) or suffer instant death by blood freezing solid.

Focus Die	Bonus Effect
3-4	Area — The duration is increased to ½PL turns in a 10' per level radius area. Target — The maximum duration is increased to the psion's full level instead of half of it.
5-6	Area — The temp can be adjusted by 7°F per round and up to 1d3 damage per hour can be caused to all in the area at extreme temps without protection. Target — All damage is increased by +1d +1 point and the first round damage is now 2 hp. Also, large targets can now be affected.
7	Area — The duration is increased to PL turns in a 20' per level radius area. Target — It no longer requires an action spent per round on concentration to maintain the power. Multiple invocations of this power can be performed on different targets.
8	Area — The temp can be adjusted by 10°F per round and up to 1d5 damage per hour can be caused to all in the area at extreme temps without protection. Target — All damage is increased by +2d +2 points and the first round damage is now 3 hp. Also, giant targets can now be affected.
9+	Area — The duration is increased to ½PL hours in a 40' per level radius area. Target — The maximum duration is increased to 150% PL and up to 1d3 + Per Mod targets can be affected with a single invocation.

PSIONICS OF THE WASTELANDS

Thought Tap

Telepathy (Int)

Manipulate Tier 1

Base DC: 13

Save: Will

Base Success: By staring intently at their target, the psion can hear the surface thoughts that meander about their mind. As long as the psion does not take their eyes off of their target, they can continue monitoring thoughts for up to PLx1d3 turns. The maximum range that a target's thoughts can be read at is PLx25'.

In order to make heads or tails of the chaotic images, ideas, and memories they encounter, an Intelligence check must be made (DC 24 - the target's Intelligence attribute) to decipher anything useful. A failed save means only wisps of meaning are gained but nothing concrete.

Focus Die	Bonus Effect
3-4	The psion can maintain the link required to read thoughts without staring as long as they are within PLx10' of the target.
5-6	The effect duration increases to PLx2d3 turns and the DC to interpret thoughts is lowered to 22 - the target's Int attribute.
7	The range at which thoughts can be read is doubled.
8	The effect duration increases to PLx3d3 turns and the DC to interpret thoughts is lowered to 20 - the target's Int attribute.
9+	The psion can read the thoughts of up to 1d3+1 targets at the same time. The DC to interpret thoughts of each of the targets is 24 - the target's Int attribute.

Trail of Tears

Psychogeography (Int)

Assist Tier 3

Base DC: 17

Save: Nil

Base Success: The psychogeographer listens, "sees," and "smells" the psychic trail of one target. If the target is known to the psion, the psion can detect, within 100' of himself, where the target has physically been in the last four hours. He will understand the state of mind and general emotional demeanor of the target as the target was when in the area. He can trace the psychic trail for up to 1000' from the initial point where the "scent" was picked up. If the target is not known to the psion, the demeanor of the target will still be understood, but only the initial direction of travel from the point of the initial psychic scent detection will be known.

Focus Die	Bonus Effect
3-4	The "reach back" effect goes to the past 12 hours and the psychic trail can be tracked for up to 2000' for a known target or 200' for an unknown target.
5-6	The "reach back" effect goes to the past PL days. The psion now knows the name of an unknown target. There is no longer a differentiation between a known or unknown target, as the psion now has a firm track on the psychic scent. The psychic trail can be tracked for up to a mile.
7	The "reach back" effect goes to the past PLx2 days. The psychic trail can be tracked for up to PL miles. The psion also knows of any changes that occurred in the emotional state of the target, along with the time and place of those changes.
8	The "reach back" effect goes to the past PL weeks. The area of detection expands to within 500' of the psion. The psychic trail can be tracked for up to PLx2 miles, and all changes of emotional state are known.
9+	As above. If the psion stops to concentrate, they may actually see past events as if they were present. They know, to a limited extent, the emotional demeanor of anyone seen in the vision as it relates to the target. For example, if the psion "sees" another person in-vision, they will know if the person was friendly or inimical to the target. This is a "true vision," and lies and deceptions are seen through by the psion. This level of experience is almost always overwhelming. The psion must make a DC 15 Fort save at the end of the vision or pass out for 1d4 rounds.

PSIONICS OF THE WASTELANDS

Transmogrify Mind

Telepathy (Int)

Manipulate Tier 3

Base DC: 17

Save: Will

Base Success: Moving beyond simple memory alteration, the psion can rewrite a person's childhood, belief system, or loyalties. One significant concept of the target can be changed and it will remain so for PL days. In order to make this drastic alteration, the psion must remain in physical contact with the target for one hour.

Below is a list of possible changes the Psion can initiate:

- What family the target remembers being born into and where they grew up.
- Who they love and who they are loyal to.
- Their faith, alignment, and values.

To determine the quality of the newly forged concept, the Psion rolls 1d10 + Int Mod + Per Mod + Telepathy Focus die to determine the DC required to uncover the false persona.

Focus Die	Bonus Effect
3-4	The duration of the mental construct increases to PL in weeks.
5-6	The DC required to uncover the false persona is now 2d6 + Int Mod + Per Mod + Telepathy Focus die.
7	The duration of the mental construct increases to PL in months.
8	The DC required to uncover the false persona is now 3d5 + Int Mod + Per Mod + Telepathy Focus die.
9+	The duration of the mental construct increases to PL in years.

Vertigo

Psychometabolism (Sta)

Attack Tier 1

Base DC: 13

Save: Fort

Base Success: One living target within 50' will be stricken with debilitating dizziness and nausea, as if they were being thrown around the inside of a runaway vehicle as it hurtles over a cliff. Unless they successfully save, they will suffer a -2d penalty to all rolls for the first 1d3 rounds and a -1d penalty for an additional 2d3 rounds.

Focus Die	Bonus Effect
3-4	The range is increased to the PLx30' and the duration dice rolled are increased to d4s.
5-6	The number of targets increases to 1d4+1 and duration dice rolled are increased to d6s.
7	The disorientation effect is very strong. The penalty is increased to a -3d penalty for the first 1d6 rounds, then a -2d penalty for the next 2d6 rounds, and finally a -1d penalty for 3d6 rounds.
8	The number of targets increases to 2d4+2 and duration dice rolled are increased to d8s.
9+	The disorientation effect is life threatening. The penalty is increased to a -4d penalty for the first 1d8 rounds. During this time the targets must make a Fort save (DC 10) each round to avoid suffering 1 point of Sta and Int damage from vomiting and dementia. Then, it lowers to a -2d penalty for the next 1d8 turns, and finally a -1d penalty for 1d8 hours.

PSIONICS OF THE WASTELANDS

Vision of Triumph

Clairsentience(Luck)

Transcendental Tier 4

Base DC: 19

Save: Nil

Prerequisites: Clairsentience Focus die of d10.

Foci Component: Gemstone of at least 100gp value (destroyed during invocation).

Base Success: By performing a special form of meditation for 1d3 hours, the psion receives a vision of what is to pass in their life during the next week.

If the invoke roll is successful, this costs the psion 1d3 points of Luck and then they gain a special pool of Vision points equal to 3d4. Once during the next week of game time, the psion can claim that the current situation was part of their vision and gain access to the reserved Vision points. For the next hour, they may spend points from their Vision pool as though they were Luck points. Thirty minutes after the psion's first declaration, any remaining points are lost. They are also lost if the points are not called upon within a week of the vision.

This power can only be used once per fortnight. Using this power on a regular basis has a good chance of drawing the negative attention of those beings (extradimensional, extraterrestrial, divine, and artificially-intelligent) that watch over the destinies of Urth (a cumulative 10% chance per invocation within the same year).

Focus Die	Bonus Effect
3-4	The duration that the Vision points must be used in is increased from 30 minutes to one hour.
5-6	The special pool of Vision points is now equal to 3d5.
7	The duration that the Vision points must be used in is increased from one hour to two hours.
8	The special pool of Vision points is now equal to 3d6.
9+	The duration that the Vision points must be used in is increased from two hours to four hours.



PSIONICS OF THE WASTELANDS

Voidwipe

Psychogeography (Int)

Manipulate Tier 3

Base DC: 17

Save: Will

Base Success: The psion wipes the presence of one named emotion from one target for PL turns. The target may elect to automatically fail the save. The emotion: anger, joy, fear, sadness, contentment, elation, etc., is completely rooted out of the target for the duration. This may or may not have direct mechanical effects, depending on the circumstances. For instance, removal of fear would nullify any spell or spell-like effects that normally cause fear. The GM may elect to give an initiative bonus, a bonus die step to attack (for attacking fearlessly), or a reduction in Armor Class (for the same reason). When the duration of this power has ended, the emotion will return to “normal,” whatever that is, given the situation and the character’s personality. Note that in this example, the absence of fear does not necessarily indicate that the character will be emboldened. No bonus “power” is given to emotions that might oppose those removed. Voidwipe creates an absence of a given emotion. The target must remain within 20’ of the psion for the effect to remain valid.

Focus Die	Bonus Effect
3-4	Up to three targets may be affected. The same emotion is wiped from all three targets. Alternatively, only one target is affected but two distinct emotions are wiped.
5-6	Up to five targets may be affected, each losing the same emotion, or one target loses three distinct emotions. Range is extended to 50’ from the psion and duration is 2xPL rounds.
7	The psion may remove up to six emotions, divided among as many targets as are in range. One emotion may be removed from six targets, six emotions from one target, two from three targets, three from two targets, etc. Any combination is allowed so long as no more than six “slots” are used. Range is 50’ from the psion and duration is 2 x PL + 1 rounds.
8	As the previous result but range is extended to line of sight and duration is PL hours.
9+	As the previous result plus one target (which doesn’t have to be one of the potential six affected by the power) permanently loses all emotion. This is a permanent effect, even if the target leaves the area of effect. They become a purely logical being, gaining PL Intelligence and losing PL Personality. Others affected only by the emotion removal are affected for 2xPL hours, regardless of their position relative to the psion.

Weathervane

Naturapathy (Per)

Manipulate Tier 1

Base DC: 13

Save: Nil

Base Success: The psion knows the weather with 100% accuracy within a 10 mile radius, including exact localized conditions within 10’ of a “front,” whether that front is the line between heavy and light precipitation, fog or the lack thereof, temperature differential of five degrees or more, etc. They can also determine if localized features such as a lake, high hills, large paved areas, or large buildings are affecting those localized conditions, effectively providing a rough weather “map” of the area.

Focus Die	Bonus Effect
3-4	The psion can predict these conditions within the 10 mile area with 100% accuracy PL hours into the future.
5-6	The psion can predict these conditions within the 10 mile area with 100% accuracy PLx2 hours into the future.
7	The psion can predict these conditions within the 15 mile area with 100% accuracy PLx3 hours into the future.
8	The psion can predict these conditions within the 15 mile area with 100% accuracy PL days into the future.
9+	As above, but the psion can also predict psionic storms, including location, duration, and intensity PL days into the future.

PSIONICS OF THE WASTELANDS

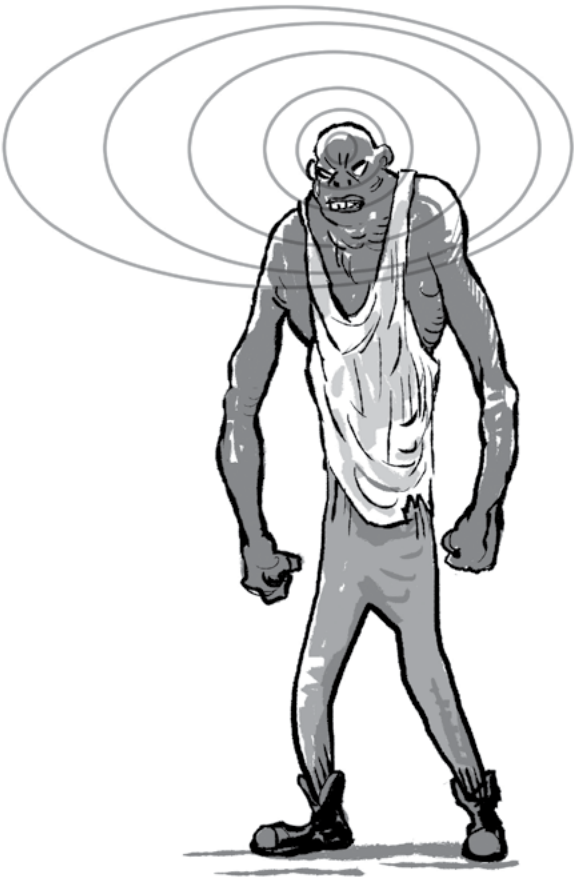
Wither

Psychometabolism (Sta) *Attack Tier 3* *Base DC: 17* *Save: Fort*

Base Success: As the psion points at one of the limbs of their foe, it glows green, then violently shrivels to a weakened, emaciated state in a matter of seconds. This inflicts PLxd3 damage and 1d3+1 permanent Strength damage and Agility damage. If a leg was affected, their Move is reduced by 50%.

The foe gets a save to avoid this fate but even if it is successful they suffer 1d2 permanent Strength and Agility damage. If a leg was affected, their Move is reduced by 25%.

Focus Die	Bonus Effect
3-4	The effect is increased to PLxd4 damage and 1d4+1 permanent Str damage and Agi damage.
5-6	The number of targets increases to 1d3+1 plus the limb is rendered to a useless vestigial state.
7	The effect is increased to the PLxd5 damage and 1d5+1 permanent Str damage and Agi damage.
8	Each target now must make a seperate save for each limb. The damage effect is increased to PLxd6 damage and 1d6+1 permanent Str damage and Agi damage if any of the saves are failed. Even if all of the saves are successful they suffer 1d2+1 permanent Str and Agi damage and their Move is reduced by 50%.
9+	The withering effect now encompasses the target's whole body. One save is made versus instant death. Even if it is successful they suffer PLxd3 damage and 1d3+1 permanent Str, Agi, and Sta damage and their Move is reduced by 50%.



PSIONICS OF THE WASTELANDS

PSYCHIC STORMS

Thankfully rare, psychic storms arise with utter unpredictability. They are most likely to form as the result of a psychic duel, but even in these cases, a psychic storm results from such a duel only 1% of the time. This is good, given the rather drastic effects of such a storm which are determined by the simple roll of a d20, with results as follows:

Roll d20	Result
1	The storm expands the minds of anyone caught in its wake. Each must make a Willpower save (DC 15). On a failed save the victim gains access to 1d3 random Tier 1 psionic powers. They also suffer 1 point of random permanent Attribute damage for each power gained. A psion caught in this storm may choose to automatically fail their save for 1 point of random permanent Attribute damage.
2-3	The alignment of all those affected by the storm switches as follows: LAWFUL > CHAOTIC, CHAOTIC > NEUTRAL, NEUTRAL > LAWFUL. This is a permanent effect.
4-6	All in the storm's path suffer from excruciating migraine headaches. Any attempting to use psionic powers or to cast spells suffer a -6 penalty on all checks. Attacks (melee or missile) are all made at -6 to hit and any positive Ability-score based combat bonuses are lost. Movement is cut by 25% and any actions requiring concentration of any kind are impossible. These effects last until the victim gets 10 full hours of uninterrupted sleep or the equivalent through healing magic or advanced medicine.
7-9	Everyone in the storm comes into brutal contact with the Universal Metaconsciousness. Each must make a Willpower save (DC 14) and roll on the Table B2: Umerica Random Occupation (USG pg 48). If the save is failed, their occupation is changed to the new result. If successful, they keep both their original occupation and the new one, having two sets of memories to go with them. Those caught in the storm for over three hours may have to make additional saves, possibly resulting in further occupation changes or additions.
10-14	The psyches of those in the storm's path may be displaced and randomly land in a body that is also in the storm. Those who make a DC 18 WILL save only suffer by having their Int and Per scores halved for the duration of the storm as they exert the great strain needed to keep their minds inside their own bodies. The minds of those who fail the save are randomly placed in the body of another in the storm who have also failed their save. The new host body retains all physical characteristics, but the incoming mind carries its Int and Per score into the new body. Note that the GM need not limit the potential host bodies to PCs and NPCs. Perhaps a worm, ant, mole, or amoeba has had its mind ripped from its body, providing a suitable host. If an un-moved mind cannot find a host body, it is carried away, providing more psychic energy to the storm, being ripped apart and scattered, thus becoming one with the surrounding psychogeography.
15-17	The psychic and physical planes are jumbled for all within the storm's area of effect. Roll a d8 to determine the effect. There is no save and the effect is permanent. 1. Str and Per are swapped. 2. Con and Int are swapped. Note: hit points may be affected. 3. Subtract Int from 20. This is the new Agi score. Sucks to be smart! 4. Take the absolute value of the difference between Int and Per and subtract from all physical Attributes. 5. Agi and Int are swapped. 6. Take the lower of Per and Con. Both scores are now at the lower level. 7. Randomly swap two Attribute scores. 8. Roll twice and apply the results in the order rolled. If 8 is rolled again, roll twice again so there are a total of three rolls, etc.
18-19	Those trapped in the storm are metaphysically warped—body, mind, and soul. Roll one positive d6 and one negative d6 for each Attribute, then add the results together. This will result in a permanent adjustment to each Attribute in the range of +5 to -5.
20	Roll three effects from the table, apply them in the order they are rolled. Ignore this result if rolled a second time.

PSIONICS OF THE WASTELANDS



DURATION AND SCOPE

To determine the size of a psychic storm, roll 1d10 and multiply by 10 to determine the storm's radius, in miles. Psychic storms last for 1d24 hours. Psychic storms are typically not stationary. Roll a d10 each hour to determine the direction in which the storm heads:

- | | |
|---------------|----------------|
| 1. Stationary | 6. S |
| 2. N | 7. SW |
| 3. NE | 8. W |
| 4. E | 9. NW |
| 5. SE | 10. Stationary |

16 Willpower save or be utterly despondent and unable to act for 1d10 minutes following the storm's dissipation.

When a storm finally dissipates, it sounds like the sighs and groans of the dozens, perhaps hundreds, or even thousands of its victims. Those who are in the storm's area when it dissipates must make a DC



GRIMOIRE OF THE WASTES, EXPANDED

SPELLBOOKS OF THE APOCALYPSE

Even in the wastes of Umerica, wizards still find themselves at the mercy of having to acquire and maintain spellbooks. These can take many different forms. There are still those who keep the more traditional spell tomes, but with technology and magic intersecting in unusual ways, there are many more options for your apocalyptic mage on the go. Some have found guidance in books filed under fiction in the old world, such as the popular “Larry Weaver” series, whoes tomes discuss spell casting in details that some wizards find helpful. Old world digital devices sometimes are useful as well if a wizard can keep them running, such as the fruit-based systems or ones built with Macrohard technology. Wizards have even turned to handheld technology, using smaller portable devices to learn and store their spellbooks in their pockets. With the influence of magic, many of these devices are more than the mere technological wonders of old,

some are powered by magic or influenced by other dimensional beings. Meanwhile, less fortunate wizards will be forced to maintain their books on skins and hides. Some have found tattooing the spells on themselves offers a record of how to perform magic, while looking intimidating. With the intersection of wild technology and magic combined with a world of scarcity and learning to make due, Umerican wizards have many diverse options on where they may carry their spells.

REVISED SPELL TABLES

Wizard Spell Table (see next page)

To determine a random spell, use the following rolls:

1st level: 5d7-4 (1-31)

2nd level: 2d14-1 (1-27)

3rd level: 5d6-4 (1-26)

4th level: 1d8 (1-8)

5th level: 1d7 (1-7)



GRIMOIRE OF THE WASTES, EXPANDED

Wizard Spell Table			
	1st Level	2nd Level	3rd Level
1	Animal summoning (DCC pg 129)	Anti-rad ward (pg 93)	Binding* (DCC pg 270)
2	Cantrip (DCC pg 130)	Arcane affinity (DCC pg 162)	Breathe life (DCC pg 202)
3	Charm person (DCC pg 131)	Curse of life (USG pg 160)	Consult spirit(DCC pg 204)
4	Chill touch (DCC pg 133)	Detect evil* (DCC pg 259)	Demon summoning (DCC pg 206)
5	Choking cloud (DCC pg 134)	Detect invisible (DCC pg 165)	Dispel magic (DCC pg 208)
6	Color spray (DCC pg 135)	ESP (DCC pg 166)	Eldritch hound (DCC pg 211)
7	Comprehend languages (DCC pg 136)	Fire resistance (DCC pg 169)	Emirikol's Entropic Maelstrom (DCC pg 213)
8	Detect magic* (DCC pg 260)	Forget (DCC pg 170)	Eternal champion (DCC pg 214)
9	Ekin's Mystical Mask (DCC pg 137)	Invisibility (DCC pg 172)	Fireball (DCC pg 216)
10	Enlarge (DCC pg 139)	Invisible companion (DCC pg 173)	Fly (DCC pg 217)
11	Feather fall (DCC pg 140)	Knock (DCC pg 175)	Gust of wind (DCC pg 219)
12	Find familiar (DCC pg 141)	Levitate (DCC pg 176)	Haste (DCC pg 221)
13	Flaming hands (DCC pg 142)	Locate object (DCC pg 178)	Lightning bolt (DCC pg 222)
14	Force manipulation (DCC pg 143)	Magic mouth (DCC pg 180)	Make potion (DCC pg 223)
15	Invoke patron** (DCC pg 144)	Mirror image (DCC pg 182)	Murgatroyd's Mutagenic Malediction (pg 98)
16	Magic missile (DCC pg 144)	Monster summoning (DCC pg 184)	Paralysis* (DCC pg 264)
17	Magic shield (DCC pg 146)	Nythuul's Porcupine Coat (DCC pg 186)	Planar step (DCC pg 225)
18	Mending (DCC pg 147)	Phantasm (DCC pg 187)	Runic alphabet, fey (DCC pg 227)
19	Patron bond** (DCC pg 148)	Ray of enfeeblement (DCC pg 190)	Slow (DCC pg 228)
20	Phantasmal chainsaw (pg 85)	Scare (DCC pg 191)	Solomon's Sorcerous Still (pg 100)
21	Read magic (DCC pg 152)	Scorching ray (DCC pg 192)	Sword magic (DCC pg 229)
22	Revitalize edible (pg 87)	Shatter (DCC pg 193)	Tech jinx (USG pg 161)
23	Ropeil's Perfect Gadget (pg 89)	Spider web (DCC pg 196)	Transference (DCC pg 232)
24	Ropework (DCC pg 153)	Strength (DCC pg 198)	Turn to stone (DCC pg 233)
25	Runic alphabet, mortal (DCC pg 154)	Synthetic revivification (pg 94)	Water breathing (DCC pg 235)
26	Sleep (DCC pg 155)	Wizard staff (DCC pg 199)	Write magic (DCC pg 236)
27	Spider climb (DCC pg 156)	Wrath of the Glow (pg 96)	
28	Summon foulness (USG pg 158)		
29	Ventriloquism (DCC pg 158)		
30	Visions of the ancients (pg 91)		
31	Ward portal (DCC pg 160)		

GRIMOIRE OF THE WASTES, EXPANDED

Wizard Spell Table (continued)

4th Level	5th Level
1 Control fire (DCC pg 238)	Hepsoj's Fecund Fungi (DCC pg 247)
2 Control ice (DCC pg 239)	Lokerimon's Unerring Hunter (DCC pg 249)
3 Former glory (USG pg 163)	Magic bulwark (DCC pg 251)
4 Gordo's Fiendish Vehicular Augmentation (pg 102)	Mind purge (DCC pg 252)
5 Lokerimon's Orderly Assistance (DCC pg 241)	Replication (DCC pg 253)
6 Polymorph (DCC pg 243)	Symbol of omniscient psychosis (pg 105)
7 Transmute earth (DCC pg 244)	Xenorax's Instant Army (USG pg 164)
8 Wizard sense (DCC pg 245)	

* As per cleric spell of same name. Because the wizard version of the spell is a different spell level, the wizard receives a -2 penalty to spell checks when casting it. For example, *binding* is a level 2 cleric spell but a level 3 wizard spell; therefore, when rolling on the spell table, the wizard applies a -2 penalty to spell checks. On a result of natural 1, the wizard suffers a 50% chance of major corruption or misfire, rolling on the generic tables as appropriate.

** If either *patron bond* or *invoke patron* is rolled, the wizard receives both of these spells, but they count as only one spell slot.

Cleric Spell Table (see next page)

To determine a random spell, use the following rolls:

1st level: 1d14 (1-14)

2nd level: 2d7-1 (1-13)

3rd level: 1d8 (1-8)

4th level: 1d5 (1-5)

5th level: 1d4 (1-4)

GRIMOIRE OF THE WASTES, EXPANDED

Cleric Spell Table					
	1st Level	2nd Level	3rd	4th Level	5th Level
1	Blessing (DCC pg 255)	Aegis of conviction (pg 111)	Animate dead (DCC pg 285)	Affliction of the gods (DCC pg 295)	Bolster the flock (pg 116)
2	Darkness (DCC pg 258)	Awaken the machine heart (pg 112)	Bolt from the blue (DCC pg 287)	Blessed guardian (pg 114)	Righteous fire (DCC pg 301)
3	Detect evil (DCC pg 259)	Banish (DCC pg 269)	Exorcise (DCC pg 288)	Cause earthquake (DCC pg 296)	Weather control (DCC pg 302)
4	Detect magic (DCC pg 260)	Binding (DCC pg 270)	Hot rod of the gods (pg 113)	Sanctify / desecrate (DCC pg 298)	Whirling doom (DCC pg 303)
5	Food of the gods (DCC pg 262)	Cure paralysis (DCC pg 272)	Remove curse (DCC pg 289)	Vermin blight (DCC pg 300)	
6	Forceful rebuke (pg 108)	Curse (DCC pg 273)	Speak with the dead (DCC pg 290)		
7	Holy sanctuary (DCC pg 263)	Divine symbol (DCC pg 275)	Spiritual weapon (DCC pg 291)		
8	Paralysis (DCC pg 264)	Lotus stare (DCC pg 276)	True name (DCC pg 293)		
9	Perceive emoji (pg 109)	Neutralize poison or disease (DCC pg 277)			
10	Protection from evil (DCC pg 265)	Restore vitality (DCC pg 278)			
11	Resist cold or heat (DCC pg 266)	Snake charm (DCC pg 280)			
12	Second sight (DCC pg 267)	Stinging stone (DCC pg 282)			
13	Sense the electric pulse (pg 110)	Wood wyrding (DCC pg 284)			
14	Word of command (DCC pg 268)				

NEW WIZARD SPELLS

1st	2nd	3rd	4th	5th
Phantasmal chainsaw	Anti-rad ward	Murgatroyd's Mutagenic Malediction	Gordo's Fiendish Vehicular Augmentation	Symbol of Omniscient Psychosis
Revitalize edible	Synthetic revivification	Solomon's Sorcerous Still		
Ropeil's Perfect Gadget	Wrath of the glow			
Visions of the ancients				

GRIMOIRE OF THE WASTES, EXPANDED

FIRST LEVEL SPELLS

PHANTASMAL CHAINSAW

Level: 1 **Range:** Special **Duration:** 1d3xCL rounds **Casting time:** 1 round **Save:** Will

General: The caster summons forth a chainsaw forged from their imagination that can strike fear in the hearts of their enemies. All spellburn for this spell takes the form of obvious, ragged lacerations across their body.

Manifestation: Roll 1d3: (1) a plume of vibrant mist billows forth from the caster's ears and coalesces into the summoned chainsaw; (2) the caster draws the summoned chainsaw in mid air with raw, fiery lines emanating from their fingertips; (3) a small blazing rift forms at the top of the caster's head that the summoned chainsaw rips through.

Corruption: Roll 1d6: (1-3) minor corruption; (4-5) major corruption; (6) greater corruption.

Misfire: Roll 1d3: (1) everyone within 10' of the caster, including the caster, suffers 1d4 damage as they are covered in permanent ragged laceration scars; (2) the caster and 1d3 other targets within 100' are overcome with fear—treat as Stunned—for the next turn; (3) a noisy, useless toy chainsaw appears in the caster's hands that they cannot let go of for one turn and then disappears.

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| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire. |
| 2-11 | Lost. Failure. |
| 12-13 | A ghostly chainsaw appears in the caster's hands and roars menacingly to life. Foes within 10' must make a Will save or suffer a -1 to all actions against the caster. If employed in melee, the chainsaw inflicts 2d3 damage. |
| 14-17 | A glowing chainsaw appears in the caster's hands and roars hungrily to life. Any foe that attempts to engage in melee with the caster must make a Will save to do so. Should the caster enter melee with a foe, no save is required for the foe to retaliate. All other foes within 15' must make a Will save or suffer a -1 to all actions against the caster. The chainsaw now deals 2d4 damage in combat. |
| 18-19 | The radiant chainsaw summoned is much more vicious and grants a +2 to hit in melee and deals 2d5 damage. Foes must make a Will save to approach within 10' of the caster and all foes within 20' suffer -1 to all actions against the caster with no save, unless they have 4HD or more. |
| 20-23 | The roaring of the summoned chainsaw is unearthly and ominous. All foes within 50' suffer -1 to all actions due to fear with only those of 4HD or more being able to save against the effect. In addition, only foes of 4HD or more can attempt to approach within 10' of the caster, and only if they succeed a Will save. In combat, it grants +3 to all melee attacks and inflicts 2d8 damage. |
| 24-27 | As above but is now no longer bound to its master, the luminous summoned chainsaw can move and attack on its own with a range of 10'. The caster can choose to direct it as an action, otherwise it will attack foes at random (Atk +5, 2d8 damage, AC & hp indestructible, MV 25', Act 1d20). The fear effects are still centered upon the caster. |
| 28-29 | A blazing, demonic chainsaw appears, roaring with a piercing mechanical wail. All foes within 100' of either the caster or chainsaw suffer -2 to all actions due to fear with only those of 5HD or more |

GRIMOIRE OF THE WASTES, EXPANDED

being able to save against the effect. Only foes of 5HD or more may come within 20' of the caster on a successful Will save, still taking 1d4 damage as the frenetic, screaming saw races past them. The saw now will attack whichever foe the caster desires without requiring an action (Atk +7, 2d8 damage, AC & hp indestructible, MV 60', Act 2d20).

30-31 As above except that the saw may now teleport to any location within 50' of the caster (Atk +9, 2d10 damage, AC & hp indestructible, MV ∞, Act 3d20).

32+ An immense chainsaw formed of pure void flames is summoned to the caster's side. All foes within 100' of the caster are driven from the caster's presence in dire panic, moving at maximum speed or cowering if unable to retreat, with only those of 5HD or more being able to save against the effect. An affected creature continues to flee for 3d10 minutes. Any creatures remaining within 50' of the caster will all automatically suffer 2d6 damage each round as translucent burning replicas of the vile chainsaw blink in and out of existence within the area. As an action, the caster can direct the summoned saw to automatically strike a target within 100' for 2d12 damage.



GRIMOIRE OF THE WASTES, EXPANDED

REVITALIZE EDIBLE

Level: 1 **Range:** Touch **Duration:** Permanent **Casting time:** 1 turn **Save:** Nill

General: Chronomogrifies spoiled food remnants into safe, edible consumables. This is generally more effective with processed or manufactured foods than natural ones. An edible may only be affected by this spell once. Attempting to cast it a second time on the same edible will result in a misfire.

Manifestation: Roll 1d3: (1) the affected scraps go through a rapid reverse time lapse session until they are fresh and appetizing; (2) a hoard of miniscule demons in overalls appear, flock over the affected scraps, and rebuild them with their tiny tools; (3) a fluctuating rainbow haze fills the area around the scraps for a moment and then disappears with an audible “DING!” revealing the now fresh food.

Corruption: Roll 1d6: (1-3) minor corruption; (4-5) major corruption; (6) greater corruption.

Misfire: Roll 1d3: (1) one of the caster’s limbs, at random, permanently takes on a sausage-like appearance and scent but otherwise functions as normal; (2) all food within 20’ of the caster immediately spoils; (3) an overpowering scent of freshly cooked food fills the area and remains for 1d3 days.

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| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire. |
| 2-11 | Lost. Failure. |
| 12-13 | Up to 1d3+CL pounds of spoiled, rotted, or otherwise ruined food is restored to a not really fresh but at least edible state. This does not remove any non-food based toxins, diseases, or radiation that might have been in the scraps. |
| 14-17 | As the previous effect but all toxins, diseases, radiation, etc. is removed, making the food completely safe to eat. |
| 18-19 | Up to 1d +CL pounds of spoiled, rotten, or otherwise ruined food or water is restored to a fresh, pristine state. The food is completely safe to eat and will remain perfectly fresh for 1d3 days and will then begin spoiling at the normal rate. If the food was completely natural and without additives, preservatives, or the like, then only half of the amount is affected. |
| 20-23 | As the previous effect but up to 2d6+CL pounds of scraps are affected. |
| 24-27 | Up to 3d6+CL pounds of spoiled, rotten, or otherwise ruined food or water is restored to a fresh, pristine state. The food is completely safe to eat and will remain perfectly fresh for 1d3 weeks and will then begin spoiling at the normal rate. If the food was completely natural and without additives, preservatives, or the like, then only half of the amount is affected. |
| 28-29 | Up to 4d6+CL pounds of spoiled, rotten, or otherwise ruined food or water is restored to a fresh, pristine state. The food is completely safe to eat and will remain perfectly fresh for 1d6+1 weeks and will then begin spoiling at the normal rate. If the food was completely natural and without additives, preservatives, or the like, then only half of the amount is affected. |
| 30-31 | Up to 8d6+CL pounds of spoiled, rotten, or otherwise ruined food or water is restored to a fresh, pristine state. The food is completely safe to eat and will remain perfectly fresh for 1d3+1 months and will then begin spoiling at the normal rate. If the food was completely natural and without additives, preservatives, or the like, then only half of the amount is affected. |

GRIMOIRE OF THE WASTES, EXPANDED

- 32+ Up to 20d6 +CL pounds of spoiled, rotten, or otherwise ruined food or water is restored to a fresh, pristine state. The food is completely safe to eat and will remain perfectly fresh for up to one year and will then begin spoiling at the normal rate. In addition, if eaten for at least one full meal a day the consumer will recover twice the normal amount of hit points and Attribute damage after sleeping. If the food was completely natural and without additives, preservatives, or the like, then only half of the amount is affected.



GRIMOIRE OF THE WASTES, EXPANDED

ROPEIL'S PERFECT GADGET

Level: 1 **Range:** Touch **Duration:** 1 turn per CL **Casting time:** 2d4 rounds **Save:** Nil

General: The caster states what kind of task they need assistance with and the spell provides the “perfect” tool for the job.

Manifestation: Roll 1d3: (1) a phantasmal touch-tone telephone appears before the caster that the caster uses to place an “order” for the tool of their need, which appears packed in a colorful cardboard box; (2) a demonic salesman dressed in a 1970’s American business suit appears before the caster standing behind a sales counter and offers various products to the caster until a deal is struck; (3) a noisy delivery truck driven by a featureless driver appears suddenly from a rift out of nowhere and pulls up to the caster to deliver the tool in a colorful cardboard box, only to quickly retreat through the rift.

Corruption: Roll 1d6: (1-3) minor corruption; (4-5) major corruption; (6) greater corruption.

Misfire: Roll 1d3: (1) the caster is encased in a large cardboard box stuffed tightly with foam packing peanuts; (2) for the next hour, glowing TV screens appear at random near the caster playing annoying advertisements at maximum volume; (3) all technological devices within 20’ of the caster will have a 10% chance of malfunctioning for the next hour.

- 1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.
- 2-11 Lost. Failure.
- 12-13 **Call Now!** The caster conjures forth a tool that grants a +1d3 bonus to one specific, non-combat task and has several additional functions not at all related to its primary purpose. Anytime a “1” is rolled on the bonus die, one of the additional functions causes a bit of chaos that has a 20% chance of ruining whatever project the tool is being used for.
- 14-17 **Limited Time Offer!** The caster conjures forth a tool that grants a +1d4 bonus to one specific, non-combat task and has several additional functions not at all related to its primary purpose. Anytime a “1” is rolled on the bonus die, one of the additional functions causes a bit of chaos that has a 10% chance of ruining whatever project the tool is being used for.
- 18-19 **Only For The Next Hour!** The caster conjures forth a tool that grants a +1d5 bonus to one specific, non-combat task and has several additional functions not at all related to its primary purpose. Anytime a “1” is rolled on the bonus die, one of the additional functions causes a bit of chaos that has a 5% chance of ruining whatever project the tool is being used for.
- 20-23 **Don’t Miss Out!** The caster conjures forth a tool that grants a +1d6 bonus to one specific, non-combat task and has 1d3 additional functions that might actually be useful (granting a +1 to other specific tasks).
- 24-27 **Buy One, Get A Second FREE!** The caster conjures forth a tool that grants a +1d6 bonus to two specific, non-combat tasks and has 1d3 additional functions that might actually be useful (granting a +1d3 to other specific tasks).
- 28-29 **For Only Three Easy Payments!** The caster conjures forth a tool that grants a +1d6 bonus to three specific, non-combat tasks and has 1d4 additional functions that might actually be useful (granting a +1d3 to other specific tasks).

GRIMOIRE OF THE WASTES, EXPANDED

- 30-31 *A Marvel Of The Age!* The caster conjures forth a tool that grants a +1d8 bonus to three specific, non-combat tasks and has 1d6 additional functions that might actually be useful (granting a +1d3 to other specific tasks).
- 32+ *The Ultimate Tool!* The caster conjures forth a tool that grants a +1d12 bonus to three specific, non-combat tasks and has 1d8 additional functions that might actually be useful (granting a +1d6 to other specific tasks). In addition, all tasks undertaken with this tool are accomplished in half the time. What a deal!



GRIMOIRE OF THE WASTES, EXPANDED

VISIONS OF THE ANCIENTS

Level: 4 **Range:** Special **Duration:** 1 turn **Casting time:** 1 round **Save:** Special

General: The caster opens their awareness into the distant past to gaze upon the local area as it was before the Great Cataclysm, gaining valuable clues about what was to help find hidden treasures and meanings.

Manifestation: Roll 1d3: (1) the caster's eyes become glowing swirls of rainbow hue; (2) crackling, colorless flames burst from the caster's eyes, casting a cold light equal to a torch; (3) smoking blue tears stream down the caster's face, permanently staining any cloth touched.

Corruption: (1-3) minor corruption; (4-5) major corruption; (6) greater corruption.

Misfire: Roll 1d3: (1) the caster inadvertently summons 1d3+1 chrono zombies (TMM, pg 210) to the caster's location; (2) the caster and all others with 10' rapidly age 2d6 years over the course of the next hour; (3) the caster's vision is foggy—all perception checks and ranged attacks suffer a -3d penalty—for 2d4 days.

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| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire. |
| 2-11 | Lost. Failure. |
| 12-13 | The caster's normal vision is replaced with a very foggy view of their surroundings as it was before the cataclysm occurred. Visibility is only 20' and an Intelligence check (DC 10) is required to read more than a handful of words at a time. The caster is effectively blind to anything going on around them in their own time. |
| 14-17 | The caster can both see and hear their surroundings as it was before the cataclysm occurred. This replaces their normal sight and hearing and only extends 40' into the past world. The caster is effectively blind and deaf to anything going on around them in their own time. |
| 18-19 | Not only can the caster clearly see and hear their surroundings as it was before the cataclysm occurred, at a range of 100', but they can choose to focus (requiring a DC 12 Intelligence check) to perceive their current surroundings as well. This will allow them to actually make notes on what they observe in the past to use later (possibly granting +1d3 to all checks regarding searching and identifying those surroundings). |
| 20-23 | In addition to the previous result, the range of the caster's perception is increased to 160' and the caster can adjust the flow of time they are perceiving to view up to a 12 hour period of time in the pre-cataclysmic past. |
| 24-27 | As previous but the caster can perceive both the past, out to 240', and the present well enough to take actions in the present at a -2d penalty. |
| 28-29 | The caster can both see and hear their surroundings, out to 500', as it was before the cataclysm occurred. They can perceive the present well enough to take actions in the present at a -1d penalty. They can adjust the flow of time they are perceiving to view up to a 48 hour period of time in the pre-cataclysmic past. |
| 30-31 | As previous but the caster no longer has any restriction on how far they can see or hear nor do they have any penalties taking actions in the present time. Plus, they can adjust the flow of time to view up to a week of time in the pre-cataclysmic past. |

GRIMOIRE OF THE WASTES, EXPANDED

32+ In addition to the previous result, the caster can choose to physically manifest in both the past and the present at the same time, at the cost of 1d3 temporary Stamina damage. Should they choose to do this, they will be fully visible and be subject to all hazards in both timelines. On a successful Willpower save (DC 12+1 per 20lbs. of the object), they can pull an object from the past to their present self, as an action. Should the Will save fail, the object remains in the past and they suffer 1d3 temporary Stamina and Intelligence damage. The caster may choose to commit additional spellburn to affect this save. As an action, the caster can choose to end the duality effect with no ill effects.



GRIMOIRE OF THE WASTES, EXPANDED

SECOND LEVEL SPELLS

ANTI-RAD WARD

Level: 2 **Range:** Self **Duration:** Special **Casting time:** 1 round **Save:** Special

General: Creates a protective field surrounding the caster and possibly others that protects from all forms of radiation. At high levels, the field can harm beings dependant upon radiation and even cleanse an area of radiation.

Manifestation: Roll 1d3: (1) a glittering silvery field that makes a constant, whispering hum surrounds all those affected; (2) a swarm of tiny extraplanar insects fly around all those affected, consuming all of the tasty radiation with happy “nom nom nom” sounds; (3) a transparent slimy coating covers all those affected, flashing slightly as it absorbs waves of radiation.

Corruption: Roll 1d6: (1-3) minor corruption; (4-5) major corruption; (6) greater corruption.

Misfire: Roll 1d3: (1) when cast, everyone and thing within 30’ of the caster now emits a potent glow (~800 lumens) of a random color and will continue to do so for 1d3+CL days; (2) one random being within 20’ of the caster will mutate, no save (*USG*, pg 168); (3) an electromagnetic pulse will affect the area within 30’ of the caster, causing all sensitive technology to cease functioning for 2d24 minutes.

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| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire. |
| 2-11 | Lost. Failure. |
| 12-13 | Failure, but spell is not lost. |
| 14-15 | The caster gains a +4 to all saves versus radiation effects for the next hour. |
| 16-19 | The caster and ½ CL allies gain +4 to all saves versus radiation effects for ½ CL hours. |
| 20-21 | The caster and CL allies gain +4 to all saves versus radiation effects for the next CL hours. |
| 22-25 | As the previous entry but those protected also ignore 1d3 points of damage caused by any radiation source. |
| 26-29 | The caster and CL allies gain +8 to all saves versus radiation effects for the next CL hours and ignore 1d3+CL points of damage caused by any radiation source. |
| 30-31 | As the previous entry but up to CLx2 allies can be protected. |
| 32-33 | The caster and CLx2 allies gain +12 to all saves versus radiation effects for the next CL hours and ignore 2d4+CL points of damage caused by any radiation source. In addition, any beings dependant on radiation within 30’ of the caster suffer CL points of damage each minute they are in the caster’s presence. |
| 34+ | The caster and CLx3 allies are immune to all effects of radiation for the next CLx2 hours. In addition, any beings dependant on radiation within 100’ of the caster suffer CL points of damage each round they are in the caster’s presence. If the caster stays in an area that is irradiated, a 20’ radius (+20’ each additional turn) will be permanently cleansed of all radiation. |



GRIMOIRE OF THE WASTES, EXPANDED

SYNTHETIC REVIVIFICATION

Level: 2 **Range:** Touch **Duration:** Instant **Casting time:** 11-CL rounds **Save:** Nil

General: Summons synthetic replacement tissues and organs from a cyber-mechanical extra-dimensional plane to heal a targeted being. Every HD repaired by this spell permanently replaces a small percent of the target's flesh with artificial parts that function just as the original one did but appears more or less artificial, depending on the effect level achieved. Any being that has become 85% or more artificial cannot benefit from the clerical lay on hands ability. The GM may introduce other hindrances based on becoming partially artificial. Robots and other completely artificial beings can be healed normally by this spell with no ill effects.

Manifestation: Roll 1d3: (1) dark silvery liquid pours from the caster's fingertips to pool over the wounds and forms into new pseudo-flesh; (2) the caster opens a small glowing portal in the air and a swarm of nanites flies out to rebuild the damaged tissues while making a pleasant humming sound; (3) a large, dark portal opens near those receiving aid and alien robotic appendages seize the injured body areas to drag them into the portal. When they are released moments later, the areas emerge from the darkness repaired.

Corruption: Roll 1d6: (1-3) minor corruption; (4-5) major corruption; (6) greater corruption.

Misfire: Roll 1d3: (1) metallic warts appear on the skin of all within 10' of the caster and will remain for 1d3 weeks; (2) all injuries within 10' of the caster worsen, delivering 1d3 additional damage, as they all begin to corrode with rust; (3) a random technological device within 20' of the caster is pulled through a portal into the cyber-plane.

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| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire. |
| 2-11 | Lost. Failure. |
| 12-13 | Failure, but spell is not lost. |
| 14-15 | One being touched by the caster regains 1 Hit Die of healing. This replaces 1d12% of their flesh with very obvious mechanical tissue. The effect is painful, requiring a Fortitude save (DC 12) or be Stunned (USG, pg 101) for 1d6 rounds. |
| 16-19 | One being touched by the caster regains 1 Hit Die of healing. This replaces 1d10% of their flesh with very obvious synthetic tissue. The effect is somewhat painful, requiring a Fortitude save (DC 10) or be Stunned (USG, pg 101) for 1d3 rounds. |
| 20-21 | Either one being touched by the caster regains 2 Hit Dice of healing OR up to ½ CL beings touched by the caster regain 1 Hit Die of healing. This replaces 1d8% per HD restored of their flesh with obvious synthetic tissue. The effect is unpleasant but tolerable. |
| 22-25 | Either one being touched by the caster regains 2 Hit Dice of healing OR up to ½ CL beings touched by the caster regain 1 Hit Die of healing. This replaces 1d7% per HD restored of their flesh with synthetic tissue that looks mostly normal. The effect is somewhat unpleasant. |
| 26-29 | Either one being touched by the caster regains 3 Hit Dice of healing OR up to CL beings touched by the caster regain 1 Hit Die of healing. This replaces 1d6% per HD restored of their flesh with synthetic tissue that looks mostly normal. The effect is somewhat pleasant. |

GRIMOIRE OF THE WASTES, EXPANDED

- 30-31 Either one being touched by the caster regains 3 Hit Dice of healing OR up to CL beings touched by the caster regain 1 Hit Die of healing. This replaces 1d5% per HD restored of their flesh with synthetic tissue that looks normal-ish. The effect is pleasant.
- 32-33 Either one being touched by the caster regains 3 Hit Dice of healing OR up to CL beings touched by the caster regain 2 Hit Dice of healing. This replaces 1d4% per HD restored of their flesh with synthetic tissue that looks normal-ish. The effect is quite pleasant.
- 34+ Either one being touched by the caster regains 4 Hit Dice of healing OR up to CLx2 beings touched by the caster regain 2 Hit Dice of healing. This replaces 1d3% per HD restored of their flesh with synthetic tissue that looks normal. The effect is very pleasant and if only one being is affected, they can also heal up to 1d3 temporary Attribute damage that was not caused by spellburn.
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GRIMOIRE OF THE WASTES, EXPANDED

WRATH OF THE GLOW

Level: 2 **Range:** 50' x CL **Duration:** Instant **Casting time:** 3 rounds **Save:** Fort

General: The caster summons and projects a globe comprised of unstably charged fissile materials that explode on impact, releasing a deadly burst of radiation. Due to the spectrum of radiation released, there is little chance of the victims experiencing any mutagenic effects.

Manifestation: Roll 1d3: (1) a glowing sphere grows between the casters hands, increasing in size as wisps of power are gathered to it; (2) the caster's throat begins to glow violently and bloat until the caster vomits forth a pulsing globe of gleaming destruction; (3) using runes drawn in the air, the caster opens a small portal to a glowing realm where the radiant orb launches from.

Corruption: Roll 1d6: (1-3) minor corruption; (4-5) major corruption; (6) greater corruption.

Misfire: Roll 1d3: (1) all living fleshy creatures within 20' of the caster are made sterile; (2) the caster ingests the power of the spell, causing their veins to glow brightly (~800 lumens) and their body temperature to increase by 10% for the next 1d3 weeks; (3) the eyes of one random person within 20' of the caster will project beams of light, similar to flashlights (~500 lumens), for the next 2d10 days.

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| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire. |
| 2-11 | Lost. Failure. |
| 12-13 | Failure, but spell is not lost. |
| 14-15 | One foe takes 1d4+CL damage and must make a Fortitude save (DC 15) or the damage will not heal on its own, requiring advanced medical care or magical aid. |
| 16-19 | One foe takes 1d6+CL damage and must make a Fortitude save (DC 15) or the damage will not heal on its own, requiring advanced medical care or magical aid, plus they will suffer 1hp of blood loss per hour if they are suffering from any form of untreated laceration injuries. |
| 20-21 | All foes within a 10' radius suffer 1d8+CL damage and must make a Fortitude save (DC 15) or the damage will not heal on its own, requiring advanced medical care or magical aid, plus they will suffer 1hp of blood loss per hour if they are suffering from any form of untreated laceration injuries. |
| 22-25 | All foes within a 20' radius suffer 1d10+CL damage and must make a Fortitude save (DC 15) or the damage will not heal on its own, requiring advanced medical care or magical aid, plus they will suffer 1hp of blood loss per hour if they are suffering from any form of untreated laceration injuries. A second Fortitude save (DC 15) must be made one hour after the target was hit with the spell. Failure indicates they have contracted radiation sickness (nausea, vomiting, headaches, fatigue, and fever) and suffer 1d3 temporary Stamina damage and are Stunned (USG, pg 101) for 1d12 hours. |
| 26-29 | All foes within a 30' radius suffer 1d12+CL damage and must make a Fortitude save (DC 15) or the damage will not heal on its own, requiring advanced medical care or magical aid, plus they will suffer 1hp of blood loss per hour if they are suffering from any form of untreated laceration injuries. A second Fortitude save (DC 15) must be made one hour after the target was hit with the spell. Failure indicates they have contracted radiation sickness (nausea, vomiting, headaches, fatigue, and fever) and suffer 1d3 temporary Stamina damage and are Stunned (USG, pg 101) for 1d12 hours. |

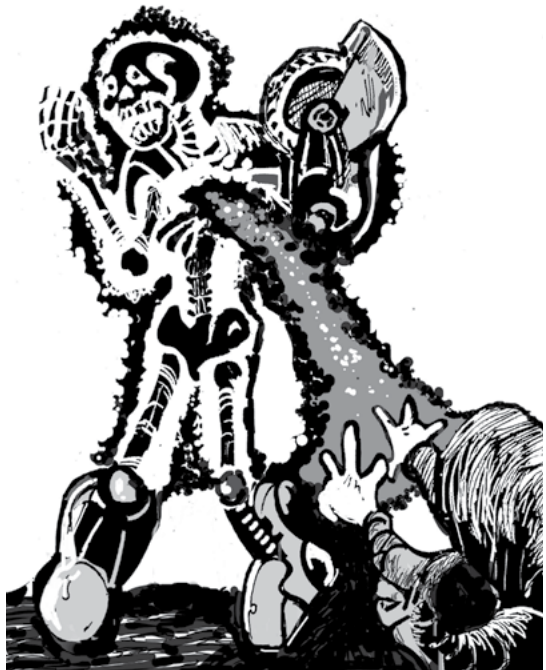
GRIMOIRE OF THE WASTES, EXPANDED

- 30-31 All foes within a 50' radius suffer 2d8+CL damage and the damage will not heal on its own, requiring advanced medical care or magical aid, plus they will suffer 1d3 hp of blood loss per hour if they are suffering from any form of untreated laceration injuries. Anyone within 100' of the blast without proper eye protection must make a Reflex save (DC 11) or be blinded for 2d5 rounds. A Fortitude save (DC 15) must be made one turn after the target was hit with the spell. Failure indicates they have contracted radiation sickness (nausea, vomiting, headaches, fatigue, and fever) and suffer 1 temporary Stamina damage each hour for the next 2d8 hours, during which time they are Stunned (USG, pg 101). The area affected by the spell will remain mildly radioactive for 2d10 months.
- 32-33 All foes within a 100' radius suffer 4d8+CL damage, suffer 1d3 hp of blood loss per turn if they are suffering from any form of untreated laceration injuries, and contract radiation sickness (nausea, vomiting, headaches, fatigue, and fever) inflicting 1d3 temporary Stamina damage each hour for the next 2d12 hours, during which time they are Stunned (USG, pg 101). None of this damage will heal normally and will require advanced medical care or magical aid for the victims to survive. Anyone within 250' of the blast without proper eye protection must make a Reflex save (DC 11) or be blinded for 1d3 hours. The area affected by the spell will remain mildly radioactive for 2d10 years.

34+ The caster unleashes a multiwave detonation of radioactive glory!

- Those within 20' of the center of the blast must make a Fortitude save (DC 40 - their # of HD) or be disintegrated. Those that make the save suffer 8d8+CL damage, 2d4 Stamina damage, and are knocked back 3d30'—landing prone.
- Those within 20' - 50' of the center of the blast must make a Fortitude save (DC 30 - their # of HD) or be disintegrated. Those that make the save suffer 6d8+CL damage, 1d4 Stamina damage, and are knocked back 2d30'—landing prone.
- Those within 50' - 100' of the center of the blast must make a Fortitude save (DC 20 - their # of HD) or be disintegrated. Those that make the save suffer 4d8+CL damage, 1d3 Stamina damage, and are knocked back 1d30'—landing prone.
- Those within 100' - 200' of the center of the blast must make a Fortitude save (DC 18 - their # of HD) or suffer 6d8+CL damage, 1d4 Stamina damage, and are knocked back 1d16'—landing prone. Those that make the save suffer half damage.

All surviving victims that suffered damage from this spell must make a second Fortitude save (DC 25 - their # of HD) or contract radiation sickness (nausea, vomiting, headaches, fatigue, and fever) inflicting 1d3 temporary Stamina damage each hour for the next 2d24 hours, during which time they are Stunned (USG, pg 101) plus none of this damage will heal normally, requiring advanced medical care or magical aid for the victim to survive. In addition, anyone that was within 500' of the blast without proper eye protection must make a Reflex save (DC 11) or be blinded for 1d3 days. The area affected by the spell will remain highly radioactive for 5d30 years.



GRIMOIRE OF THE WASTES, EXPANDED

THIRD LEVEL SPELLS

MURGATROYD'S MUTAGENIC MALEDICTION

Level: 3 **Range:** Special **Duration:** Permanent **Casting time:** 1 round **Save:** Fort

General: The caster inflicts disfiguring and disabling mutations upon their foes. The number affected and severity of said mutations escalate through the greater effect levels. If a victim is subject to multiple castings of this spell, all effects stack if applicable. This spell requires a talisman crafted from irradiated materials as a foci. In addition, one point of spellburn must be sacrificed to cast this spell, without any other benefit.

Manifestation: Roll 1d3: (1) arcs of multicolored lightning jump from the caster's fingers and strike the target, painfully transforming their flesh; (2) wisps of brackish fumes pour from the caster's mouth as they cast the spell, sinking deep into the target's flesh as it warps; (3) the caster juggles and throws several balls of sickly green fire that do not burn the victims they land on but inflict cancerous maladies.

Corruption: Roll 1d6: (1-3) minor corruption; (4-5) major corruption; (6) greater corruption.

Misfire: Roll 1d3: (1) the spell rebounds and the caster begins to mutate (USG, pg 168) suffering -20 to all Detrimental Trait rolls; (2) all of the flora and fauna within one mile of the caster will begin to mutate over the next 24 hours and become much more hostile; (3) all mutants within 100' of the caster must make a Fortitude save (DC 10) or lose one random mutation.

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|-------|--|---|---|---|--|---|---|---|---|---|--|
| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire. | | | | | | | | | | |
| 2-11 | Lost. Failure. | | | | | | | | | | |
| 12-15 | Failure, but spell is not lost. | | | | | | | | | | |
| 16-17 | One target suffers a random effect from the chart below due to cancerous growths, at a range of 20'. Roll 1d5:
<table border="0"><tr><td>1</td><td>Permanently reduce Move by -5'.</td></tr><tr><td>2</td><td>Permanent -1 penalty to one save type.</td></tr><tr><td>3</td><td>Permanent -1 penalty to melee or ranged attacks.</td></tr><tr><td>4</td><td>Permanent -1d penalty to all perception checks.</td></tr><tr><td>5</td><td>Permanently lose 1d3 hit points.</td></tr></table> | 1 | Permanently reduce Move by -5'. | 2 | Permanent -1 penalty to one save type. | 3 | Permanent -1 penalty to melee or ranged attacks. | 4 | Permanent -1d penalty to all perception checks. | 5 | Permanently lose 1d3 hit points. |
| 1 | Permanently reduce Move by -5'. | | | | | | | | | | |
| 2 | Permanent -1 penalty to one save type. | | | | | | | | | | |
| 3 | Permanent -1 penalty to melee or ranged attacks. | | | | | | | | | | |
| 4 | Permanent -1d penalty to all perception checks. | | | | | | | | | | |
| 5 | Permanently lose 1d3 hit points. | | | | | | | | | | |
| 18-21 | The caster can inflict one random effect upon one target from this table or the previous results table, due to vestigial growths, at a range of 50'. Roll 1d5:
<table border="0"><tr><td>1</td><td>Permanently lose 1d3 points from one Attribute.</td></tr><tr><td>2</td><td>Lose the use of one hand.</td></tr><tr><td>3</td><td>Permanent -1 penalty to all skill checks or occupation tasks.</td></tr><tr><td>4</td><td>Cannot naturally heal temporary Attribute damage.</td></tr><tr><td>5</td><td>Eating raw foods requires a Fort save (DC 13) or suffer 1 point of temporary Stamina damage.</td></tr></table> | 1 | Permanently lose 1d3 points from one Attribute. | 2 | Lose the use of one hand. | 3 | Permanent -1 penalty to all skill checks or occupation tasks. | 4 | Cannot naturally heal temporary Attribute damage. | 5 | Eating raw foods requires a Fort save (DC 13) or suffer 1 point of temporary Stamina damage. |
| 1 | Permanently lose 1d3 points from one Attribute. | | | | | | | | | | |
| 2 | Lose the use of one hand. | | | | | | | | | | |
| 3 | Permanent -1 penalty to all skill checks or occupation tasks. | | | | | | | | | | |
| 4 | Cannot naturally heal temporary Attribute damage. | | | | | | | | | | |
| 5 | Eating raw foods requires a Fort save (DC 13) or suffer 1 point of temporary Stamina damage. | | | | | | | | | | |

GRIMOIRE OF THE WASTES, EXPANDED

- 22-23 The caster can inflict one random effect, upon one target, from this table or a previous results table, due to warped bones, at a range of 100'. Roll 1d5:
- 1 Lose the use of one limb.
 - 2 Lose the use of one sense.
 - 3 Permanent -1d penalty to all attacks.
 - 4 Permanently reduce Move by half.
 - 5 Permanently lose 1d4+1 hit points.
- 24-26 The caster can inflict one random effect, upon one target, from this table or a previous results table, due to mutated organs and tissues, at a range of 200'. Roll 1d5:
- 1 Permanently lose 1d3 points from 1d3+1 Attributes.
 - 2 Cannot naturally heal any type of damage.
 - 3 All untreated injuries bleed for 1hp of damage every hour.
 - 4 Eating solid foods requires a Fort save (DC 13) or suffer 1 point of temporary Stamina damage.
 - 5 Permanent -2d penalty to all skill checks or occupation tasks.
- 27-31 The caster can inflict one random effect from any previous results table upon up to CL victims, at a range of 300'.
- 32-33 The caster can inflict 1d3 random effects from any previous results table upon up to CL victims, at a range of 500'.
- 34-35 The caster can warp up to CLx2 victims with CL effects of their choice from any previous results table at a range of 1000'.
- 36+ With a wave of DNA warping emminations, the caster can inflict up to CL effects of their choice from any previous results table upon a small community with a population no greater than CLx10, at a range of one mile. These may all be the same effects or different one for each victim. In addition, the caster can choose to inflict crippling pain upon any victim of the affected community as an action as long as they are within 50' of the caster. This effect is permanent.



GRIMOIRE OF THE WASTES, EXPANDED

SOLOMON'S SORCEROUS STILL

Level: 3 **Range:** Touch **Duration:** Special **Casting time:** 1 turn **Save:** Nil

General: The caster summons a magical distillery apparatus that can quickly convert raw materials into refined liquids, such as plant matter, into alcohol, crude oil into gasoline, or acidic rain into clean drinking water. The following rules apply to using the still: Only one instance of this spell can be cast at a time.

- The caster must remain within 50' of the still while it is processing or it vanishes.
- Once summoned, the still will only wait one hour to be put to use before it vanishes.
- The caster *must* have both the raw materials and a small sample of the desired material to act as a seed template. If the caster finds themselves without enough raw materials, they have up to CL hours to find and add more.

Note that one gallon weighs roughly eight pounds. This spell does not provide containers for the refined materials.

Manifestation: Roll 1d3: (1) the caster draws a summoning circle, calls forth a demon servant of Solomon, makes a deal with it, and the apparatus appears within the circle; (2) while speaking in arcane whispers, the caster pounds upon a pile of metal scrap with a sledgehammer, which slowly transforms into the desired apparatus; (3) the caster pulls an ethereal banjo out of nowhere and plays a series of arcane folk tunes that slowly summons the apparatus from another plane.

Corruption: Roll 1d6: (1-3) minor corruption; (4-5) major corruption; (6) greater corruption.

Misfire: Roll 1d3: (1) all metal items on the caster's person turn to either pure lead or pure gold, rendering most devices impaired or useless; (2) all liquids within 20' of the caster are transmuted into various high-potency alcoholic beverages; (3) every person within 10' of the caster must randomly swap one Attribute score with another person in the area.

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| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire. |
| 2-11 | Lost. Failure. |
| 12-15 | Failure, but spell is not lost. |
| 16-17 | The summoned still can convert up to one gallon of any unrefined liquid-like mass (crude oil, fruit or grain pulp, muddy water, etc.) into its refined liquid state (gasoline [1 fuel point], alcohol, pure drinking water, etc.). This process takes 24 hours. |
| 18-21 | As the previous result but up to two gallons of liquid-like materials can be refined and the process only takes 18 hours. |
| 22-23 | As the 16-17 result but up to four gallons of liquid-like materials can be refined and the process only takes 12 hours. |
| 24-26 | The summoned still can convert up to 10 gallons of any unrefined liquid-like mass (crude oil, fruit or grain pulp, muddy water, etc.) into its refined liquid state (gasoline [1 fuel point], alcohol, pure drinking water, etc.). This process takes six hours. Alternatively, the still can now process raw granular materials into refined ones, at half the normal rate and twice the processing time (i.e. grain into flour, sand into molten glass, rubble into fresh cement, etc.). |

GRIMOIRE OF THE WASTES, EXPANDED

- 27-31 As the previous result but up to 20 gallons of liquid-like materials can be refined and the process only takes three hours or 10 gallons of particulate materials can be refined in six hours.
- 32-33 As the 24-26 result but up to 40 gallons of liquid-like materials can be refined and the process only takes one hours or 20 gallons of particulate materials can be refined in two hours. Alternatively, the still can now process raw materials into finished products at $\frac{1}{4}$ the normal rate and three times the processing time (i.e. convert 10 gallons of grain into fresh baked bread in three hours, various household chemicals into high-yield explosives, etc.).
- 34-35 As the previous result but up to 80 gallons of liquid-like materials can be refined and the process only takes 1 turn, 40 gallons of particulate materials can be refined in 2 turns, or 20 gallons of raw materials into finished product in 3 turns.
- 36+ The still can now produce any known material from an equal weight of any other known refined or finished material in a batch of up to 200 gallons in one minute.
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GRIMOIRE OF THE WASTES, EXPANDED

FOURTH LEVEL SPELL

GORDO'S FIENDISH VEHICULAR AUGMENTATION

Level: 4 Range: Touch Duration: Special Casting time: 1 hour Save: Nil

General: The caster performs a summoning ritual to call forth a demonic spirit and forces it to possess a targeted vehicle, granting it otherworldly powers as long as the spirit is appeased. The vehicle must be of Keeper quality and in good repair or the spirit will reject it as a host. One point of spellburn and a measure of blood poured into the vehicle's fuel tank must be sacrificed to cast this spell, without any other benefit.

Appeasing the Demonic Spirit

The spirit will let its desires be known to the caster at the interval set by the spell result, who must satisfy these desires within three hours or the spirit will vacate the vehicle with extreme prejudice (inflicting 2d30 damage to it). To determine what its current desire is, roll the appeasement dice on the chart below:

1-6	I Hunger! The spirit wants several gallons of one of the following poured into the fuel tank, roll 1d14: (1) blood; (2) good booze; (3) soda pop; (4) ground raw meat; (5) drugs; (6) charcoal; (7) distilled water; (8) candy; (9) salt; (10) industrial cleanser; (11) corpse ash; (12) milk; (13) sulphur; (14) roll twice and combine, ignoring this result.
7-12	Entertain Me! The spirit wants to view at least 15 minutes of activity involving one of the following, roll 1d8: (1) brutal murder; (2) chicanery; (3) gluttony; (4) carnal acts; (5) musical entertainment; (6) a new story; (7) animal sacrifice; (8) complete silence.
13-18	Exotic Hunger! The spirit wants several gallons of one of the following poured into the fuel tank, roll 1d14: (1) blood of a virgin; (2) ash from a 100+ year old tree; (3) hot wax; (4) hydrogen peroxide; (5) magic potions; (6) cake batter; (7) molten metal; (8) livestock waste; (9) liquid nitrogen; (10) an exotic mixed drink; (11) 100% pure water; (12) petroleum jelly; (13) corn syrup; (14) roll twice and combine, ignoring this result.
19-24	Exotic Entertainment! The spirit wants to view at least 30 minutes of activity involving one of the following, roll 1d8: (1) mass murder; (2) political coup; (3) gluttony with inedible objects; (4) orgy; (5) three act musical; (6) a new novel; (7) gladiatorial bloodsport; (8) ancient sitcoms.
25-30	Extremely Exotic Hunger! The spirit wants several gallons of one of the following poured into the fuel tank, roll 1d8: (1) fresh blood of newborns; (2) ash from a 1000+ year old creature; (3) petrol blessed by a priest of Petrolex; (4) powdered enriched uranium; (5) powerful magic potions; (6) fleas and ticks; (7) fresh lava; (8) extradimensional livestock waste.
31+	Extremely Exotic Entertainment! The spirit wants to view at least 60 minutes of activity involving one of the following, roll 1d8: (1) destruction of an occupied city; (2) mass cannibalism; (3) an 80s action movie; (4) nuclear explosion; (5) wheeler demon racing; (6) raising the dead; (7) corruption of true innocence; (8) live orchestra performance.

Manifestation: Roll 1d3: (1) the caster's arcane blather forms into rich, vibrant vapors that swirl and pour into the vehicle's fuel tank; (2) a haze grows around the vehicle and dozens of small imp mechanics can be seen through the distortion making "improvements" to the vehicle; (3) the vehicle erupts in a storm of blazing hellfire and is utterly consumed, only to burst forth reborn from the now ash strewn ground.

Corruption: Roll 1d6: (1-3) minor corruption; (4-5) major corruption; (6) greater corruption.

Misfire: Roll 1d3: (1) demon inhabits the vehicle but retains complete control and will be angered by the mage; (2) vehicle immediately takes 2d30 damage as the demon is failed to be contained and bursts out of it; (3) all petrol in a 100' radius immediately catches fire and will likely cause an explosion if the fuel is in a sealed container, such as a sealed drum or gas tank.

GRIMOIRE OF THE WASTES, EXPANDED

- 1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.
- 2-11 Lost. Failure.
- 12-17 Failure, but spell is not lost.
- 18-19 The spirit involuntarily inhabits the vehicle for 1d6xCL hours. It must be appeased every six hours and its appeasement dice is 2d20. While inhabited, the vehicle gains the following benefits: +1 Hit Dice; +1 die step to the Armor Die; +1 to Speed cruise & max. It also does not need any regular fuel. Once the duration is up the spirit will abandon the vehicle in a volatile manner, causing 3d8 points of damage (ignores armor).
- 20-23 The spirit grudgingly inhabits the vehicle for 2d6xCL hours. It must be appeased every 12 hours and its appeasement dice is 2d14. While inhabited, the vehicle gains the following benefits: +2 Hit Dice; +1 die step to the Armor Die; +1 to Speed cruise & max; +1 to Fortitude & Reflex saves. It also does not need any regular fuel. Once the duration is up the spirit will abandon the vehicle in a resentful manner, causing 2d8 points of damage (ignores armor).
- 24-25 The spirit hesitantly inhabits the vehicle for 3d6xCL hours. It must be appeased every 12 hours and its appeasement die is 2d12. While inhabited, the vehicle gains the following benefits: +3 Hit Dice; +2 die steps to the Armor Die; +1 to Speed cruise & max; +2 to Fortitude & Reflex saves. It also does not need any regular fuel. Once the duration is up the spirit will abandon the vehicle in a forceful manner, causing 1d8 points of damage (ignores armor).
- 26-28 The spirit tentatively inhabits the vehicle for CL days. It must be appeased every 24 hours and its appeasement dice is 2d10. While inhabited, the vehicle gains the following benefits: +4 Hit Dice; +1d3 to initiative; +3 die steps to the Armor Die; +2 to Speed cruise & max; +2 to Fortitude & Reflex saves. It also does not need any regular fuel. Once the duration is up the spirit will leave the vehicle without causing damage to it.
- 29-33 The spirit willingly inhabits the vehicle for 1d4+CL days. It must be appeased every 24 hours and its appeasement dice is 2d8. While inhabited, the vehicle gains the following benefits: +5 Hit Dice; +1d5 to initiative; +3 die steps to the Armor Die; +2 to Speed cruise & max; +3 to Fortitude & Reflex saves. It also does not need any regular fuel. Once the duration is up the spirit will leave the vehicle without causing damage to it. The spirit can also operate the car by itself with a 1d16 action die and +2 to all vehicle control rolls.
- 34-35 The spirit willingly inhabits the vehicle for 2d4+CL days. It must be appeased every 24 hours and its appeasement dice is 2d6. While inhabited, the vehicle gains the following benefits: +6 Hit Dice; +1d5 to initiative; +4 die steps to the Armor Die; +2 to Speed cruise & max; +3 to Fortitude & Reflex saves. It also does not need any regular fuel. Once the duration is up the spirit will leave the vehicle without causing damage to it. The spirit can also operate the car by itself with a 1d20 action die and +3 to all vehicle control rolls. In addition, the spirit can manifest one of the following wizard spells as an action (1d20+HD casting roll) ignoring all Lost. Failure results, roll 1d5: (1) *flaming hands* (DCC RPG, pg 142); (2) *choking cloud* (DCC RPG, pg 134); (3) *feather fall* (DCC RPG, pg 140); (4) *magic shield* (DCC RPG, pg 146); (5) *summon foulness* (USG, pg 158).

GRIMOIRE OF THE WASTES, EXPANDED

- 36-37 The spirit happily inhabits the vehicle for CLx2 days. It must be appeased every 48 hours and its appeasement dice is 2d4. It will keep the same appeasement desire result for the duration of the spell. While inhabited, the vehicle gains the following benefits: +7 Hit Dice; +1d7 to initiative; +5 die steps to the Armor Die; +3 to Speed cruise & max; +4 to Fortitude & Reflex saves. It also does not need any regular fuel. Once the duration is up the spirit will leave the vehicle without causing damage to it. The spirit can also operate the car by itself with 2d20 action dice and +4 to all vehicle control rolls. In addition, the spirit can manifest one of the following wizard spells as an action (1d20+HD casting roll) ignoring all Lost. Failure results, roll 1d10: (1) *flaming hands* (DCC RPG, pg 142); (2) *choking cloud* (DCC RPG, pg 134); (3) *feather fall* (DCC RPG, pg 140); (4) *magic shield* (DCC RPG, pg 146); (5) *summon foulness* (USG, pg 158); (6) *invisibility* (DCC RPG, pg 172); (7) *locate object* (DCC RPG, pg 178); (8) *mirror image* (DCC RPG, pg 182); (9) *scare* (DCC RPG, pg 191); (10) *fly* (DCC RPG, pg 217).
- 38+ The spirit gleefully inhabits the vehicle for CL weeks. It requires no special appeasement for the duration of the spell. While inhabited, the vehicle gains the following benefits: Bite attack +HD (2d HD die type); +10 Hit Dice; +1d10 to initiative; +6 die steps to the Armor Die; +4 to Speed cruise & max; +5 to Fortitude & Reflex saves, regenerates 1d3 hit points per turn. It also does not need any regular fuel. Once the duration is up the spirit will leave the vehicle without causing damage to it. The spirit can also operate the car and any mounted weapons by itself with 3d20 action dice and +6 to all vehicle control rolls. In addition, the spirit can manifest three of the following wizard spells as an action (1d20+HD casting roll) ignoring all Lost. Failure results, roll 1d10: (1) *flaming hands* (DCC RPG, pg 142); (2) *choking cloud* (DCC RPG, pg 134); (3) *feather fall* (DCC RPG, pg 140); (4) *magic shield* (DCC RPG, pg 146); (5) *summon foulness* (USG, pg 158); (6) *invisibility* (DCC RPG, pg 172); (7) *locate object* (DCC RPG, pg 178); (8) *mirror image* (DCC RPG, pg 182); (9) *scare* (DCC RPG, pg 191); (10) *fly* (DCC RPG, pg 217).



GRIMOIRE OF THE WASTES, EXPANDED

FIFTH LEVEL SPELL

SYMBOL OF OMNISCIENT PSYCHOSIS

Level: 5 **Range:** Special **Duration:** Special **Casting time:** 1 turn **Save:** Will or Ref

General: The caster summons a Nth dimensional symbol that causes all who see it to know everything, all at once. This usually results in gibbering madness for all but the strongest minds. Those driven mad can spread their lunacy to those who listen to their ranting. Higher effect levels can bestow prophetic ability to some of the deranged “survivors,” allowing their ranting to give prophetic messages. Casting this spell more than once in a given calendar year has a 10% cumulative chance for the caster to suffer the maniacal wrath of the multidimensional Monarch of Madness.

Manifestation: Roll 1d3: (1) the caster slowly carves the symbol into the air, each stroke scarring reality and emanating hideous, childlike wails of pain; (2) the caster laboriously vomits up copious amounts of glowing-hot coals that then lazily float up to form the symbol; (3) a portion of the caster’s blood leaks out of their pores, flowing from their body into the air, gradually coalescing into the symbol.

Corruption: Roll 1d6: (1-3) minor corruption; (4-5) major corruption; (6) greater corruption.

Misfire: Roll 1d3: (1) the caster permanently loses 1d3 from Personality or Intelligence (randomly determined) and gains a psychosis assigned by the GM; (2) a symbol forms in the air above the caster’s head declaring their stupidity for 1d3 weeks; (3) all creatures of animal intelligence within 1000’ are driven mad for 24 hours.

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|-------|--|
| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire. |
| 2-11 | Lost. Failure. |
| 12-17 | Failure, but spell is not lost. |
| 18-19 | The writhing symbol flutters into existence within 10’ of the caster. All intelligent beings within 100’ who glimpse the symbol must make a Willpower save or be overwhelmed by disturbing revelations and are reduced to gibbering madness for 2d6 turns (no other actions other than moving at half speed and spouting insane truths). The symbol stays in existence for 3d6 rounds and the caster gains a +1d6 to save vs. its effects. |
| 20-23 | The vacillating symbol sputters into existence within 20’ of the caster. All intelligent beings within 100’ who glimpse the symbol must make a Willpower save or be overwhelmed by disturbing revelations and are reduced to gibbering madness for 3d6 turns (no other actions other than moving at half speed and spouting insane truths). In addition, anyone who hears the deranged ranting of a victim of this spell must make a Willpower save (DC spell result -5) or suffer from the infectious gibbering madness themselves. The symbol stays in existence for 1d3 turns and the caster gains a +1d10 to save vs. its effects. |



GRIMOIRE OF THE WASTES, EXPANDED

- 24-25 The flaring symbol bursts into existence within 50' of the caster. All intelligent beings within 200' who glimpse the symbol must make a Willpower save or be overwhelmed by disturbing revelations and are reduced to gibbering madness for 1d6 hours (no other actions other than moving at half speed and spouting insane truths). In addition, anyone who hears the deranged ranting of a victim of this spell must make a Willpower save (DC spell result -5) or suffer from the infectious gibbering madness themselves. Any victim that has survived the effect cannot be reinfected unless the spell is cast again. The symbol stays in existence for 1d6 turns and the caster is immune to the symbol's effects.
- 26-28 The gleaming symbol tears into existence within 100' of the caster. All intelligent beings within 300' who glimpse the symbol must make a Willpower save or be overwhelmed by disturbing revelations and inflamed to frenzied lunacy for 2d6 hours (racing in random directions, spouting insane truths, and accosting anyone they come across). In addition, anyone who hears the deranged ranting of a victim of this spell must make a Willpower save (DC spell result -5) or suffer from the infectious frenzied lunacy themselves. Any victim that has survived the effect cannot be reinfected unless the spell is cast again. The symbol stays in existence for 2d6 turns and the caster is immune to the symbol's effects.
- 29-33 The blazing symbol erupts into existence within 150' of the caster. All intelligent beings within 500' who glimpse the symbol must make a Willpower save or be overwhelmed by disturbing revelations and inflamed to frenzied lunacy for 3d6 hours (racing in random directions, spouting insane truths, and accosting anyone they come across). In addition, anyone who hears the deranged ranting of a victim of this spell must make a Willpower save (DC spell result -5) or suffer from the infectious frenzied lunacy themselves. Those that successfully save against the ranting are now immune and have a 15% chance to have heard some sort of prophetic wisdom, granting them a chance to reroll any one die roll within the next 24 hours. Any victim that has survived the effect cannot be reinfected unless the spell is cast again. The symbol stays in existence for 1d5 hours and the caster is immune to the symbol's effects.
- 34-35 As the previous result but the caster has a 1% chance per total victims affected by the spell to gain valuable insight from the collective cacophony of delirious babble. If the number of victims exceeds 100, the caster automatically gains a piece of insight for every 100 victims affected, round down. This aberrant insight takes the form of a +1d4 bonus that can be applied to any one future action die roll. These insight dice can be saved for up to one month before they fade from the caster's memory.
- 36-37 As the previous result except the duration of the frenzied lunacy is increased to 1d3 days.
- 38+ The unearthly beautiful symbol shimmers into existence within 300' of the caster. All intelligent beings within 1000' who glimpse the symbol must make a Willpower save or be overwhelmed by disturbing revelations and inflamed to frenzied lunacy for 2d4 days (racing in random directions, spouting insane truths, and accosting anyone they come across). In addition, anyone who hears the deranged ranting of a victim of this spell must make a Willpower save (DC spell result -5) or suffer from the infectious frenzied lunacy themselves. Those that successfully save against the ranting are now immune and have a 25% chance to have heard some sort of prophetic wisdom, granting them a chance to reroll any one die roll within the next 24 hours. Any victim that has survived the effect cannot be reinfected unless the spell is cast again. The symbol stays in existence for 1d3 days and the caster is immune to the symbol's effects.

The caster has a 2% chance per total victims affected by the spell to gain valuable insight from the collective cacophony of delirious babble. If the number of victims exceeds 50, the caster automatically gains a piece of insight for every 50 victims affected, round down. This aberrant insight takes the form of a +1d4 bonus that can be applied to any one future action die roll. These insight dice can be saved for up to one month before they fade from the caster's memory.

NEW CLERIC SPELLS

1st	2nd	3rd	4th	5th
Forceful rebuke	Aegis of conviction	Hot rod of the gods	Blessed guardian	Bolster the flock
Perceive emoji	Awaken the machine heart			
Sense the electric pulse				

FIRST LEVEL SPELLS

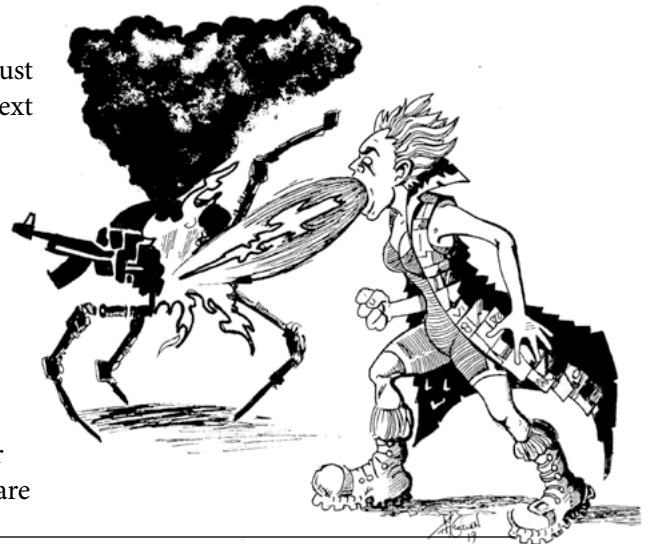
FORCEFUL REBUKE

Level: 1 **Range:** 20' per level **Duration:** Special **Casting time:** 1 round **Save:** Will

General: The caster unleashes a short but caustic admonishment against their foe which can stun, damage, or even outright kill them. The foe must be able to hear the caster speak but does not need to share a common language to be affected.

Manifestation: Roll 1d3: (1) goutts of hellfire burst forth from the caster's mouth as they unleash the rebuke; (2) vaporous demons fly from the caster's lips and enter the ears of the intended targets; (3) the caster's tongue temporarily transforms into a great serpent that stretches forth and strikes each target as the caster speaks to them.

- 1-11 Failure.
- 12-13 The target must make a Willpower save or be Dazed (USG pg 101) for half CL rounds by the casters remark.
- 14-17 As the previous effect level except the duration is increased to CL rounds.
- 18-19 The target must make a Willpower save or be Stunned (USG pg 101) for the next round and Dazed for an additional 1d4+CL rounds.
- 20-23 The retort is so scathing that a failed Willpower save results in the target being Stunned (USG pg 101) for the next 1d3 rounds and Dazed for an additional 1d6+CL rounds.
- 24-27 As the previous effect level but now up to 1d3+1 targets are affected by the denouncement.
- 28-29 The chastisement is so profound that 1d3+1 targets must save or suffer 1d3+CL damage and be Stunned for the next 1d3 + half CL rounds.
- 30-31 The condemnation echos in the ears of 1d3+1 targets, forcing them to save each round for 1d3+CL rounds or suffer 1d3+CL damage and be Stunned for the next 1d3 cumulative rounds.
- 32+ Speaking in an unearthly voice, the caster rains down a torrent of divine admonishment upon up to CL targets. All are Stunned for CLx2 rounds and must save or die instantly at the end of the stun effect. The caster may choose to spare any targets so affected while they are stunned.



GRIMOIRE OF THE WASTES, EXPANDED

SENSE THE ELECTRIC PULSE

Level: 1 **Range:** CL x 30' **Duration:** 1 turn **Casting time:** 1 round **Save:** Will

General: The caster can feel any nearby electrical currents flowing through wires, devices, and mechanical beings. Higher effect levels can sense the nature of the active devices or beings.

Manifestation: Roll 1d3: (1) the caster's eyes glow bright neon blue, creating a 3' glow around their face; (2) a field of static electricity surrounds the caster's body, causing sparks whenever they interact with conductive materials; (3) the caster's hair stands completely on end and small arcs of electricity dance among the hairs like a Tesla coil.

1-11 Failure.

12-13 The caster can feel any source of electrical energy strong enough to power an electronic device within range. An Intelligence check (DC 10) is required to pinpoint any one source's exact location.

14-17 The caster's perception allows them to accurately feel any electrical sources or wires that are live within current range. The size and purpose of any devices connected to the current is unknown but their general location can be divined with an Intelligence check (DC 14).

18-19 As the previous effect level but the caster can now use the sense to navigate within a building with live wiring even if they were otherwise blind. They can also detect the general charge level of any battery they touch.

20-23 The caster's perception allows them to accurately feel any electrical sources or wires—including the voltage, amperage, and ohms—within range. In addition, they can sense any devices attached to the electrical system and how much power they are drawing. This can grant a +1d6 bonus to any repair rolls involving fixing the electrical system.

24-27 As the previous effect level but the caster's perception is acute enough to see the flow of electricity within any electrical device, granting them a +1d6 bonus to understanding how it works or repairing it.

28-29 In addition to being able to perceive the electrical environment as in previous effect levels, the caster can mentally control the flow of electricity enough to cause brownouts or even malfunctions in sensitive devices. This ability cannot affect sentient machines, robots, or other electrical entities.

30-31 As the previous effect level but the caster can now affect sentient machines, robots, or other electrical entities. This requires the caster to make an Intelligence check plus CL versus the target's Will save. Success results in inflicting 1d4+CL damage to the target. The range of this attack is the same as the base spell range.

32+ The caster now is the master of all electrical current within range. They may cause complete blackouts or surges that inflict CL d4 damage to any device connected to the electrical system. In addition, they may cause overloads that destroys a roughly 10' section of the electrical system to inflict 1d4+CL damage to everyone within 5' of the overloaded section. Anyone wearing or connected to conductive materials will suffer double damage from this effect.



GRIMOIRE OF THE WASTES, EXPANDED

SECOND LEVEL SPELLS

AEGIS OF CONVICTION

Level: 2 **Range:** Self or proximity **Duration:** CL rounds **Casting time:** 1 round **Save:** Nil

General: The caster gains supernatural damage resistance, similar to Impervious armor but is not an armor type itself. In the case of an attack with static damage (i.e. 20 points of damage), the damage reduction will only be applied once. The damage resistance is doubled against enemies that are considered unholy by the caster's faith.

Manifestation: Roll 1d3: (1) the caster is surrounded by hovering lines of scripture, holy tenants, or other writings appropriate to their faith that blocks incoming damage; (2) a glowing aura—color appropriate to the caster's faith—envelopes the caster and wards off damage, emitting resounding bell strikes for each attack thwarted; (3) floating, flaming armor plating in a style appropriate to the caster's faith shields the caster from harm.

1-13 Failure.

14-15 The damage from any attack striking the caster has its damage reduced by -1. This damage reduction takes place before the Armor Die is rolled (i.e. an attack inflicting 1d5+2 would have its damage result lowered by -1).

16-19 The damage from every attack striking the caster has its damage reduced by -1 per damage die. This damage reduction takes place before the Armor Die is rolled (i.e. an attack inflicting 3d7 would have its damage result lowered by -3).

20-21 As the previous effect level but the protection can be extended to half CL allies within 10' that are not of a faith opposed to the caster's.

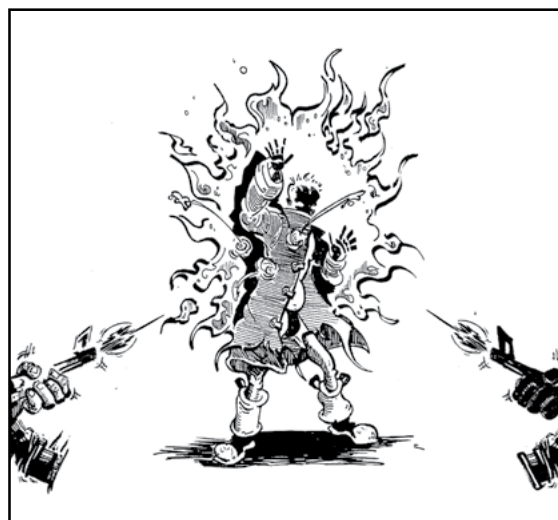
22-25 The damage from every attack striking the caster has its damage reduced by -2 per damage die. This damage reduction takes place before the Armor Die is rolled (i.e. an attack inflicting 5d6 would have its damage result lowered by -10).

26-29 As the previous effect level but the protection can be extended to CL allies within 50' that are not of a faith opposed to the caster's.

30-31 The damage from every attack striking the caster has its damage reduced by -3 per damage die. This damage reduction takes place before the Armor Die is rolled (i.e. an attack inflicting 2d12 would have its damage result lowered by -6).

32-33 As the previous effect level but the protection can be extended to all allies within 20' that are not of a faith opposed to the caster's.

34+ The damage from every attack striking the caster or any allies within 30' that are not of a faith opposed to the caster's has its damage reduced by -5 per damage die, for the next CLx2 rounds. This damage reduction takes place before the Armor Die is rolled (i.e. an attack inflicting 4d10 would have its damage result lowered by -20).



GRIMOIRE OF THE WASTES, EXPANDED

AWAKEN THE MACHINE HEART

Level: 2 **Range:** Touch **Duration:** Special **Casting time:** 10 rounds **Save:** Nil

General: Temporarily allows the caster to cause a technological device to function again, as long as the majority of the device is still present and roughly intact. The caster also can gain an understanding of how to use the device.

Manifestation: Roll 1d3: (1) a hoard of tiny spirits fly from the caster's hands and take the place of missing or damaged components; (2) the caster summons rolls of ethereal duct tape that patch up the device; (3) a glowing mallet appears in the caster's hands that they use to hammer the device into working again.

1-13 Failure.

14-15 A broken device no bigger than 1 cubic foot will miraculously function for half CL rounds. If the device required electricity, fuel, or another power source, it is supplied by the spell. Any other material components the device might need (ammo, raw materials, etc.) must be supplied. Once the duration expires, there is a 33% chance that the device will crumble into a useless pile of trash.

16-19 A broken device no bigger than 1 cubic foot will miraculously function for CL rounds. If the device required electricity, fuel, or another power source, it is supplied by the spell. Any other material components the device might need (ammo, raw materials, etc.) must be supplied. Once the duration expires, there is a 16% chance that the device will crumble into a useless pile of trash.

20-21 As the previous effect level but the device may be of up to 5 cubic feet in size.

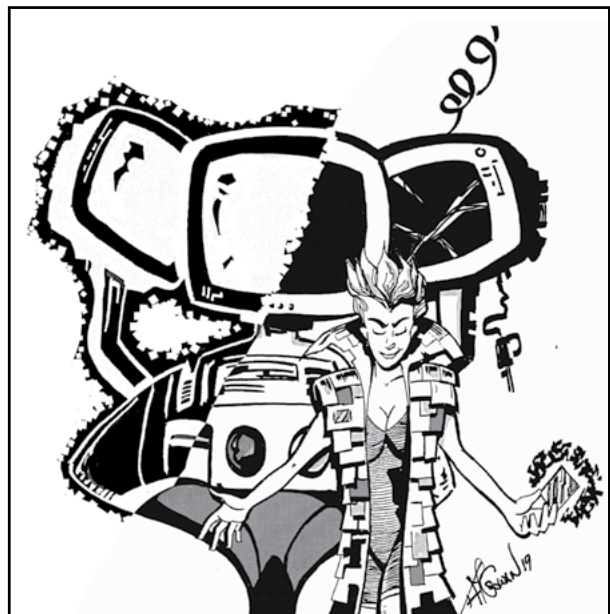
22-25 A broken device no bigger than 5 cubic feet in size will miraculously function for CL rounds. If the device required electricity, fuel, or another power source, it is supplied by the spell. Any other material components the device might need (ammo, raw materials, etc.) must be supplied. The caster also gains a +1d4 bonus to using the device.

26-29 As the previous effect level but the device will now function for CL turns.

30-31 A broken device no bigger than 10 cubic feet in size will miraculously function for CL turns. If the device required electricity, fuel, or another power source, it is supplied by the spell. Any other material components the device might need (ammo, raw materials, etc.) are also supplied by the spell. The caster also gains a +1d6 bonus to using the device.

32-33 As the previous effect level but the device will now function for CL hours

34+ The caster wondrously restores a broken device no bigger than 10 cubic feet in size to a fully repaired state permanently. If the device required electricity, fuel, another power source, ammo, raw materials, etc., it is supplied by the spell for the next CL hours. The caster also gains a +1d10 bonus to using the device.



GRIMOIRE OF THE WASTES, EXPANDED

THIRD LEVEL SPELL

HOT ROD OF THE GODS

Level: 3 Range: 20' Duration: Special Casting time: 1 turn Save: Nil

General: The caster summons a sacred motor vehicle aligned with the deity they worship. Higher effect levels result in a much better vehicle that remains in the service of the caster longer. The amount of damage the vehicle suffers while in the caster's care affects their Disapproval level. Every 10 hp of damage (*round down*) it suffers increases the caster's Disapproval by 1. If it is destroyed, the caster's Disapproval is increased by 5.

Manifestation: Roll 1d3: (1) the ground shakes and then the vehicle bursts forth in a fiery eruption; (2) the vehicle floats down from the heavens on a cloud; (3) a torrent of glowing spirits assemble the vehicle from nothing in a matter of moments.

- 1-15 Failure.
- 16-17 The caster summons forth a Keeper quality large car or smaller vehicle with no extra vehicle traits. The vehicle will have a paint job appropriate to the caster's faith. It will remain for one hour and requires no fuel.
- 18-21 As the previous effect level except the summon duration is CL hours.
- 22-23 The caster summons forth a Keeper quality cargo van or smaller vehicle with one extra vehicle trait of the caster's choice. The vehicle will have a paint job appropriate to the caster's faith. It will remain for one day and requires no fuel.
- 24-26 As the previous effect level except that the vehicle has two extra vehicle traits of the caster's choice.
- 27-31 The caster summons forth a Custom quality cargo van or smaller vehicle with two extra vehicle traits of the caster's choice. The vehicle will have a paint job appropriate to the caster's faith. It will remain for one day and requires no fuel.
- 32-33 As the previous effect level except that the vehicle has three extra vehicle traits of the caster's choice and the summon duration is CL days.
- 34-35 The caster summons forth a Custom quality vehicle of any type with three extra vehicle traits of the caster's choice. The vehicle will have a paint job appropriate to the caster's faith. It will remain for CL days and requires no fuel.
- 36+ The Custom vehicle summoned is possessed by a servant spirit of the caster's faith. As such, it is self aware, able to communicate, can self drive with action dice of 2d24, and will regenerate 2d4 hit points per hour. It can be any type of vehicle and can change types as an action. In addition, it has up to four extra vehicle traits that it can swap out as an action. It will serve the caster for CLx2 days and requires no fuel.



GRIMOIRE OF THE WASTES, EXPANDED

FOURTH LEVEL SPELL

BLESSED GUARDIAN

Level: 4 **Range:** Self **Duration:** Special **Casting time:** 1 hour **Save:** Nil

General: The caster calls forth a powerful being aligned with their deity to protect a particular place. Higher effect levels increase its strength, the area it protects, and the duration of its servitude. Only a number of guardians equal to the caster's Personality modifier plus one can be controlled at any one time.

Should guardians of opposing deities encounter each other, they will immediately attack each other until one is destroyed.

Casting this spell requires the presence of an artifact devoted to the caster's faith.

Base guardian (celestial/infernal entity): Init +8; Atk slam +8 melee (3d4+4) or power ray +8 missile (2d6, range 80/160/240); AC 18; Armor Die [1d8]; HD 8d8; MV 40'; Act 2d20; SP no need to eat/sleep/breathe, regenerate 1 hp / turn, cannot leave its assigned area; SV Fort +8, Ref +8, Will +8; AL varies.

Manifestation: Roll 1d3: (1) the caster draws an intricate portal on a wall that, when completed, glows and allows the guardian to enter this plane; (2) as the caster chants, their words slowly become tangible, flow together, and form the physical body of the guardian; (3) with a terrible peal of thunder, a jagged tear in the fabric of reality opens up as the guardian forces itself into this plane of existence.

1-17 Failure.

18-19 The caster calls forth a guardian in a form appropriate to the caster's faith. It has the base stat block of a guardian with no adjustments. It will guard an area of up to 100' x 100' for up to 24 hours. The caster may set up to three simple conditions or one pass phrase that will allow someone to pass unharmed.

20-23 As the previous result but the area guarded is increased to 500' x 500' and the guardian will be vigilant for half CL days.

24-25 The caster calls forth an imposing guardian in a form appropriate to the caster's faith. It has the base stat block of a guardian with up to two of the following adjustments:

- +2HD
- +2d to all attack damage.
- It can fly or swim at double its normal Move.
- +1 action die.
- It gains a special attack that inflicts 4d8 damage in either a cone (20' wide x 60' long) or a 15' radius area (range 75'), Reflex save (DC 10) for ½ damage. The guardian and all allies are immune to this attack. Can only be used once every 3 rounds.
- It is immune to one type of damage (fire, cold, electrical, etc.).
- It will guard an area of up to 500' x 500' for up to CL days. The caster may set up to five simple conditions or one pass phrase that will allow someone to pass unharmed.

26-27 As the previous result but the guardian may have up to three Stat adjustments and it will be vigilant for CLx2 days.

GRIMOIRE OF THE WASTES, EXPANDED

28-33 The caster calls forth a mighty guardian in a form appropriate to the caster's faith. It has the base stat block of a guardian with up to two of the following adjustments:

- +4HD
- +3d to all attack damage.
- +1 die steps to its Impervious Armor Die.
- It can fly or swim at triple its normal Move.
- +2 action dice.
- It gains a special attack that inflicts 8d8 damage in either a cone (30' wide x 90' long), a 20' radius area (range 100'), or a 20' radius around itself. The guardian and all allies are immune to this attack. Targets may make a Reflex save (DC 12) for ½ damage. Can only be used once every other round.
- It is immune to two types of damage (fire, cold, electrical, etc.).
- It will guard an area of up to 1000' x 1000' for up to CL weeks. The guardian is very intelligent and can be given complex instructions on who may pass, including requiring postulants to answer riddles or questions of faith.

34-35 As the previous result but the guardian may have up to three stat adjustments and it will be vigilant for CLx2 weeks.

36-37 The caster calls forth a wondrous guardian in a form appropriate to the caster's faith. It has the base stat block of a guardian with up to three of the following adjustments:

- +6HD
- +4d to all attack damage.
- +2 die steps to its Impervious Armor Die.
- It can fly or swim at five times its normal Move.
- +3 action dice.
- It gains a special attack that inflicts 12d8 damage in either a cone (40' wide x 120' long), a 30' radius area (range 150'), or a 30' radius around itself. The guardian and all allies are immune to this attack. Targets may make a Reflex save (DC 14) for ½ damage. Can only be used once every other round.
- It is immune to two types of damage (fire, cold, electrical, etc.).
- It can use one of the following spells at will with a casting roll of 2d8+10: blessing, darkness, forceful rebuke, holy sanctuary, paralysis, protection from evil, word of command.
- It will guard an area of up to 2000' x 2000' for up to CL months. The guardian is very intelligent and can be given complex instructions on who may pass, including requiring postulants to answer riddles or questions of faith.

38+ With resounding fanfare from the heavens, the caster summons forth a number of sacred guardians equal to their Personality modifier plus one. Each guardian has abilities equal to the previous result level. These may each guard a separate area of up to 2000' x 2000' or stand together and guard up to one square mile. They will remain vigilant for CL years.



GRIMOIRE OF THE WASTES, EXPANDED

FIFTH LEVEL SPELL

BOLSTER THE FLOCK

Level: 5 Range: Special Duration: Special Casting time: 1 turn Save: Nil

General: The caster grants combat and saving throw bonuses to all members of their faith that can hear their magically amplified voice. Enemies of the faith that can hear the caster suffer fear effect penalties. The duration begins at “as long as they keep preaching” and higher effect levels have the echoes of their sermon continue the effect for days.

Manifestation: Roll 1d3: (1) multicolor waves of ethereal energy flow from the caster’s mouth as they preach, filling the air within the area of effect; (2) holographic illusions hover around the area illustrating the stories and meanings of the caster’s preaching; (3) numerous heraldic spirits stand throughout the area repeating the caster’s words far and wide.

1-19 Failure.

20-21 All allies within 700’ of the caster that claim to be of the same faith as the caster gain +1 to all attack rolls, Critical Hit chart rolls, and saving throws. In addition, all foes of the caster or those whose faith is diametrically opposed to the caster’s within range suffer -1 to all attack rolls, due to fear. This effect persists as long as they remain within range and the caster continues to preach without stopping. The caster will suffer 1 point of temporary Stamina damage for every full turn spent orating. Once this spell is ended, the caster must make a Fortitude save (DC 15) or lose their voice for 1d4 hours.

22-25 As the previous effect level except the range is increased to 1000’ and the caster will only suffer 1 point of temporary Stamina damage for every full hour spent orating.

26-27 All allies within 1500’ of the caster that claim to be of the same faith as the caster gain +2 to all attack rolls, Critical Hit chart rolls, and saving throws. In addition, all foes of the caster or those whose faith is diametrically opposed to the caster’s within range suffer -2 to all attack rolls, due to fear. This effect persists as long as they remain within range and the caster continues to preach without stopping. The caster will suffer 1 point of temporary Stamina damage for every full three hours spent orating.

28-29 As the previous effect level except the effect will continue to echo throughout the area for a time equal to the number of hours the caster preached.

30-35 All allies within one mile of the caster that claim to be of the same faith as the caster gain +2 to all attack rolls, Critical Hit chart rolls,



GRIMOIRE OF THE WASTES, EXPANDED

and saving throws. In addition, all foes of the caster or those whose faith is diametrically opposed to the caster's within range suffer -2 to all actions, due to fear. This effect persists both as long as the caster continues to preach without stopping and for an equal amount of time as their voice continues to echo throughout the area.

- 36-37 As the previous effect level except all foes within range must make a Willpower save (DC 14) or be immediately converted to the caster's faith at a zealous level of devotion. This save must be made every hour they are within range.
- 38+ Speaking with the voice of a god, the caster now bestows all allies within three miles of the caster that claim to be of the same faith as the caster +3 to all attack rolls, Critical Hit chart rolls, and saving throws. Anyone of an opposing faith or directly opposed to the caster must choose to zealously convert or flee the area. Those that choose to stay suffer -3 to all actions and must make a Willpower save (DC 16) every hour or be converted. This effect persists both as long as the caster continues to preach without stopping and for a number of days equal to their CL as their voice continues to echo throughout the area.





WASTELAND PSION

WASTELAND PSION

My mind is my chainsaw. I would duel with you but, you are unarmed.

Hit Points: A psion gains 1d7 hit points at each level.

Weapons Training: Psions generally do not spend extensive time devoted to mastering physical combat. As such they can only use clubs, staves, daggers, maces, slingshots, crossbows, pistols, and shotguns. They never use armor with a fumble die greater than d8.

Alignment: Most psions tend towards a lawful mindset due to the discipline required to cultivate their power. Some ascetic mentalists lean towards neutrality as they disconnect themselves from worldly concerns. There are rumors of those who manifest psionic abilities with no training at all. These “Wild Minds,” as they are called, are of a chaotic nature and are considered very dangerous.

Meditation: When the psion completes a meditation session of at least six hours, they receive the benefits of a full night’s sleep and recover their PL plus one in points of temporary Intelligence or Personality damage. They can only benefit from one meditation session per 24 hours.

A full, uninterrupted 24 hours of meditation will also heal 1 HD of hp damage and up to 2 points of temporary physical Attribute damage.

Psionics: Each Discipline must be learned separately. The psion can gain a Focus die of d3 for a Discipline at the cost of one Focus point. Each additional point spent on a Discipline’s Focus die will raise it one die step, to a maximum of a d10. Once spent, Focus points cannot be recovered or transferred to another Discipline.

Psychic Dissonance: On a natural 1 during a power check, a psion discovers that he has overtaxed his mental faculties. The power check automatically fails, and the psion must roll on the Psychic Dissonance Event table.

In addition, each failed power check increases the chance of Psychic Dissonance. After their first power check fails in a day, a psion’s range of suffering Psychic Dissonance increases to a natural roll of 1 or 2. Thereafter, on any natural roll of 1 or 2, the power automatically fails, and the psion must roll on the

Psychic Dissonance Event table. After a second power check fails, a psion’s range of Psychic Dissonance range increases to a natural roll of 1 through 3. And so on. The range continues increasing and any natural roll within that range automatically fails and requires a Psychic Dissonance Event table roll. This means that a psion could potentially reach a point where normally successful rolls automatically fail because they are within the Psychic Dissonance range.

Should the psion’s Focus die roll a natural 1 *and* the action die have a natural roll within the Psychic Dissonance range, the range increases by two instead of one.

When the psion rests or meditates for at least six hours, their Psychic Dissonance range is reset to a natural 1. There is a possibility that an area may have a cacophony of psychogenic noise that will prevent any form of harmonious mental restoration.

Isotope Burn: Before rolling, the psion can choose to put extra power into a psionic ability they are attempting to use by ingesting radioactive substances and drawing from that energy. Of course, there is a price to be paid for this. Isotope burners first take a point of either Intelligence or Personality temporary damage. After this temporary damage has been applied, the psion must roll under their Stamina on a d20 to keep the reaction under control. If controlled, the psion increases their Focus die by one die step for that Discipline for the duration of ½ PL in rounds. Multiple Attribute points can be burned in this manner, up to a max of 5 per turn. If the psion rolls over their Stamina on a d20, the reaction has gone out of control, with the following possible effects:

ISOTOPE BURN CASCADING REACTION CHART

While making an isotope burn roll, for each point rolled over the psion’s Stamina, roll a die. The die type is determined by how badly the psion “overshot” the isotope burn. For 1 point over, roll d3, for 2 points over, roll d4, for 3 points over, roll d5, and so on up the dice chain. The effects are cumulative. That is, if the roll results in a “4” on the table below, the psion is subject to the effects of results, 4, 3, 2, AND 1.

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Isotope Burn Cascading Reaction Chart

Result	Effect
1	The psion's vision is filled with scenes of the Great Cataclysm. Though this vision only lasts 1 round, it feels like many hours to the psion. The psion's next action is done at -1d.
2	Because of this stunning vision, the psion is unable to speak for 1 round thereafter.
3	The psion suffers uncontrolled flatulence, temporarily losing 1 point of Per for 1d6 rounds.
4	The psion's limbs tremble, causing a temporary loss of 1 point of Agi for 1d8 rounds.
5	The psion is temporarily stunned, unable to move or act for 1d3 rounds.
6	The psion is temporarily blinded, unable to see for 1d4 rounds.
7	The psion loses all bowel and bladder control. Their Per score drops by 1d3 until they can get cleaned up. They are the first to be attacked by any foe during this time, whether because of repulsion or attraction.
8	The psion is physically weakened, suffering a temporary loss of 1 point of Str, Agi, and Sta. This is regained with a night of good sleep.
9	The psion suffers temporary brain damage, losing 1 point of Int and Per. This is regained with a night of good sleep.
10	Because of the psionic surge, the psion's worst thoughts about their allies are projected into the minds of the allies. This temporarily distracts them, causing all allies within 50' to suffer a -1d penalty on their next action.
11	The psion's breath is taken away. The psion suffers a temporary loss of 1d6 Sta for 1d6 rounds.
12	The psion breaks out in a glowing rash and is unable to do anything but scratch for 1d6 rounds. Their Agi is reduced by 1 point for 1d8 rounds.
13	The psion's skin cracks and blisters, shooting out beams of light from the cracks and popping blisters for 1d3 rounds. This causes 1d3 points of damage and lowers Sta by 1d3 and Per by 1d5 until the damage is healed.
14	The psion mutates, becoming a psi-mutant. Roll a mutation for the psion and cut all psionic powers in half. The GM will arbitrate this cutting of psionic powers.
15	The psion's eyes radiate a constant glow that acts like a pair of flashlights for lighting purposes. Unfortunately, the psion is also now completely blind, constantly suffering all the mechanical effects of blindness. Note that this means that any "line of sight" powers are useless. The effect is permanent.
16	The psion melts into their constituent atoms and becomes a pile of radioactive goo. There is no save and those touching the goo will suffer 1d4 points of permanent Sta loss. If they can scoop up the goo, however, they will have plenty of material for future isotope burns!
17+	The Psion explodes in a small thermonuclear reaction. Those within 50' are killed instantly. Those within 100' suffer 5d50 points of damage and all of their equipment is destroyed. Those within 500' suffer 2d20 points of damage. Those within 1 mile suffer 1d6 points of damage.

Table PS-1: Psion

Level	Attack	Crit Die/Table	Action Dice	Ref	Fort	Will	Max # of Powers	Max Tier	Focus Points
1	+1	1d8/II	1d20	+1	+1	+1	4	1	2
2	+2	1d8/II	1d20	+1	+1	+1	6	1	4
3	+2	1d10/II	1d20	+1	+1	+2	9	1	6
4	+3	1d10/II	1d20	+2	+2	+2	11	2	8
5	+4	1d12/II	1d20	+2	+2	+3	14	2	10
6	+4	1d12/II	1d20+1d14	+2	+2	+4	16	2	12
7	+5	1d14/II	1d20+1d16	+3	+3	+4	19	3	14
8	+6	1d14/II	1d20+1d20	+3	+3	+5	21	3	16
9	+6	1d16/II	1d20+1d20	+3	+3	+5	24	4	18
10	+7	1d16/II	1d20+1d20	+4	+4	+6	26	5	20

NEW CLASSES



PSI MUTANT

NEW CLASSES

PSI MUTANT

You think my looks are disconcerting? Wait till you see what I'm thinking!

Hit Points: A psi-mutant gains 1d8 hit points at each level.

Weapons Training: Psi-mutants can use any melee weapons, slings, bows, and shotguns. As for armor, they have no restrictions other than it must be custom fit to the psi-mutant's unique physiology and not exceed a fumble die of d10.

Should a psi-mutant have mutations that bestow multiple types of natural armor that when stacked together exceed the fumble die restriction, they suffer -5' Move and -1d3 Agility. Shield use is unrestricted, but in the case of a multi-armed mutant, only a total of two may be employed at one time.

Alignment: Most psi-mutants tend towards neutrality. There are those rare individuals who are exceptions: strictly-disciplined mentalists of a lawful alignment, and brash, usually power-hungry rogues who lean chaotic.

Psionics: Each Discipline must be learned separately. The psion can gain a Focus die of d3 for a Discipline at the cost of one Focus point. Each additional point spent on a Discipline's Focus die will raise it one die step, to a maximum of a d8. Once spent, Focus points cannot be recovered or transferred to another Discipline.

Mutations: As their namesake implies, all psi-mutant characters have one mutation and, unlike most other beings, they have an advantage when determining the abilities of any mutations they gain. They have a pool of points, called the Glow pool, that can be used to alter the benefit and flaw percentile rolls on any mutations they gain. A 1st level psi-mutant have a Glow pool of 15 + Stamina Mod. The Glow pool points can be spent, one for one, to either raise or lower any of the percentile rolls involved in determining what beneficial or detrimental traits will be gained from a mutation. There is no limit to how many points can be used on any one roll. Any amount of Glow pool can be saved after character creation to be used on future mutations. In addition, the mutant gains 4 + Stamina Mod points to their Glow pool each level for later use.

For more information see the *USG*, pg 167.

Table PM-1: Psi-Mutant

Level	Attack	Crit Die/Table	Action Dice	Ref	Fort	Will	Max # of Powers	Max Tier	Focus Points
1	+1	1d8/II	1d20	+1	+1	+1	2	1	1
2	+2	1d8/II	1d20	+1	+1	+1	3	1	2
3	+2	1d10/II	1d20	+1	+2	+2	4	1	3
4	+3	1d10/II	1d20	+2	+2	+2	5	1	4
5	+4	1d12/II	1d20	+2	+3	+3	6	2	5
6	+4	1d12/II	1d20+1d14	+2	+4	+4	7	2	6
7	+5	1d14/II	1d20+1d16	+3	+4	+4	8	2	7
8	+6	1d14/II	1d20+1d20	+3	+5	+5	9	3	8
9	+6	1d16/II	1d20+1d20	+3	+5	+5	11	3	9
10	+7	1d16/II	1d20+1d20	+4	+6	+6	13	3	10

NEW CLASSES



PSYLATAN

PSYLATAN

Nothing behind the curtain, folks. No, wait, everything is behind the curtain!

Hit Points: A psylatan gains 1d6 hit points at each level.

Weapons Training: Psylatans like to always have a hand free. They can employ any one-handed melee weapon, pistols, and grenades. They will not wear armor with a fumble die of d8 or greater and do not use shields.

Alignment: Psylatans tend to be chaotic, since trickery is their trade. Some more soft-hearted psylatans may be neutral.

Psionics: Each Discipline must be learned separately. The psion can gain a Focus die of d3 for a Discipline at the cost of one Focus point. Each additional point spent on a Discipline's Focus die will raise it one die step, to a maximum of a d10. Once spent, Focus points cannot be recovered or transferred to another Discipline.

Psylatan Skills: A psylatan learns skills that are used to benefit the profit-making charades of the psylatan: legerdemain, fast talk, inspire awe, mesmerize, concoct, and ventriloquism.

To use a psylatan skill, the player rolls a d20 and adds the appropriate Attribute modifier. They must beat a DC assigned to the task at hand. An easy task is DC 5, while an extremely difficult task is DC 20.

Success when using a psylatan's skill means the following:

Legerdemain (Agility): The ability to use sleight-of-hand to deceive others. Simple tricks, such as hiding a card up a sleeve, are DC 5, while more difficult but common deceptions, such as seemingly pulling a coin from out of someone's ear are DC 10. Truly risky attempts at deceit are DC 15, while blatantly lying "in the light of day" are DC 20. If those who the psion is attempting to deceive have been inspired to awe of the psylatan, the attempt is made at +1d. If those who the psion is attempting to deceive have been mesmerized by the psylatan, the attempt is made at +1d. These die chain steps are cumulative so that when the psion attempts to use legerdemain around those who have been both mesmerized and in whom

he has inspired awe, the attempt is made at +2d.

Fast talk (Personality): The ability to convince others using white lies, slightly deceptive logic and, literally, fast-talking. The guidelines for legerdemain can be used to determine the difficulty checks for a particular situation. If those who the psylatan is attempting to deceive have been inspired to awe of the psylatan, the attempt is made at +1d. If those who the psylatan is attempting to deceive have been mesmerized by the psylatan, the attempt is made at +1d. These die chain steps are cumulative so that when the psion attempts to use fast talk around those who have been both mesmerized and in whom he has inspired awe, the attempt is made at +2d.

Inspire awe (Personality): The ability to convince others of one's greatness in an effort to influence an individual or a crowd. Gullible individuals may become awestruck and look on the psylatan in a favorable light on a DC 5 check. Trying to convince a small crowd that already has an unfavorable view of the psion is a DC 20 feat. In-between situations are subject to the number of people trying to be influenced, prior experiences between the psion and those in whom they are trying to inspire awe, and other, more banal circumstances. (Did the psion just step in dog doody? Has the interdimensional wind made his hair look crazy?) If the psion is attempting to inspire awe in one (or more) in whom he has already successfully mesmerized, the roll used for the check is made at +1d.

Mesmerize (Personality): The ability to cause a target or targets to focus all of their attention on the psion. Getting a single individual to pay attention in a calm environment is a DC 5 check. Trying to gain a group's attention in a gale is a DC 20 feat. If the psylatan is attempting to mesmerize one (or more) in whom he has already successfully inspired awe, the roll used for the check is made at +1d.

Concoct (Intelligence): The ability to concoct tinctures, elixirs, etc. for medicinal use using available ingredients. A DC 5 check is required for concoctions that cure rudimentary ailments such as a mild headache or a stomach ache. DC 20 is required for a (long series of treatments of)

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concoction(s) that might cure a loss of 1 Stamina, for instance. Note that this is dangerous business and the psylatan will NOT know whether or not the concoction has been successful until it is ingested. The GM should always make the success roll for this skill in secret. If the DC check was not successful, the effect may be reversed . . . or worse!

Ventriloquism (Agility): The ability to both disguise one's voice and "throw" it, making it seem to originate from somewhere other than the psylatan's mouth. Merely disguising the voice is a DC 5 action. Throwing the voice (up to 20' distant) is a DC 10 action. Disguising and

throwing the voice is a DC 15 action. Disguising and throwing the voice while the psion's face is in plain sight of those he is trying to deceive is a DC 20 action. If those who the psion is attempting to deceive have been inspired to awe of the psylatan, the attempt is made at +1d. If those who the psylatan is attempting to deceive have been mesmerized by the psylatan, the attempt is made at +1d. These die chain steps are cumulative so that when the psion attempts to use ventriloquism around those who have been both mesmerized and in whom he has inspired awe, the attempt is made at +2d.

Table PSY-1: Psylatan

Level	Attack	Crit Die/Table	Action Dice	Ref	Fort	Will	Max # of Powers	Max Tier	Focus Points
1	+0	1d8/II	1d20	+1	+1	+1	2	1	1
2	+1	1d8/II	1d20	+1	+1	+1	3	1	2
3	+2	1d10/II	1d20	+1	+2	+2	4	1	3
4	+2	1d10/II	1d20	+2	+2	+2	5	1	4
5	+3	1d12/II	1d20	+2	+2	+3	6	2	5
6	+4	1d12/II	1d20+1d14	+2	+2	+4	7	2	6
7	+4	1d14/II	1d20+1d16	+3	+2	+4	8	2	7
8	+5	1d14/II	1d20+1d20	+3	+3	+5	9	3	8
9	+6	1d16/II	1d20+1d20	+3	+3	+5	11	3	9
10	+6	1d16/II	1d20+1d20	+4	+4	+6	13	3	10

Table PSY-2: Psylatan Skills

Psylatan Level	1	2	3	4	5	6	7	8	9	10
Legerdemain (Agility)	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Fast Talk (Personality)	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Inspire Awe (Personality)	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11
Mesmerize (Personality)	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11
Concoct (Intelligence)	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Ventriloquism (Agility)	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11

NEW CLASSES



BEASTKIN

BEASTKIN

Stable humanoid mutant animals, usually living in large families of similar beast types or in communities of multiple families of like types.

Hit points: A beastkin gains 1d10 hit points at each level.

Weapon training: Beastkin can use melee weapons, thrown weapons, crossbows, bows, slings, shotguns, and grenades. They can employ shields and may wear any armor with a fumble die of d7 or less, including any natural armor they may have.

Alignment: Beastkin tend to be neutral and many give at least passing reverence towards Grokk, God of the Wilds and Wastes. Some of those that live in larger communities have adopted a lawful outlook. Those that have succumbed to their bloodthirsty nature have turned to chaos, and even cannibalism.

Bad fit: Beastkin must alter the grips, handles, clasps, and fasteners of all manufactured equipment they use as their bodies and hands have trouble using items constructed for humans. This takes 2d3 turns. Employing any equipment that has not been altered invokes a -1d penalty to all rolls involving the equipment.

Hardened guts: All beastkin gain a +1d3 + level bonus on all Fortitude saves versus any ingested non-synthetic poisons, toxins, diseases, or radiation as they are accustomed to consuming the “natural” flora and fauna of the twisted lands. This includes the consumption of rotting or spoiled food. They also gain a +2 bonus to all saves to resist mutation.

Genotype: All beastkin belong to one particular family of beasts and have traits associated with that family. While they cannot directly communicate with “normal” creatures of their type, they do gain +2d to all attempts to understand, calm, or domesticate them. Roll or choose a genotype from the table below:

d30	Genotype
1	Alligator (natural armor, natural weapons — bite & tail slap, swim speed).
2	Armadillo (natural armor, tough, hearty).
3	Bat (flight, echolocation, stealthy).
4	Bear (tough, natural weapons — bite & claws, Str boost).
5	Boar (natural weapons — tusks, tough, frenzy).

d30	Genotype
6	Bull (natural weapons — horns & hooves, Str boost, tough).
7	Chameleon (chameleon skin, projectile tongue, enhanced climbing).
8	Cougar (natural weapons — bite & claws, enhanced jumping, stealthy).
9	Crab (amphibious, natural armor, natural weapons — claws).
10	Deer (natural weapons — horns & hooves, enhanced Move, surefooted).
11	Duck (flying, swim speed, natural compass).
12	Elephant (natural weapons — tusks, prehensile trunk, tough).
13	Fox (enhanced senses — scent & hearing, natural weapons — fangs, stealthy).
14	Frog (amphibious, enhanced jumping, projectile tongue).
15	Goat (natural weapons — horns & hooves, powerful digestion, enhanced senses — peripheral vision).
16	Gorilla (Str boost, enhanced climbing, prehensile feet).
17	Hawk (natural weapons — beak & talons, flight, enhanced senses — vision, natural compass).
18	Horse (Str boost, enhanced move, natural weapons — hooves).
19	Monkey (enhanced climbing, enhanced jumping, prehensile feet).
20	Otter (natural weapons — bite, swim speed, contortion).
21	Porcupine (quills, enhanced senses — night vision, hearty).
22	Raccoon (enhanced senses — night vision, stealthy, hearty).
23	Rhinoceros (natural weapons — horn, Str boost, tough).
24	Sheep (natural weapons — horns & hooves, surefooted, enhanced senses — peripheral vision).
25	Skunk (musk spray, enhanced senses — night vision, stealthy).
26	Snake (poisonous, contortion, stealthy).
27	Tiger (natural weapons — bite & claws, enhanced senses — vision & scent, Str boost).
28	Turtle (natural armor, tough, swim speed).
29	Weasel (enhanced senses — night vision, stealthy, contortion).
30	Wolf (enhanced senses — [night vision, scent, & hearing], natural weapons — claws & fangs, enhanced Move).

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Amphibious - In addition to being able to breath equally well under water or on land, gain a swim Move speed of 30' per round.

Chameleon skin - When mostly unclothed, the beastkin gains +1d5 + Intelligence Mod to all attempts to hide due to adjusting their natural coloration to match their surroundings.

Contortion - Due to physiological advantages, the beastkin gains +1d5 to all checks and saves dealing with twisting their body or squeezing through tight spaces.

Echolocation - Utilizing a natural method of sonar, this beastkin can "see" in perfect darkness or even around corners or thin walls, up to 60'. Only those with enhanced hearing (or echolocation) have any chance to hear this ability being used.

Enhanced climbing - All attempts to climb without tools gain a +1d to all checks. Also, these beastkin gain +1d3 to all Reflex saves when falling, assuming there is nearby terrain to get hold of.

Enhanced jumping - Due to physiological advantages, the beastkin can leap up to ½ of their Move as a normal action.

Enhanced Move - Due to physiological advantages, the beastkin gains +15' to their Move.

Enhanced senses - The beastkin gains +1d to all perception tests involving the listed senses. In the case of night vision, they can see 90' in up to near perfect darkness. For peripheral vision, it means the beastkin can nearly see in all directions, making it difficult to sneak up on (-1d5 to all attempts).

Flight - In an area large enough to employ its wings, the beastkin has a fly Move of 40'.

Frenzy - After being struck for any damage in a combat, this beastkin can choose to enter Battle Rage (USG, pg 101).

Hearty - Due to physiological advantages, the beastkin gains +1d all Fortitude saves.

Musk spray - The beastkin has a musk gland that can project a weaponized 10' x 10' cone spray of utterly noxious liquid once every six hours. Anyone caught in the spray must make a Fortitude save (DC 12 + beastkin's Stamina Mod) or be Stunned for 1d3 turns and Dazed for another 1d3 hours. Regardless, the

victims will emit a potent foul odor for 3d7 days, unless they thoroughly wash with grease-cutting and/or bleach based detergent.

Natural armor - The beastkin gains a number of innate steps of armor equal to their Stamina modifier plus one. In the case this is equal to 0 or a negative number, they have one step of Feeble natural armor. If damaged, this innate armor will regenerate at a rate of 1 step per four days or can each be mended as a broken bone.

Natural armor steps

Sta Mod +1	Armor Die	Fumble Die	Check Penalty
0 or less	1d3f	1d4	0
1	1d3	1d4	0
2	1d4	1d4	0
3	1d5	1d4	-1
4	1d6	1d5	-2

Natural compass - Due to a bit of nerves that react to magnetic north, these beastkin gain +1d6 to all attempts to orient themselves based on "true" north. Since the magnetic bands of Urth are no longer stable, this can be a bit unreliable.

Natural weapons - This beastkin is equipped with a naturally occurring melee weapon. This deals 1d4 + Strength Mod damage on all attacks. If it is damaged, it can be healed the same as a broken bone.

Poisonous - This beastkin has a naturally occurring melee weapon that delivers a dose of venom on a successful attack. The attack itself inflicts 1d3 damage and then the effects of the poison. This beastkin can deliver 1d4 + Level + Stamina Mod poison attacks per day before the venom glands must refill. Harvesting the venom requires a successful Intelligence check (DC 12), failure indicating the venom is lost/ruined and a fumble resulting in being poisoned. Harvested venom will remain viable for 1d3 days.

During character creation, roll on the chart on page 130 to determine the type and potency of the venom:

Powerful digestion - These beastkin can breakdown and gain some level of nourishment from any organic matter they can chew up and swallow—including paper products, tree bark, natural sponges,

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Beastkin Poison Table

d%	Fort Save	Damage on Successful Save	Damage on Successful Save	Recovery
1-15	DC 10 + Level + beastkin's Sta Mod	1d3 Stamina (temporary)	2d4 Stamina (permanent)	Normal healing on successful save
16-30	DC 8 + Level + beastkin's Sta Mod	1d3 Agility (temporary)	1d6 Agility (temporary)	Normal healing
31-45	DC 6 + Level + beastkin's Sta Mod	None	Blindness (permanent); if blinded, second save or automatic death	Can be healed only via magic or advanced medicine
46-60	DC 6 + Level + beastkin's Sta Mod	1d4 hp	Paralysis (permanent)	Can be healed only via magic or advanced medicine
61-75	DC 8 + Level + beastkin's Sta Mod	None	1d4 Strength (permanent)	Does not heal naturally
76-90	DC 6 + Level + beastkin's Sta Mod	None	Blindness (permanent); if blinded, second save or automatic death	Can be healed only via magic or advanced medicine
90+	DC 6 + Level + beastkin's Sta Mod	1d3 Stamina (temporary)	Death	Normal healing on successful save

textiles, leather goods, etc. The consequence of this is an extremely dulled sense of taste.

Prehensile feet - The feet of this beastkin has long, dexterous fingers and an opposable thumb. All climbing checks using hands and feet gain a +1d3 to the roll. If used to perform a task normally requiring hands, all such Agility checks are performed at -1d.

Prehensile trunk - The beastkin has a long, muscular snout that can manipulate with a reasonable degree of accuracy, similar to a limb with a hand in a mitten. It can be used with a Strength and Agility 3 points lower than the beastkin's normal attributes (i.e. Strength 14 and Agility 12 would give the trunk an effective Strength 11 and Agility 9). If used to wield a weapon in combat, it is treated as an off-hand attack and follows all rules on two-weapon fighting (DCC RPG, pg 94-95). Thus a beastkin fighting with three daggers (two in hand and one in trunk) would have one primary hand attack and two off-hand attacks.

Projectile tongue - The tongue of this beastkin can launch from its mouth at high velocity and reach out to 10'. Any object or foe struck by the tongue must make a Strength check versus a DC of 10 plus the beastkin's Strength Mod. A failed save results in the object or foe being pulled towards the beastkin 2' per point the save was failed by. Any slashing attack

dealing 3 + the beastkin's Stamina Mod in damage or more will sever the tongue, releasing the bound object or foe. Severed tongues will regenerate in 1d3 weeks.

Quills - The hide of this beastkin naturally grows a coat of sharp quills. This increases the beastkin's AC by +1 and sets their base fumble die to 1d5. Any successful melee attack, not employing reach, made against this beastkin inflicts 1d3 + level damage on the attacker. Up to 3d6 + Stamina Mod quills can be harvested per week, taking an hour to harvest, from its coat to make proper darts. Each dart takes one turns to craft from found materials.

Stealthy - All attempts to hide or move without being detected gain +1d to all checks.

Str boost - The beastkin's Strength Mod gains a +1 bonus (i.e. a Strength 11 normally has a modifier of 0 but with Strength boost it would be +1). Also, all Strength checks are made with +1d.

Sure-footed - Due to physiological advantages, the beastkin gains +1d to all Reflex saves regarding keeping their footing or dodging natural hazards.

Swim speed - While not able to breath underwater, the beastkin does gain a swim Move speed of 30' per round. They can also hold their breath for 5 + Stamina Mod minutes.

NEW CLASSES

Tough - The AC of this beastkin is increased by their Stamina Mod +1, to a minimum of +1. Their fumble die is also increased by +1d, meaning fully unarmored it would be 1d5. The fumble die penalty does not affect how much armor the beastkin can wear.

Table B-1: Beastkin

Level	Attack	Crit Die/Table	Action Dice	Ref	Fort	Will
1	+1	1d10/III	1d20	+1	+1	+1
2	+2	1d12/III	1d20	+1	+1	+1
3	+3	1d14/III	1d20	+2	+2	+1
4	+4	1d16/III	1d20	+2	+2	+2
5	+5	1d20/III	1d20	+3	+3	+2
6	+6	1d20/III	1d20+1d14	+4	+4	+2
7	+7	1d24/III	1d20+1d16	+4	+4	+3
8	+8	1d24/III	1d20+1d20	+5	+5	+3
9	+9	1d30/III	1d20+1d20	+5	+5	+3
10	+10	1d30+2/III	1d20+1d20	+6	+6	+4

NEW CLASSES



SHIFTER

SHIFTER

The race known as the shifters (their original name being unpronounceable by most species) once lived relatively peaceful and sedentary lives on their own small planet. They never developed any sort of industrial technology as they could use innate psionic abilities to reshape their bodies for most physical tasks. This all came to an end when the Urth suffered the Great Cataclysm as it ripped open dimensional gates that led to the shifter's planet. Shortly afterwards, the xenotuars began to scour their little world. Most of the surviving shifters fled through the only gate clear of invaders, which led to Umerica.

A shifter in their natural form is a roughly four-foot tall, bluish, hairless humanoid with a rotund physique and large expressive eyes. They have no sexual dimorphism and reproduce by a form of group budding. Despite their appearance, the extra body mass is not fat but naturally morphable tissue with a variable density used to aid in changing shape.

Hit points: A shifter gains 1d5+1 hit points at each level.

Weapon training: Shifters have trouble utilizing complex weaponry and prefer to employ simple weapons such as clubs, axes, spears, daggers, knives, and thrown weapons. While they can wear armor, as long as the fumble die is not greater than d8, ANY armor worn prevents them from using their shapechange ability until it is removed.

Alignment: On their home planet, most shifters were neutrally aligned. Since they have taken residence in Umerica however, some members of the species have adopted a more lawful outlook after joining native communities. While normally shifters are very social beings, those that choose to face the world on their own have been known to take a chaotic view.

Tool aversion: Shifters are not naturally adept with using tools, machines, or technology in general. They suffer a -1d penalty when trying to use them. They do not suffer this penalty when using any psionically active tools or items.

Shapeshifting: As their common name implies, shifters can change their physical forms with relative ease. The number of other forms a shifter can take is

limited to one plus their level plus their Intelligence modifier (*i.e. a 3rd level shifter with an Intelligence Mod of +2 could take 6 different forms*). As for what kind of forms a shifter can take, the following rules apply:

- A shifter cannot take the form of a sentient being. Only animal level intellect beings can be mimicked.
- The creature cannot have a Hit Die total greater than the shifter's total Hit Dice plus 1 plus their Stamina modifier (*i.e. a 3rd level shifter with an Stamina Mod of +1 can take the form of a 5HD creature*).
- The creature cannot be tinier than size Small or bigger than size Large.
- In order to learn a creature's form, a shifter needs to spend an uninterrupted hour examining the creature's body thoroughly and consuming part of its brain. Note that if the creature's flesh is naturally poisonous or irradiated, the shifter will still suffer the normal effects for consuming it.
- Certain creatures that have exceptional abilities may be very difficult to learn to mimic (requiring a successful Intelligence check, DC 15+) or may be considered unmimicable by the GM.
- 1d3 days of unbroken meditation and fasting is required to "unlearn" a form and allow the shifter to learn a new one.

1st level shifters automatically begin play knowing their normal allotment of forms, chosen with GM approval.

Common 1st Level Forms

- Beetle, giant (DCC, pg 397, AC: 10, Armor Die: [1d5])
- Can crab, soup or coffee can (TMM, pg 26)
- Cave octopus (DCC, pg 398, AC: 8, Armor Die: 1d5)
- Falcon wolf (TMM, pg 80)
- Killer bee (DCC, pg 419, AC: 13, Armor Die: nil)
- Octowolf, arctic or simenien (TMM, pg 121)
- Pigtipede, feral (TMM, pg 59)
- Pony (DCC, pg 418, AC: 13, Armor Die: nil)
- Pteranodon (TMM, pg 44)

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Serpent shrubs (TMM, pg 156)

Shroomer (TMM, pg 59)

Wolf, dire (DCC, pg 431, AC: 14, Armor Die: nil)

When a shifter changes form, they must make a Shift roll: $1d20 + \text{level} + \text{Per Mod} - \frac{1}{2} \text{ the Hit Dice of the form they are shifting too}$, and consult the Shapeshift Results table. Here are the common rules for shapeshifting:

- The time required to complete the transformation is 1 round plus 1 for each Hit Die greater than the shifter's HD. This time change does not count against the shape change's duration limit, which begins once the change is complete.
- In order to shapeshift, the shifter cannot be wearing anything but simple clothing and cannot be bound, grappled, or otherwise physically restricted.
- A shifter can choose to voluntarily change back to their base form at will, taking only one action to revert to normal.
- A shifter can choose to enhance a Shift roll to change form by voluntarily suffering temporary Stamina damage before making the roll. For each point sacrificed the Shift roll result total is increased by 1d3.
- All attacks made while shape changed use the shifter's attack bonus, possibly modified by the form's Strength or Agility modifier. Fortitude and Reflex saves are made using the form's value, Willpower saves use the shifter's normal value.
- When attempting to use a form's innate special abilities, the shifter must make a Shift roll ($1d20 + \text{level} + \text{Per Mod}$) for each. Failure indicates they cannot properly utilize the ability this turn. These checks do not require an action. Some types of special abilities—such as immunities, movement types, or states of being—do not require Shift rolls to employ.
- If the shifter loses all of their hp in their shifted form, they immediately change back and must make a Fortitude save DC $10 + \text{form's HD}$ or take 1d3 temporary Stamina damage.

Natural psychometabolism: The shifter's natural biology allows them to employ a lesser version of the *bodily metamorphose* psionic power to minorly manipulate their bodies. On a Shift roll ($1d20 + \text{level} + \text{Per Mod}$) vs. DC 13, they can achieve one of the following effects for 1 turn:

- Make the body more fluid so it can contort to pass through small spaces ($\frac{1}{2}$ normal body thickness) or wiggle free of a binding (add the level + Stamina Mod as a bonus to all escape and contortion action rolls).
- Change fingers or limbs into organic replications of simple tools, items, or melee weapons. Limb weapons do -1d penalty of damage of the weapon mimicked. Tools replicated in this way do not inflict the penalties of tool aversion when used.
- Harden their skin to gain a 1d3 Armor Die. If this piece of armor is "destroyed," the shifter must make a Fortitude save (DC 13) or suffer 1 point of temporary Stamina damage.

If a natural '1' is rolled while attempting *natural psychometabolism*, the shifter suffers 1 point of temporary Stamina damage due to muscular tearing.

Finally, all shifters gain a +1d bonus to all saves versus Psychometabolic psionic powers or magic involving transformation.

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Table SH1: Shifter

Level	Attack	Crit Die/Table	Action Dice	Ref	Fort	Will
1	+1	1d10/III	1d20	+0	+1	+1
2	+2	1d12/III	1d20	+0	+1	+1
3	+2	1d14/III	1d20	+1	+2	+2
4	+3	1d16/III	1d20	+1	+2	+2
5	+4	1d20/III	1d20+1d14	+1	+3	+3
6	+4	1d24/IV	1d20+1d14	+2	+4	+4
7	+5	1d30/IV	1d20 +1d16	+2	+4	+4
8	+6	1d30/IV	1d20+1d20	+2	+5	+5
9	+6	2d16/IV	1d20+1d20	+3	+5	+5
10	+7	2d20/IV	1d20+1d20	+3	+6	+6

Table SHR1: Shapeshift Result

Roll	Attack
1-4	Morphic crisis! Suffer 1d3 temporary Stamina damage and a -1d penalty to all actions for 1d10 rounds. Cannot attempt to change into this form again for 24 hours.
5-9	Failure! The shifter must wait 1d12 - level rounds before changing to this form can be attempted again. The shifter must make a Fortitude save (DC 13) or suffer 1 point of temporary Stamina damage.
10-13	The change is successful. The new form has average hit points and can be maintained for 10 rounds plus level minus the form's HD total. 50% of all damage taken in this form will be transferred to the shifter's base form once the shape change has ended.
14-18	The form has average hit points and can be maintained for 15 rounds plus level minus the form's HD total. 30% of all damage taken in this form will be transferred to the shifter's base form once the shape change has ended.
19-25	The form has maximum hit points and can be maintained for 20 rounds plus level minus the form's HD total. 10% of all damage taken in this form will be transferred to the shifter's base form once the shape change has ended.
26-31	The form has maximum hit points plus a +1 bonus per HD and can be maintained for 1 turn per level. Once the shapeshift is over, none of the damage taken during the shapeshift will be transferred and the shifter's base form will recover 1d4 hit points.
32+	The perfect form is achieved! The form has maximum hit points plus a +2 bonus per HD and can be maintained for one hour per level. Once the shapeshift is over, none of the damage taken during the shapeshift will be transferred and the shifter's base form will recover 2d4 hit points and 1d4 points of temporary Ability score damage. This may be divided up as the player wishes.



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UNCOMMON ITEMS

FOODSTUFFS

Due to the marvels of pre-cataclysmic food production, there are many types of high-unspoilable foodstuffs to be plundered from ancient ruins.



Cakies - cost range: 1d3+2sp to 2gp, depending on the flavor

These transparent foil-wrapped snack cakes are a marvel of synthetic food engineering. While in their wrapping they *literally* cannot spoil or go stale. Although a bit nutritionally barren, they do provide lots of empty calories and a surprising amount of fiber. There were an untold number of flavors created over the decades past, but the most commonly found ones are: Super Fudge, Vanilla Cream, Orangetastic, Razzleberry, Carmel Nut, and the most coveted Toasted Pink Coconut. Due to the chemical makeup of the flavoring, there is a cumulative 2% chance per Cakie eaten within a 24 hour period that the consumer will form a permanent minor addiction to Cakies.

Can-O-Ham - cost range: 2-8sp per can, depending on the flavor

These cans of highly processed pork come in several flavors like: Original, Maple, Cajun, Garlic, Hash, Cheesy, and Inferno. Due to the unique canning method used there is a very good chance (85%) that any undamaged can is still safe to eat. Each can comes with a simple key that can be used to open it,

eliminating the need for a can opener. Much rarer offshoots: Can-O-Fish, Can-O-Vegg, and Can-O-Loaf can be found as well and fetch much higher prices from collectors and gourmands.

Canwiches - cost range: 1-6sp per can, depending on the flavor

"The Sandwich in a Can!"

Packed in heavy pop-tab lidded cans, these sealed sandwiches are still generally safe to eat, if the can is undamaged (80% chance to be safe). They can be found in a number of semi-bland

flavors like: All American, Tuna Surprise, Totally Turkey, Salami Cheese, PB&J, Extra Bacon, and Veggie Supreme. Due to their unique square shape, empty Canwich cans are often seen repurposed for various uses.



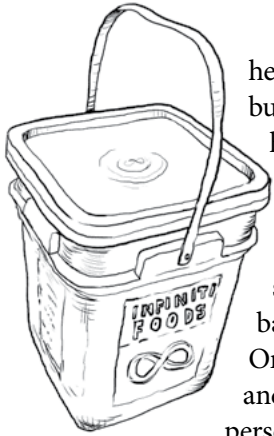
Go! Bars - cost range: 5cp to 2sp, depending on the flavor

These highly processed, foil packaged caffeinated food bars were made in the trillions before the cataclysm and are usually still fresh and tasty today. Some even say they are still being manufactured somewhere out in the wastes. These bars are well known for appearing in very strange flavor combinations, such as: Garlic Tuna Sausage, Pumpkin Spice Clam with Extra Caffeine, Fried Bubblegum Taco, Nacho Cheese Pot Pie with Fruit Filling, Bubblegum Krill with Cream and Cinnamon, Maple Vanilla Broccoli with Marinara Sauce, BBQ Chowder with Ghost Pepper, Alfredo with Peas and Carrots, Teriyaki Quinoa Pie, etc. Each bar discovered as salvage has a 90% chance of still being perfectly edible. Those purchased from established merchants are always safe and fresh, for some reason...

Infiniti-Foods Meal Buckets a.k.a. "Thunder Buckets" - cost range: 1-5gp per bucket

Apparently, there were people in the pre-cataclysmic times, known as "preppers," that were somehow aware that the end of civilization was nigh. They were numerous enough that several foodstuff manufacturers catered to their needs, of which Infiniti-Foods was purportedly the best. They filled

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hermetically sealed, five-gallon metal buckets with group serving meals that have indeed survived an apocalypse. Just pop the top, remove the accessories pack, add filtered water, set on a campfire, and stir to make several gallons of hot food, filled with balanced nutrition (roughly 32 servings). One serving a day will hold off starvation and two or more will keep the average person well fed. Supposedly, the bucket label describes what the flavor of the food should be but the majority of these different “flavors” all produce a similar thick orangish to reddish brown slop with a strong meaty/savory taste. The accessories pack contains plastic bowls, plastic utensils, moist disinfectant towels for cleaning, toilet paper, and a kit to convert the bucket lid into a padded toilet seat (DC 5 and 15 minutes to convert the bucket into a toilet).

Insta-meals - cost range: 4cp to 6sp, depending on the flavor

These foil pouches contain dehydrated and processed food that just requires the addition of hot water and a few minutes to become a “meal”

A small percentage of Insta-meals found will have a built in, one use heating elements as part of the pouch. As such they are self-heating and usually sell for three times the normal cost. While still safe to eat, the extreme preservatives used in the food can cause minor intestinal distress if a Fortitude save (DC

1d3+4) is not made, causing excessive flatulence and -1 to all actions for 1d3 hours. More popular (and pricey) flavors include: Spice Rice, Creamy Casserole, Cheezy Mac, Pesto Pasta, and Beef Noodle.



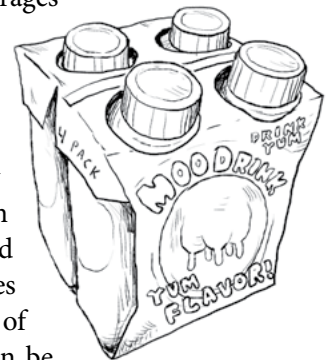
MRE - cost range: 3sp to 1gp, depending on the main course / side dish combination

A pre-cataclysm military-class food ration called Meals Ready to Eat, an MRE contains a main course, side dish, beverage powder pack, bread, dessert, and one use flameless ration heater. While originally sealed in foil packaging, shortly before the cataclysm new high tech materials were used that extended

the shelf life indefinitely, making any MRE found safe to eat as long as the packaging is intact. While quite rich in nutrients and calories (only one per day is required to stave off starvation), these rations can cause moderate constipation (-1 to all physical actions for 24 hours) if a Fortitude save (DC 4 +2 per MRE eaten within a 24 hour period) is failed.

Moo-Drink - cost range: 3cp to 8cp, depending on the flavor

Packaged in 11oz rectangle boxes with a twist-off cap, these synthetic, non-dairy beverages taste remarkably like they are made with ice cold cow's milk, even when at room temperature. Due to the fact that none of the ingredients in Moo-Drink can expire or spoil, they are technically safe to consume. On the down side, since they are crafted from mostly non-food substances they do not contain much in the way of nutrients or calories. Moo-Drink can be found in several thick, rich, and delicious flavors like: Fresh Original, Smooth Vanilla, Creamy Chocolate, Mocha Madness, Berry Blend, and Orange Bliss.



Noodle2U - cost range: 3cp to 5cp, depending on the flavor

Easily identifiable due to their colorful bowl packaging, these foodstuffs just require the addition of hot water and a few minutes to become a steaming bowl of flavorful noodle soup. They even come with a convenience spork attached to the lid for easy consumption. The contents are dehydrated noodles and an optional spice packet, which come in a variety of flavors that generally taste all the same: salty and bland. Only the much coveted Kablam Chicken flavor has an actually spicy taste to it and they easily sell for double the normal price. These foodstuffs are high on carbs but light on nutrients.



Perky Penny Potts Peanut Butter - cost range: 1sp per jar

Before the Great Cataclysm, most consumers would describe Perky Penny Potts Peanut Butter as the

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cheapest and possibly worst peanut butter on the market. This was probably due to the many inexpensive food additives in it that no other peanut butter contained. Luckily, these additives also made it nigh-impervious to spoilage and now hundreds of thousands of jars are still around just waiting to be salvaged. Despite the additives, this foodstuff is decently nutrient and calorie rich and tastes great—by current standards—on fresh Blugrain cakes.

SCRAPTECH GADGETS

Throughout the wastelands there are innumerable tinkers that attempt to craft the remains of the past into useful items for any wasteland wanderer. While no two items are crafted quite the same, there are several pieces of similar equipment that have been “invented” by many tinkers from different areas. One thing that all scraptech items share is that they are all prone to catastrophic failure if a “1” is rolled on the action die while using them. If a Fumble table is involved, increase the fumble die by +2d, otherwise see the table below for a general nature of the catastrophe: Roll 1d10, modified by Luck.

Roll	Result
0 or less	The item is irreparably broken and the manner of the breaking causes the user to suffer 1d3 x 1d3 damage from its catastrophic destruction. In addition, there is a 33% chance that the user is also Dazed (USG, pg 101) for the next 1d3 rounds.
1-4	The item is irreparably broken and the manner of the breaking is loud, dramatic, and probably embarrassingly comical.
5-6	The item is broken and there is only a 25% chance that it could be repaired at all.
7	The item is broken and there is a 50% chance that it could be repaired at all.
8	The item is broken but it can be repaired normally.
9	The item is not broken, per say, but it does need 4d4 minutes of maintenance to function properly again.
10+	So lucky! No catastrophic effect.

Weapons

Gun shield / bow shield - cost range: 2d4+15sp crafting DC: 13

These shields are attached to either the barrel of a rifle-like weapon or in front of the bow arms of a crossbow. This grants the normal +1 AC of a shield to the wielder but due to the extra weight and hampered visibility, they suffer a -1d to all attacks with the weapon plus the wielder's fumble die is increased by +1d. If the shield is constructed with a transparent material, such as the remains of a riot shield or some xenochitin shells, it could be installed on a compound bow as well, with the usual attack penalty.

Hand Crank Crossbow - cost range: 2d6+50sp crafting DC: 16

This wonder cocks and reloads via use of a crank mechanism, allowing the crossbow to fire every round until the bolt hopper empties. The hopper will hold 5-10 bolts (1d6+4, roll when acquired/made). Due to the high tension action of the weapon it will fumble on a natural roll of 1 or 2. Damage: 1d5, Range: 60/120/180.

There are exceptional versions of these crossbows (double cost) that can be cranked at high speed, launching a stream of bolts in one round and emptying the bolt hopper. The range is reduced to 30/60/- and can only be aimed at one target (Damage: 4d5+5) or up to three directly adjacent targets (Damage: 3d3+3 each).

Impact gun / Boom hammer - cost range: 3d10+40sp crafting DC: 15

A highly dangerous combination of a blunt melee weapon and a nigh-barrelless firearm, these weapons are designed to fire munitions into anyone successfully struck in melee combat. Generally, they must be reloaded after each firing. The damage is based on the size of the melee weapon and the type of ammunition it was built to use. One-handed impact guns deal 1d6 damage and two-handed impact guns inflict 1d8 damage, whether or not they are loaded with ammunition. Those designed to use pistol shells expend two shells per strike and deal 1d3 x 1d4 damage, rifle shell models expend two shells per strike and deal 1d3 x 1d6 damage, and shotgun models expend two shells per strike and deal 1d3 x 1d8 damage. It takes 3 full rounds to properly reload the impact gun.

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Regardless of the type of ammunition used, these weapons suffer a -1d penalty to all attack rolls when loaded due to complexity of use. Also, the weapon has a fumble range of 1-2 and increases the fumble die by +2d. Any fumbles or criticals involving the dropping, damaging, or breaking of an impact gun will cook off any ammunition loaded into it in addition to all other effects.



Metal knucks / cestus - cost range: 1d4+6sp crafting DC: 11

This is an extra heavy metal gauntlet, usually adorned with many sharp and/or serrated accouterments. It counts as a melee weapon and delivers 1d5 damage. Due to the reinforcement of the joints, the wearer suffers a +1 penalty to all Fumble table rolls plus they suffer -1d to all Agility checks with the gauntleted hand or any tool/weapon used in the hand. Cestus can be used in pairs, following the two-weapon fighting rules (DCC RPG, pg 94-95), and can be used with a shield on the same arm.

Equipment

Filter Barrel - cost range: (5 gal) 2d6+5sp, (30 gal) 5d6+10sp crafting DC: 10

Using scavenged cloth and fresh charcoal, these specialized plastic rain barrels both catch and clean storm water to a potable state (85% chance of it being safe to drink). Requires weekly maintenance to clean and replace the filters. Only partially effective if used with groundwater (45% chance of it being properly filtered).

Recharge Bicycle - cost range: 2d3+10sp crafting DC: 14

In addition to being a fully functional bicycle, the gears also turn a small generator that feeds into an electrical outlet. While traveling at Routine speed (USG, pg 149) or greater, the bike will produce current equivalent to a pre-cataclysm wall outlet. Due to the increased resistance on the pedals, all Stamina checks for extended riding are +2 to the DC. Note that unless all of the generator mechanisms and wiring are well insulated (triple cost) a Luck check must be made each hour that the bicycle is used in the rain. If the check is failed, the electrical ground fails and the rider suffers shock damage equal to how much they rolled over their Luck attribute. Also, they must make a Fortitude save (DC 13) or be unable to pedal the bike for 1d3 hours due to numbness.

Spring Saw/Drill - cost range: 6d8+16sp crafting DC: 15

These repurposed portable tools use massive clock springs to power their blades instead of electricity. A fully wound tool will run for 3d3 minutes before needing to be rewound with a hand-crank key, requiring 10 minutes.

Steam Sewing Machine - cost range: 6d4+20sp crafting DC: 13

Using a wood-fired boiler steam engine as the motor, this repurposed industrial sewing machine will stitch textiles, leather, thinner grades of rubber or plastic, and even light sheet metal. In addition to thread, it can use thin nylon cord or light gauge metal wire.

Tripwire Alarm - cost range: 2d4+3sp crafting DC: 12

This is a mechanical alarm connected to a spring

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driven coil of wire, 15' long. Once the wire is extended and attached, it is active. If anything touches the wire it will detach and rapidly recoil into its spindle housing, setting off the alarm.

Wind Still - cost range: 3d10+20sp crafting DC: 14
This contraption combines a windmill style generator and an electric five-gallon distillery system. Given enough time and sufficient wind it will produce one to two gallons of distilled liquid. The quality of the distillation will depend on the raw materials and how steady the wind has been blowing.

Pharmarcana

These miraculous mixtures can be made from pre-cataclysmic, alien, extra dimensional, or magical substances. Often they are crafted from two or more types of rare materials to increase the potency of the final product. While most commonly found are purchased as potions, these wonders can also take the form of pills, elixirs, salves, injections, and even candy. Unless otherwise stated, the effects of any substance taken begin 1d20+15 minutes after they are imbibed.

Analgesic - cost range: 1d20+10sp per dose

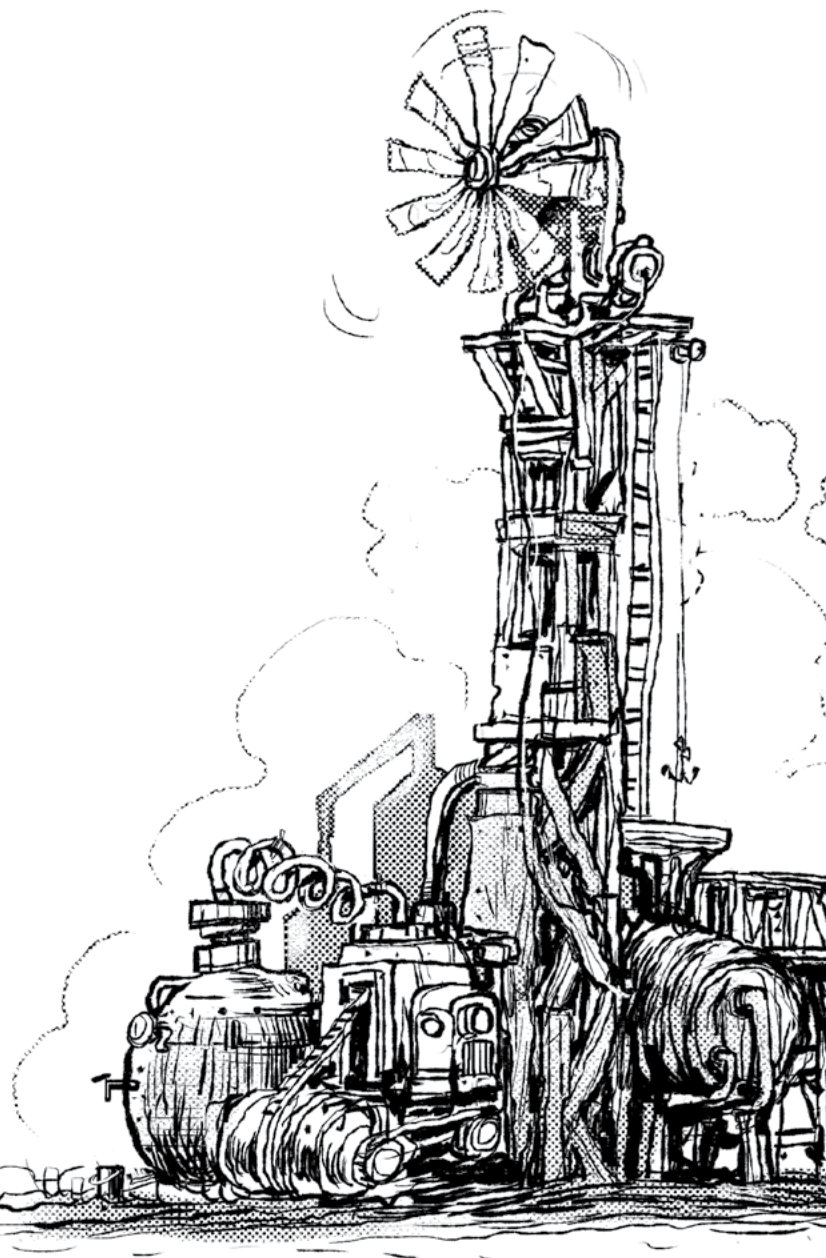
This powerful substance numbs the user's sense of pain. One dose will alleviate up to a -2 penalty or a/-1d penalty due to pain for 1d3+3 hours. This will also relieve the pain from a broken bone. Taking additional doses will multiply the effect. If used continuously for more than seven days, the user must make a Fortitude save each day (DC 5 + number of days used) to avoid addiction to the substance.

If four or more doses are taken at once, the user will not feel any pain at all. This will allow them to continue functioning in a combat situation past 0 hit points until they reach a negative equal to their current Stamina Attribute. The downside is they have no idea what their current hit point total is until the effects wear off (the GM will keep track). Also, should they reach a negative hit point total equal to their Stamina or remain at less than 0 hit points once the effect ends, they skip the Bleeding Out stage (DCC, pg 93) and move to the Recovering the Body stage, with a +2 penalty to the user's Luck check to be alive.

Buff - cost range: 1d100+300sp per dose

This substance will increase the user's might at the cost of flexibility and health. Each dose will permanently increase the user's Strength by 1 but also permanently decrease their Agility by 1. For every two doses taken the user's Stamina will also be permanently decreased by 1. Should a person choose to increase their Strength above 18, the Agility loss is doubled per dose (-2). Each dose takes 3d8 hours to take effect in which the user will experience mild pain throughout their muscles. Taking more than one dose at a time will cause crippling muscular pain, rendering the user effectively incapacitated.

This substance can have an unpredictable effect on



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a mutant's physiology. Each dose taken has a 30% change of triggering mutagenesis within 2d3 hours (USG, pg 169) instead of the intended effects.

Glitter - cost range: 4d30+18osp per dose

Regardless of the form that this substance takes, it is always unnaturally sparkly. When taken, it inflicts 1d3 temporary Stamina damage to the user but also increases their current Luck by +1d4 for the next 24 hours. Any Luck points expended during the effects of this substance are taken from the bonus points first. Multiple doses may be taken within a 24-hour period but the die for the temporary Stamina damage and Luck gain increases by +1d with each dose taken (second dose = 1d4/1d5, third dose = 1d5/1d6, etc). There is a cumulative 2% chance per dose taken ever of the user becoming addicted to this substance, usually resulting in a glorious but sickly death...

Heal All - cost range: 1d100+20osp per dose

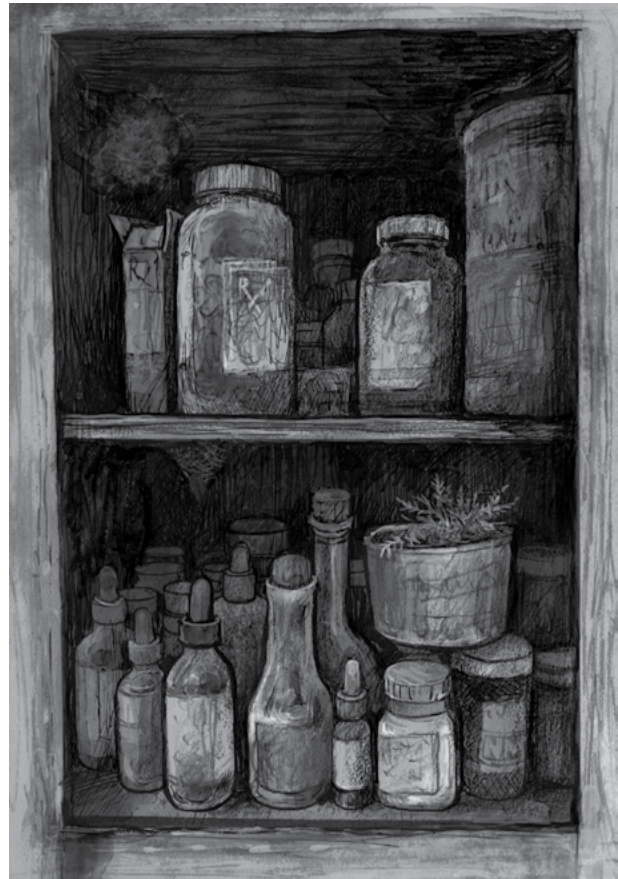
One dose of this miraculous substance will instantly heal one Hit Die of damage and one point of temporary Attribute damage to the user (their choice). Multiple doses may be taken to increase the healing but there is a cumulative 1% chance per dose taken within 24 hours of the user becoming addicted. When attempting to force-feed this to an unconscious or otherwise incapacitated person, they must pass a Luck check or begin choking (see Drowning, USG pg 101).

Iron Gut - cost range: 1d30+5osp per dose

This digestive aid allows the user to safely consume nearly any type of food, as long as it is not completely rancid or toxic, for 24 hours. This includes most minorly spoiled foods and foods that have been mildly contaminated. Also, this substance greatly diminishes the users sense of taste and smell, making the consumption of such foods more palatable.

Mentis - cost range: 1d100+10osp per dose

Just one dose of this substance will grant a +1d to all non-spellcasting/psionic Intelligence checks for the next 24 hours. After the 24 is over, the user must make a Fortitude save (DC 11) or suffer 1d3 temporary Intelligence damage. Taking a double dose will not increase the benefits but will grant the bonus on wizardly spellcasting and psionic rolls.



Night Eyes - cost range: 1d100+10osp per dose

Once this substance kicks in, the user will be able to see perfectly in the faintest of light out to a range of 150' with detail and color fading off rather quickly after that. The downside is that any regular light source will be painful to the user and bright lights will blind them for 2d6 minutes. Also, the user's eyes will reflect luminescently in even dim light. The effects will last for 1d6+4 hours.

Nutritional Supplements - cost range: 1d10+10sp per dose

These substances do not have any appreciable immediate effects on the user but after taking them daily for a full week, each day thereafter they are taken grants a +1 to Fortitude saves and they naturally heal +1 hit point per day. If the user skips taking the supplements for more than three days, they must start the cycle again to gain the benefits.

Panbiotics - cost range: 1d100+10osp per dose

This medicine not only clears up any mundane

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infections within the users body but also grants a +2d to all Fortitude saves vs. common diseases, toxins, and other afflictions. The duration of this effect is 1d5+5 hours.

Performance Enhancers - cost range: 1d100+200sp per dose

The imbiber gains a +1d3 to all physical actions, attack rolls, Fortitude saves, and Willpower saves vs. fear or intimidation. One dose lasts for 1d3+1 hours. Once the effect wears off, the user suffers -1d to all actions for 2d4 hours. Additional doses taken concurrently only extend the duration 1d2 hours and increase the aftereffects for an additional 2d6 hours. Taking three or more doses within 24 hours requires the user to make a Fortitude save for each new dose (DC 14 + number of doses) or suffer 1d3 temporary Stamina damage. The user must wait a full 24 hours for another dose to have full effect.

Rage - cost range: 1d100+100sp per dose

Mere moments after taking this substance, the user will gain +1d3 to hit and damage in melee combat, all Fortitude saves, and Initiative rolls. Also, their Move increases by 20'. While under its effects, the user will need to make a Willpower check (DC 12) to do anything other than scream and charge at the nearest foe. The effects will last for 1d3 minutes, after which the user must make a Fortitude save (DC 14) or pass out for 3d20 minutes due to extreme fatigue. Using Rage more than once within a 48 hour period requires the user to make an unmodified Fortitude save (DC 14) or suffer 1d3 temporary Stamina damage.

Regenerate - cost range: 2d100+150sp per dose

This substance will cause damaged or missing body parts to rapidly regrow as long as the user is still alive. The user will become drowsy and only half-conscious once the substance begins to take effect, then the screaming will start as a massive, violent bout of tissue growth commences. Each lost limb / body part will take roughly an hour to regrow and inflicts 1d3 points of temporary Stamina damage as vital bodily resources are burned to fuel the growth. If the user is reduced to 0 Stamina, they die. This will continue until the user's body is whole or six hours passes, after which the soporific effects of the substance will quickly fade. The user will then need to make a

Fortitude save (DC 5) or die from system strain.

This substance can have very unpredictable effects on a mutant's physiology. The cosmetic appearance of all tissue regrown will have random inhuman traits. In addition, there is a 20% each hour the effect lasts of triggering mutagenesis (USG, pg 169) instead of the intended regenerative effects.

TREASURED ARTIFACTS

GRAYTECH

Of all the alien races that have visited Urth, the grays have been the most common. As such, they have left numerous advanced technological items throughout the planet over the ages. Generous GMs may consider allowing gray characters to receive one of the items listed below as a Gift from the Directorate in place of one from the table on USG, pg 67.

A.N.D. (Automated Nutrient Dispenser) - The device looks like a 6" cube with an asymmetrical, unlabeled touchpad on one side and an extrusion port with button on the opposite side. Activating the device is quite simple: point the extrusion port downward and press the button next to it. Then it will produce 1d3+1 meals worth of foamy nutrient porridge. If there is not an obvious receptacle for the nutri-porridge, a soft alarm will sound and the food will not dispense.

The touch pad controls all of the settings, including flavor selection and the base source for the cube to draw raw materials for its food production (originally, nutrient vats located aboard a gray spacecraft). If the settings are not tuned correctly, it will produce flavors at random (including unpalatable, extraterrestrial flavors) and have a 33% chance of drawing the necessary raw materials from a random living organic source within 100' (causing 1 point of Stamina damage per serving generated). Rumors that all safety systems can be bypassed and an A.N.D. can be intentionally tuned to act as a directed weapon (DC 20) are just hearsay.

The A.N.D. will function up to six times within any 24 hour period. If overuse is attempted, the cube will become unresponsive until the proper amount of time has passed. Rumors that this limit can be bypassed (DC 18) are also nonsense.

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Blaster Cannon - This rare gray assault weapon appears as a thick, 5' long cylinder with numerous symmetrical handles, control rods, cycling lights, and venting apparatus attached to it. It would be unusable if it was not for the built in anti-grav stabilizer reducing its effective weight to only 25lbs. The cannon is very loud (100+ dB) when it fires and may require ear protection for safe use. The internal generator can output 1 EP per 10 minutes, but the weapon was intended to be attached to a much more powerful generator for actual combat. The weapon's battery has a max capacity of storing 100 EP. It has two fire modes: Rapid Fire and Maximal Fire.

Rapid Fire: damage 5d6; area of effect cone 200' long x 50' wide; Reflex save DC 13 to avoid; EP cost 10 per volley.

Maximal Fire: damage 15d6 (ignores all terrestrial armor); range 500/1000/1500; can only fire every other round; EP cost 10 per shot.

Dimensional Distortion Grenade - These emergency defense weapons appear as a 3" orb

with a small keypad on one side. Once the proper code is entered, the weapon will remain live for one hour, after which the arming code will need to be reentered. While live, the device can be triggered by a single button press.

Unlike other types of grenades, this weapon is not thrown but kept close to the user's body. When triggered, a 10' radius crackling, vibrant field of dimensional distortion momentarily forms around the user—who is completely safe from the effect. Anyone or anything else in the field will suffer 8d8 damage (ignoring terrestrial armor), Reflex save (DC 16) for half damage. Once used, the grenade will require 5d5+5 hours to recharge.

Domination Circlet - Constructed of refined cerebronium, this shiny metal loop is designed to adjust its size to fit comfortably on the user's head. For non-grays this initial sizing can be quite painful, inflicting 1d3 damage in the process. Once properly seated on the user's head, they may take an action to stare intently at any intelligent being within

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100', forcing the target to make a Willpower save (DC 13 + the user's Personality Mod) or be forced to do the user's telepathic bidding. The DC may be increased by +2 if the user chooses to also point and/or gesticulate in a threatening manner towards the target. In order to maintain control, the user must continue to stare at the target, who gets a new save versus the effect each minute and every time their life is at risk (i.e. once per round in combat). Note that any target wearing a significant amount of aluminum on their head gains a +2 to +4 to the save versus being controlled, depending on the amount and quality of the aluminum.

Extra-dimensional Cottage - When inactive, this device appears as a flat 6" diameter disc. If properly activated the disc uncoils to form a round 6' vertical gate leading to a 500ft² extra-dimensional living space including a dining room, bathroom, and bedroom. The space can easily accommodate two occupants but could possibly host six in an emergency.

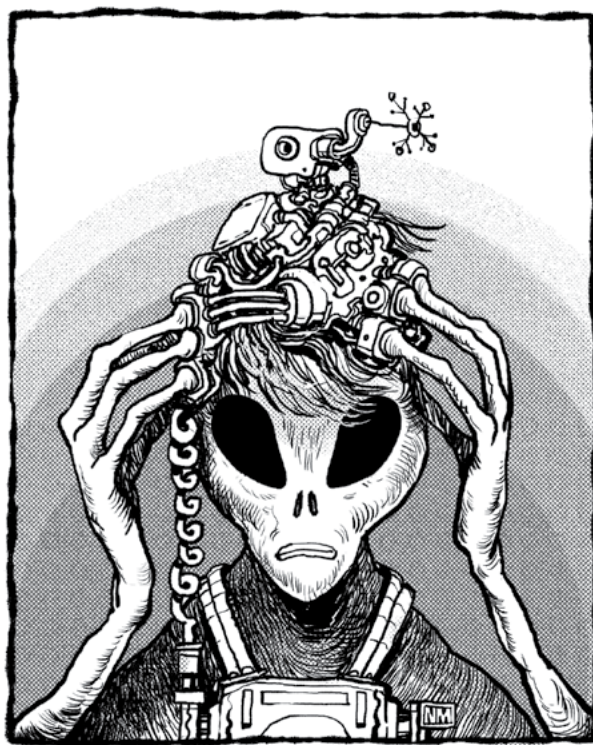
From the inside, the gate can be secured with a forcefield requiring 40 hit points of damage to breach. The dining room contains a food replicator capable of dispensing 20lbs. of food per 24 hour period. Non-grays will need to make an Intelligence check (DC 14) to get the replicator to produce Urth foods. Also, non-grays can find the automatic cleaning devices in the bathroom disturbing and must make a Willpower save (DC 8) each time they use the facilities or suffer 1 point of temporary Intelligence damage.

The gate cannot be deactivated while anyone is inside the space. Also, once deactivated the space will automatically be fully cleaned and sanitized. Any non-gray items left inside have a 50% of being disintegrated during this process. There is a 3ft³ storage space in the bedroom to store items safely.

gComm - These devices are top of the line graytech communicators with many useful and entertaining apps pre-installed. They are set to the default language "Gray" but can reset to any Urthish language, Intelligence check (DC 14). gComms have a pan-spectrum transmitter and receiver allowing them to access terrestrial radio waves, cell signals, WiFi, and such—as well as standard galactic communication frequencies.

In addition to being an excellent communication device, the gComm also incorporates various apps that assist with the extensive legalese required for a successful Directorate aid requests, granting a +1d3 to all such rolls. Other various apps also allow a user to connect with other gComm users but due to the highly competitive nature of gray society these are rarely used.

As the Directorate is always striving to advance their knowledge and technology, the first time each day that a gComm is used the user must roll under their Luck. If unsuccessful, the gComm is currently upgrading its OS and will be non-functional for 3d20 minutes.



Hyper Toupee - This item appears to be an exceptionally crafted hairpiece with numerous sensors nodes on its underside. When placed on a living being with little or no scalp hair of their own, the hyper toupee will automatically position itself and adhere to its user. For non-grays this process can be quite painful, inflicting 1d3 damage. After the process is complete, the user can then mentally command the device, Intelligence check (DC 10), to replicate any desired hair length, coloration, or style desired. If used in coordination with other disguise

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elements it grants a +1d4 to all disguise attempts.

The hyper toupee also has an unintended dislike of being covered and will animatedly fight any headgear being placed over it. This also grants a +1d6 to resist grapple checks involving grabbing the user's head or saves against having something forced over their head.

Originally designed to augment the holographic guise unit commonly issued to grays doing "field research," this graytech has been known to be issued at random due to a filing error in the Directorate's inventory database.

Purge Pistol - This non-lethal weapon looks like a small radar dish attached to a pistol grip. When used, it emits harmonic rays that have an emetic and purgative effect in most living biological beings. On a successful attack, any such creature must make a Fortitude save (DC 17) or begin suffering violent vomiting and diarrhea, rendering them Stunned (USG, pg 101) for 1d3 minutes and inflicting 1d3 points of temporary Stamina damage. The weapon will never reduce a creature to less than 3 Stamina but repeated use over a short period of time on a creature may result in temporary Personality damage as well, at the GM's discretion.

Purge Pistol: Fort save DC 17 or purge (Stunned 1d3 minutes) and 1d3 temp Sta damage; range 40/80/120; EP cost 1 per shot, regenerates 1EP every 10 minutes to a max capacity of 10 EP.

Technological, ethereal, un-dead, and alien biological beings without explicit digestive systems are completely unaffected by this weapon. Note that the weapon can be used to render medical aid to creature suffering from ingested toxins.

Robotic Multi-tool - When activated, this 8" cube unfolds into a spider-like robot that will attempt to repair any item indicated by its owner. It has a 50% chance per hour to repair any terrestrial or graytech level device. In the case of repairing hit point damage (such as fixing a robot, cyborg, or vehicle) it can repair 1d3 hit points per hour. Large machines or complex systems should be broken down into their simpler components as far as how effective the tool can be at repairing them.

The tool can function for up to six hours before

needing 10 hours to recharge. No raw materials are required for these repairs as the tool uses micro replicators to make what it needs. Note that the tool cannot make anything from scratch or modify anything it fixes.

Robo-minion - All robo-minions look exactly the same, a 4' tall oafish humanoid robot with minimal features and a barcode across their chest. All of their Attributes have a value of 10 and they have all saves at +2. Their metal bodies have an Armor Die of [1d3] and 10 hit points. Unless instructed otherwise, a robo-minion will repair itself during downtime at a rate of 1d3 hit points per 24 hour period.

When created, each robo-minion is programmed with a random set of skills to use to assist their gray master. Roll 1d3+1 times on Table B2: Umerica Random Occupation (USG, pg 48) to determine their occupational skill set. Any non-perishable trained weapons or trade goods from these occupations are built into the robo-minion as retractable/concealable accessories. Should their master be deceased or missing for a long time, a robo-minion will attach itself to whoever has the highest Personality attribute as a new master.

Due to the fact that all robo-minions are built in facilities without quality controls by the lowest bidding space contractors, each one has a quirk based on several operating system errors that are hard coded in. Roll 1d6 on the chart below to determine the quirk:

Roll	Result
1-2	Babbles constantly, usually about a particular favorite subject. Roll 1d6: 1- intergalactic pop stars; 2- various deathmatch cooking competition shows; 3- interdimensional physics; 4- stellar sportsball stats; 5- exotic intoxicant drinks; 6- cats.
3-4	Obsessed with a particular type of thing, to the point of stealing, hoarding, and playing with them. Roll 1d6: 1- food; 2- action figures/dolls; 3- keys; 4- shiny trinkets; 5- photos in frames; 6- wires.
5-6	Exhibits the mannerisms and behavioral traits based on a character from an old TV transmission. Roll 1d6: 1- a '70s politician; 2- a vaudeville performer; 3- an '80s action hero; 4- a game show host; 5- a news anchor; 6- a cooking-show chef.

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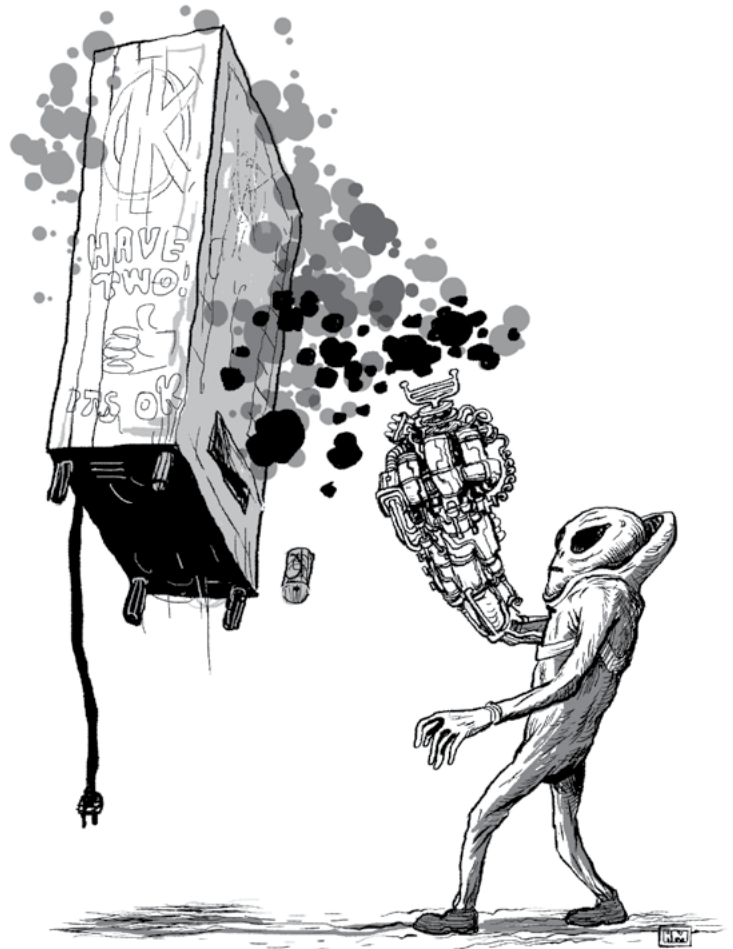
Telekinetic Gauntlet - This ornate silvery glove can project an invisible hand at a range of Personality Attribute $\times 5$. The effective Strength of the hand is 22 (+5) but its effective Agility is only 10 (+0). If used for an “unarmed” attack, it inflicts $1d3+5$ damage on a successful strike. The gauntlet can be used for a total of minutes per day equal to the user’s Personality modifier +1. Continuing to use it will require a Willpower save (DC 12 + 1 per extra minute used) each minute or suffer $1d3$ points of temporary Personality damage.

Undo Button - These rare and valuable devices are one-use only and disappear after activation. Due to the nature of the device it is theorized that there may only be one in existence and that it simply moves physically and temporally through our universe each time it is used. Regardless, it appears as a simple 6” orb with an obvious latch to open it. Once open, there is an obvious button and clear instructions on how to use it.

When activated, the user can “undo” one action by rolling time back up to three minutes. Anything that happened during the specified “undo” time did not happen. At some point during the instantaneous chrono-shift, the Undo Button will vanish. Note that some poly-dimensional or pandimensional beings, and their actions, may not be affected by an Undo Button’s activation. In addition, there is an 8% chance that using an Undo Button will summon $2d4$ irate quantum apes (TMM, pg 129) to the user’s location.

FORGOTTEN TECH OF THE UN MEN

In the northern lands of Aetheria lay buried many relics of an ancient conflict that occurred shortly after the Great Cataclysm. A race of robotic warriors programmed with human consciousness, the Un Men (TMM, pg 177), seized what industrial resources remained in those areas under a hail of blaster fire. This started what became known by scholars as “The Forgotten War,” which raged for several decades before the Un Men were defeated. Afterwards, the survivors of the war took up an agrarian lifestyle, eschewing most technology, and left many of the weapons used in the war where they lay in the battlefields. These discarded technological marvels are known as Forgotten Tech.



All Forgotten Tech depends on alien power cells, rectangular fist-sized batteries that hold a maximum of 50 charges (roll $5d10$ to determine starting load) and can be used to operate all Forgotten Tech—for a time. When all charges are used up, the equipment immediately ceases to function (a disturbing development in flying devices) until a new cell is loaded. Some have discovered the secret of reloading, but many others discard the item after it “stops working.”

In addition, Forgotten Tech is aged and finicky. Each time it is used, the wielder must roll $d20+Luck$ Mod against an escalating DC that starts at 5 and increases by 1 for each time the technology is used that day. Failure means a malfunction will occur in $1d3$ rounds, after which the power cell is drained. Roll $1d4$ for warning alert of the impending meltdown: (1) a calming musical tone; (2) smoke and heat; (3) a trilling electronic scream; (4) a flashing light of a random color. Roll $1d8$ on the table on the following page to determine the malfunction’s effect, modified by Luck.

Result	Effect
1 or less	Delay. The equipment ceases to function only to spark back to life in 1d3 turns whereupon it immediately performs its function.
2	Equipment simply refuses to function. The user must roll under their Luck on the next operation, after swapping in a fresh power cell, to see if it reboots. If this roll fails, reroll on this chart.
3	Blinding flash. All within 10' of the device must make a Fort save (DC 15) or be Blinded (USG, pg 101) for 2d3 rounds.
4	Stunning blast. The person holding it must make a Will save (DC 15) or be Stunned (USG, pg 101) for a turn.
5	System purge. Equipment immediately uses all remaining charges in one round as if it were an Advanced item (see below): blast rays fire one supercharged shot at whatever the wielder is pointing at, jet-packs fly in the direction last directed at maximum speed, etc.
6	Emergency venting. All within 5' suffer damage equal to 1d4+1 per charge remaining in the power cell. A Reflex save (DC 13) can be made to only suffer half damage.
7	Meltdown. The piece overheats and melts, causing 1d4+2 fire damage for a number of rounds equal to the charges remaining in the power cell, setting fire to any flammable materials in a 10' radius and destroying itself.
8+	Detonation. All remaining charges discharge, causing 2d4+4 damage for every remaining charge in a 20' radius and destroying the device.

The chief tenant of Forgotten Tech is similar to that of fast food: it is cheap for an advanced society to produce, the ingredients (power cells) are interchangeable, and it is available in three types.

Basic Tech is able to discharge one charge of the power cell per activation. This discharge triggers a benefit with a value of 1d6+2 that is appropriate to the technology: a basic blaster will do 1d6+2 damage, a basic jet-pack can move the user 1d6+2 x 5', a basic force field absorbs 1d6+2 points of damage, and strength-enhancing harnesses add 1d6+2 to



the wielder's Strength Attribute for one round. **Intermediate tech** discharges precisely two cells per round (2d6+4), and **Advanced tech** is able to discharge anything from one charge to a full cell in one round.

When Forgotten Tech is found, roll d20+Luck Mod: Under 10 means it is a basic device, 15-19 indicates an intermediate device, and 20+ means it is an advanced device.

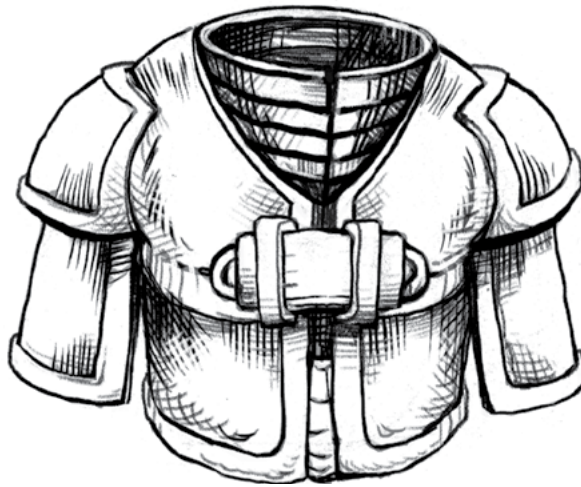
Blast rays were developed by the Un Men to be used on living targets without damaging infrastructure. The energy is absorbed by most nonliving matter, and is easily reflected by power swords, discussed later.

***Blast ray:** damage 1d6+2 or more, based on type; range: 70/140/210*

Intermediate blast rays may fire a single shot or a 20' wide cone (costing 2 charges and delivering 1d6+2 damage) and an advanced blast ray can fire a 20' radius explosive blast (costing 5 charges per 1d6+2 damage).



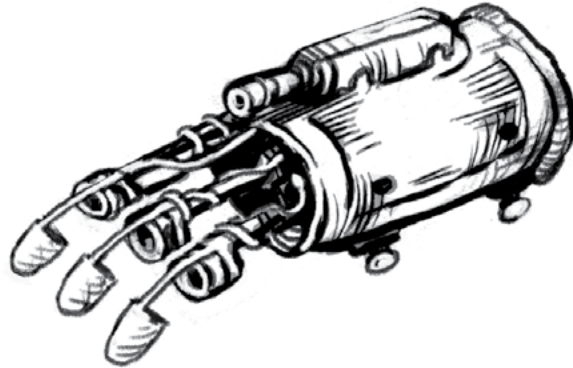
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Power harnesses are chest pieces or breastplates that provide benefits to their wearer. All power harnesses grant the wearer +2 to their AC as most direct attacks seem to be directed towards their nigh-indestructible surface. Basic harnesses have 1d3 powers, intermediate harnesses have 1d3+1 powers, and advanced harnesses have 1d3+2. Roll 1d30 to determine the powers of a particular harness, ignoring duplicate results.

Roll	Power
1-5	Flight: Each charge spent allows Movement equal to $(1d6+2) \times 5'$.
6-7	Force field: Each charge spent soaks $1d6+2$ damage from all attacks this round. If no damage is dealt, the charge is still spent.
8-10	Strength boost: Each charge delivers a Stat boost of $1d6+2$ for one round. See Table EAB: Extended Attribute Bonuses (USG, pg 168) for Attribute values above 18.
11-13	Agility boost: Each charge delivers a Stat boost of $1d6+2$ for one round. See Table EAB: Extended Attribute Bonuses (USG, pg 168) for Attribute values above 18.
14-15	Life support: Protects the wearer from environmental hazards and complete vacuum. One charge per 10 rounds for a basic harness, one charge per turn for intermediate harnesses, and one charge per hour for advanced harnesses.
16	Solar panels: For each hour spent in direct sunlight, the harness will restore one charge to the power cell. An advanced harness can recharge up to three power cells at once, one charge per hour.
17-18	Superspeed: Each charge spent will increase the wearer's Move by $1d6+2'$.
19-21	Blaster ray: This harness has a built-in blaster ray, usually firing from the centerpiece or shoulder pad.
22-23	Armored: This harness grants a [1d4] Armor Die (+2 steps) to the wearer with no increase in their fumble die or armor check penalty.
24-25	Holo-cloak: The wearer turns invisible and remains invisible for 1 round per charge spent. The effect remains as long as the wearer does not attack another creature. An advanced harness will allow a wearer to remain unseen while attacking.
26-27	Med-unit: One charge can be spent to instantly heal $1d6+2$ damage. An intermediate harness can heal a broken bone for two charges. An advanced harness can be used to heal others.
28	Extra power: This harness has two power cell connectors and is always found with two cells attached. An intermediate harness has three cell connectors and an advanced harness has four.
29-30	Spider climb: For one charge per round, the wearer gains the actual climbing ability of a spider, even when using gloves and shoes, and when carrying objects in hand. The wearer can hang upside down, climb completely vertical surfaces with no handholds, move across spider webs, and even scurry along upside down at obtuse angles. The wearer moves at their normal speeds and need never make climb checks.

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Power gauntlets are a single piece or pair of heavy handwear that covers most of the forearm. These grant a +1 AC bonus to the wearer. In addition, basic gauntlets have one power, intermediate gauntlets have 1d3 powers, and advanced gauntlets have 1d3+1. Roll 1d20 to determine the powers of a particular gauntlet, ignoring duplicate results.

Roll	Power
1-3	Blaster ray: This gauntlet has a built-in blast ray.
4-6	Cestus: When employed as a melee weapon, it inflicts 1d5 damage plus 1d3 points per charge expended.
7-8	Grapple launcher: For one charge the wearer can fire a grappling hook and line up to 200'. A ranged attack with a +4 bonus must be made to hit an exact target. For an additional charge per round, the gauntlet will retract the line at a rate of 40' and move up to 500lbs.
9-10	Shocker: The gauntlet can fire an arc of electricity out to 20' as a ranged attack. A successful hit will inflict 1d6+2 damage per charge used and the target must make a Fort save (DC 13+2 per charge) or be Stunned (USG, pg 101) for 1d3 rounds.
11-12	Produce weapon: For one charge, the gauntlet can produce a melee weapon of the wearer's choice that will unfold from one of the arm guard's many compartments. It will function only for the wearer and deal normal damage. If the weapon leaves the wearer's grip, it will collapse next round and return to the gauntlet, regardless of distance. Intermediate gauntlet weapons deal +1d more damage than usual and advanced gauntlet weapons deal +2d damage.
13-14	Multi-tool: A tool appropriate to nearly any mechanical or electrical task can be unfolded from the gauntlet for one charge. This grants a +1d6+2 to the task at hand for up to a turn. Intermediate gauntlet tools will function for an hour on one charge and advanced gauntlet tools last 12 hours on a charge.
15-16	Drone: The gauntlet houses a tiny drone that can be launched and controlled for one charge per turn. It has a range of 1000', has a flying Move of 50', and is very difficult to detect (DC 17). The wearer can see and hear everything the drone does via a console on the gauntlet. Intermediate drones have an extended range of 1 mile and advanced drones have a range of 3 miles.
17-18	Shield: The gauntlet contains a collapsible shield that will increase the wearer's AC by +1 when extended, costing 1 charge to extend or collapse. The AC bonus can be boosted for one round by +1 per charge expended.
19-20	Mecha grip: For one charge, the wearer's gauntlet hand is considered to have a Str of 20 (+4) for 1 turn. This is increased to 23 (+5) for intermediate gauntlets and 27 (+6) for advanced gauntlets.

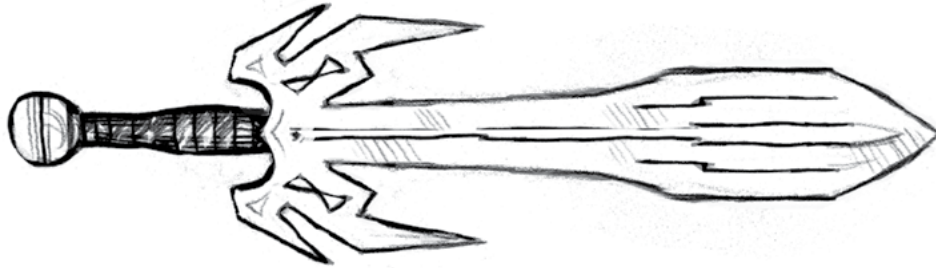
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Power helms are a full protective headgear, usually with ostentatious decoration. These grant a +1 AC bonus to the wearer. In addition, basic helms have one power, intermediate helms have 1d3 powers, and advanced helms have 1d3+1. Roll 1d20 to determine the powers of a particular helm, ignoring duplicate results.

Roll	Power
1-3	Blaster ray: This helm has a built-in blast ray.
4-5	Sensors: When activated, the helm conveys a +1d6+2 to all perception checks. This costs one charge per three hours. Intermediate helms also grant night vision and +4 versus all visual effect based spells or powers when active. Advanced helms can attempt to detect any one of the following at a time: radiation, life signs, temperature, energy levels, or toxicity.
6-7	Drone: The helm houses a tiny drone that can be launched and controlled for one charge per turn. It has a range of 1000', has a flying Move of 50', and is very difficult to detect (DC 17). The wearer can see and hear everything the drone does. Intermediate drones have an extended range of 1 mile and advanced drones can make HD recordings of their trips.
8-9	Actuator cam: The helm has a small extendable camera that can reach up to 5'. This can be used to peer around corners, through large cracks and such with little chance of detection (DC 20). This camera requires one charge per turn to use. Intermediate cameras have a reach of 10' and advanced cameras have a reach of 20'.
10-11	Connect: The wearer can use the helm to connect to any active wireless electronic device or communication band with a 70% chance of success. This costs one charge for every turn of use and has a range of 100'. Each additional charge expended raises the chance of success by +5% and the range doubles (x2, x4, x8, etc.).
12-13	Ultra-vision: For 1 charge per 10 rounds, the wearer can employ a suite of powerful x-rays, thermal cameras, and a number of other sensors to be able to clearly see through up to 3' of nearly any material, at a range of 10'. Intermediate helms can see through up to 5' of material at a range of 20' and advanced helms can see through up to 10' of material at a range of 30'.
14-15	Life support: Protects the wearer from environmental hazards and complete vacuum. One charge per 10 rounds for a basic helm, 1 charge per turn for intermediate helms, and 1 charge per hour for advanced helms.
16-17	Targeter: When activated, the helm grants the wearer +1 to all melee attacks and +1d3 to all ranged attacks. Each activation lasts 1 turn per charge. Intermediate targeters grant +1d3 to all melee attacks and +1d5 to all ranged attacks and advanced targeters grant +1d5 to all melee attacks and +1d7 to all ranged attacks.
18-19	Danger Warning: When activated, the helm grants the wearer +1d3 to all effects requiring Reflex saves that they could possibly see coming. Each activation lasts 1 turn per charge. Intermediate helms grant +1d5 to all effects requiring saving throws that they could possibly see coming and advanced helms grant +1d7 to all effects requiring saving throws that they could possibly see coming.
20	Hypno-emitter: When activated, the helm grants the wearer +1d5 to all persuasion attempts against beings with eyes. Each activation lasts 1 turn per charge. Intermediate helms grant a +1d7 bonus and advanced helms grant a +1d10 bonus.

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Uncommon Forgotten Tech

Power swords are the bizarre-looking weapons of the Un Men generals. The blades come in impossible shapes and are made of metals that can be any color on the spectrum—some even glow. Power swords do not suffer meltdowns or need power cells to function.

Power sword: *Damage 2d6+4; Special: redirect beam, other powers*

Redirect beam: Whenever an energy or light-based beam attack is targeted at a wielder of a power sword, the wielder can make a Reflex save vs. the attacker's unmodified attack or casting roll. If the roll is successful, the attack instead is redirected towards a new target. The wielder then rolls a missile attack at -1d to determine if the redirected attack hits the new target. Note: The wielder is able to redirect a beam attack that is **targeted** at them. The initial attack may not even be successful for the wielder to attempt to redirect it!

Other powers: Power swords also carry 1d3 unique powers. Roll 2d6 to determine the power(s). Each time 6-8 is rolled, the type of blaster imitated by the sword is improved: when rolled once treat as a basic blaster, twice intermediate, thrice advanced.

Roll	Power
1-2	Enhance: Improves Strength, Agility, or Stamina Stat by +2 as long as this sword is wielded. Roll randomly for the Attribute affected; may be gained multiple times as long as it applies to a different Attribute.
3	Boost: Once per day, the wielder gains an increase of Strength, Agility, and Stamina +1d6+2 for one hour. See Table EAB: Extended Attribute Bonuses (USG, pg 168) for Attribute values above 18.
4	Stunning: The power sword inflicts only non-fatal, subdual damage but its damage rating is increased by +1d6+2. All mechanical lifeforms struck suffer double subdual damage.
5	Blaster: The sword has a built in basic blast ray with unlimited power. If this result is rolled again, increase the base damage by +1d6+2.
6	Block: The sword has a 66% chance to automatically deflect any non-magical projectile attacks against the wielder.
7	Power: The sword is able to add charges to power cells at a rate of 1d3 charges per round if no other action is taken.
8	Spell catcher: Absorbs the magical effects of a spell targeted at the wielder when a successful Will save vs. the caster's roll is made. The stored spell must be released before a new one is absorbed. Releasing the spell allows the wielder to cast it at the spell's lowest successful effect level.
9	Entry: Opens any door, portal, or gateway it is pointed at with a 75% chance of success. On a failure, it cannot be attempted again for 24 hours.
10	Aura: The sword inflicts an extra 1d6 of special damage. Roll 1d10 to determine the damage type: (1) fire, (2) cold, (3) electric, (4) sonic, (5) extraplanar, (6) toxic, (7) demonic, (8) atomic, (9) radiation, (10) rock & roll.

The strange shape of power swords is due to the fact that they are each actually part of a larger mystic item which fits together as a puzzle. Each power sword has between one to five mates and when all are combined they lock together to form a larger item called a **Power Star** which functions as a wireless reserve of infinite power, able to power Forgotten Tech and recharge power cells. As there are no known functional power stars in existence, power cells are now the exclusive method to power Forgotten Tech.

NECROTECH OF OLD SEATTLE

Originally, there was open warfare between the necromancers dwelling in Old Seattle, who all hungered for the illicit arcane secrets of the Space Needle. After decades of war, the survivors decided that the cost was too high and peacefully settled on competitions of innovative necromantic discovery to determine who would gain access to the Space Needle's secrets each month. These competitions lead to many cutting edge advancements in the formation of un-dead, the many uses of reanimated flesh, and necromantic magic in general. The most widely known application of these discoveries has been NecroTech, advanced technological devices using reanimated flesh as nigh-perpetual motive force generators powered by necrotic energy batteries.

While these NecroTech devices can more commonly be found or acquired near Old Seattle, odd pieces of this macabre magical technology can be found through Umerica.

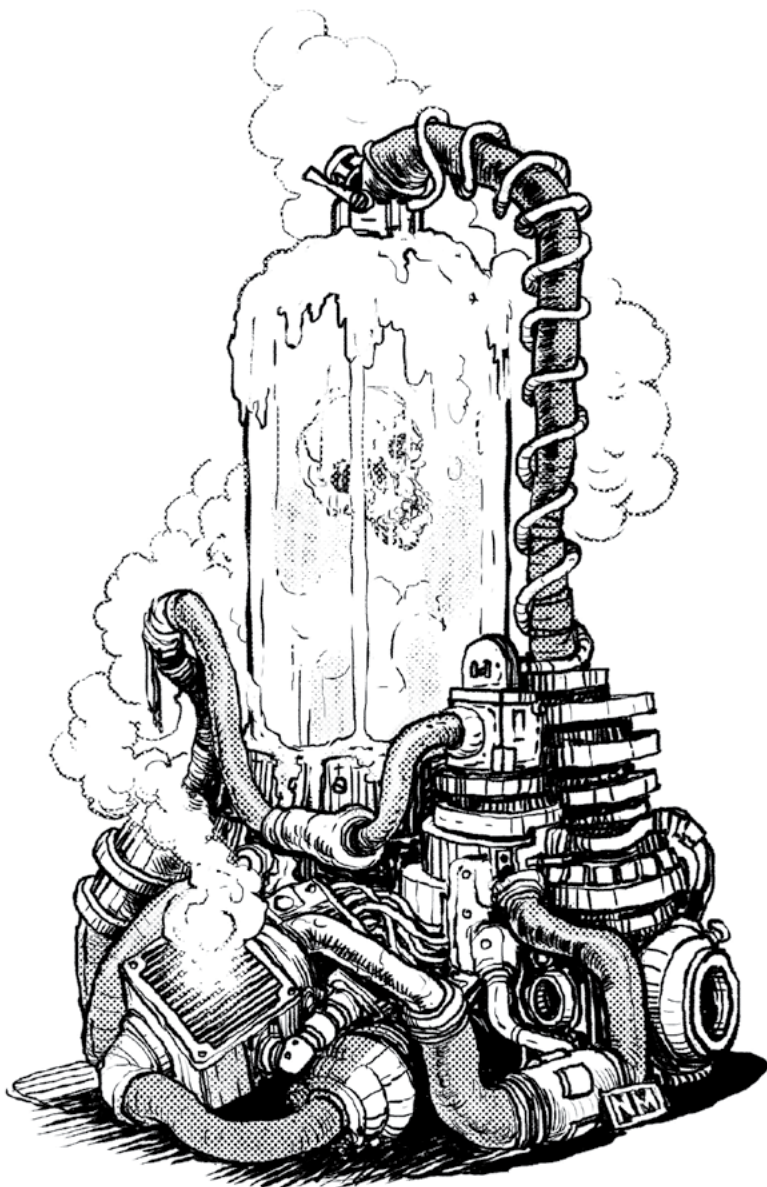
Necro-batteries

Most of the NecroTech devices encountered will require energy to function. The most common storage unit for this is necro-batteries, which resemble electrical charge packs but are much more ornate and usually covered in runes. Long term exposure to these batteries is said to have unsettling effects on living beings but such is hearsay and rumor. These are generally found in one of three sizes: small, large, or gigantic.

Small necro-batteries are cylinders roughly one inch wide and four inches long with several sharp prongs on one end to connect to an appropriate hand held NecroTech device. They hold up to 10 charges of energy.

Large necro-batteries are one foot cubes that are used to power vehicle sized devices or small industrial machines. These store and deliver a much more robust amount of energy than small necro-batteries and are measured with a Charge Rating die, similar to the Fuel die used for vehicles. The average large necro-battery has a maximum Charge Rating die of d20.

Gigantic necro-batteries are 10' cubes used



to power large industrial machines or act as a power plant for buildings. They deliver a similar level of energy as large necro-batteries but have a Charge Rating dice of 5d30.

Necro-batteries can be recharged by a number of means, some more grotesque than others. Below are a few of the more common ways to recharge.

Harnessed lightning (requires Int check DC 13): Using industrial metal scraps and a few hours of construction time, a lightning rod and collection system can be assembled to attract stray lightning bolts during a storm and funnel the energy into a necro-battery. This yields 1d3 recharge points per hour of the lightning storm. There is a 3% chance each hour of a catastrophic failure that

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delivers 6d6 lightning damage to anyone within 50' of the apparatus. The catastrophe will not harm the battery but instead yield 2d3 recharge points.

Standard electrical current (requires Int check DC 10): While not as effective as lightning, electrical current produced for common electronics can be used to recharge necro-batteries at a rate of 1 recharge point every 1d3 hours.

Spell power (requires casting roll): Spell effects that are necromantic or energy based may be used to recharge a necro-battery. Spells cast for the purpose of recharging have no other effect as the battery consumes them. The recharge points gleaned is based on the level of the spell cast or the number of damage dice inflicted, divided by two, whichever is greater.

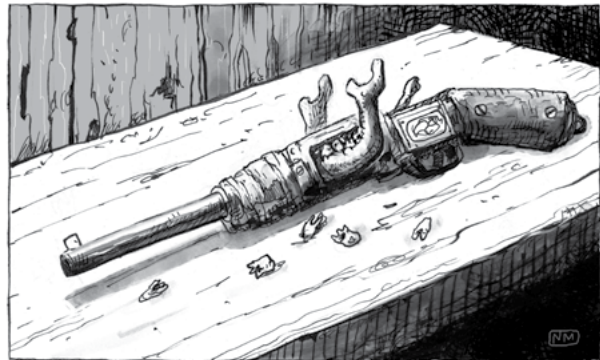
Harnessing un-death (requires attack roll): The animating forces within an un-dead being can be absorbed by a necro-battery to recharge it. This requires an electrical cable with a long, conductive lancet attached (Int DC 12 to construct) that must be thrust into an active un-dead corpse. Due to the unwieldy nature of the cable, all attacks made with it are at a -1d. If the attack is successful, 1d3 HD are drained from the un-dead and converted into 1 recharge point. An un-dead reduced this way to 0 HD is destroyed. Intelligent un-dead may make a Willpower save (DC 12) to avoid being drained. Theoretically, a living being might be able to be drained in a similar way...

A recharge point will increase a necro-battery's current Charge Rating die by +1d, up to the maximum the battery can hold. For small necro-batteries, 1 recharge point will restore 10 charges. Banks of small necro-batteries can be linked together for group recharging.

Examples of NecroTech

Flesh engines

These hideous, muscle-driven motors create a tremendous amount of torque for comparatively small amounts of necrotic energy. A downside is the slightly unnerving sound and smell of searing flesh



that emanates while they run. If used to replace vehicle combustion engines, they reduce the Speed and Max values by 1 but the Fuel die is replaced by a large necro-battery with a Charge Rating die of d20. For big vehicles (i.e. buses, semis, etc.), several large necro-batteries can be matched together with max Charge Rating dice of 3d20. Smaller flesh-motors can be used to run power tools and the like. These will function for one hour per charge of a small necro-battery.

Jaw bolters

These weapons appear to be some sort of rifle augmented with fleshy actuators and a humanoid jawbone inserted into the side of the weapon. With internal feed mechanisms, the weapon plucks the teeth off as the jaw feeds through the rifle, similar to an ammo belt, and techno-magically fires the teeth out like bullets. To reload, just insert another jawbone full of teeth. The jaw bolter uses a small necro-battery and expends 1 charge for each full jawbone of teeth fired.

To function as ammunition for the jaw bolter, a lower jawbone must be intact when removed from the head and generally stripped of flesh. This takes anywhere from roughly five minutes for a fresh corpse to 1 round for old but intact skeletal remains.

Jaw bolter: damage die d7; ROF single fire or auto; range 60/120/180; ammo capacity 1 jawbone/~16 teeth; small necro-battery life 10 jawbone/160 teeth.

Nexoskeleton

These gruesome monstrosities are industrial exoskeletons intended to augment a wearers physical strength and carrying capacity, built from repurposed un-dead tissue attached to steel frames. They are designed to read the motor muscle signals

of the living being strapped into them and to match any movements made. Due to the eerie sensations experienced during the muscular synchronization, anyone attempting to use one of these apparatuses must make a Willpower save (DC 10) to do so and again once each hour they are strapped into it. Failing the save results in the person being unable to operate the nexoskeleton for 4d6 hours. On a critical fail, they can never operate one again.

Operating a nexoskeleton gives the driver an effective Strength of 24 (+6) and +2d to any Strength checks regarding lifting or carrying heavy loads. Nexoskeletons are powered by a large necro-battery and must make a Charge Rating die roll each hour of continuous use (DC 10) or lose 1d of charge. Any delicate movements are made at -2d to the Agility check or Reflex save. If used in combat, the nexoskeleton grants two steps (d4) of Impervious armor and its lifting claws inflict 1d6+6 damage. If attacked directly, a nexoskeleton can suffer 50hp of damage before it becomes inoperable. A nexoskeleton is considered a large-sized creature.

While quite rare, nexoskeletal warframes have been seen. These have been outfitted with armor plating (Armor Die 1d7 Impervious), giant melee weapons (3d6+6 damage), and possibly a Support Class Weapon (USG pg 137). In addition, these warframes can withstand 100hp of damage before becoming inoperable.

PSIONIC ARTIFACTS

Sniffer

The uninformed or inexperienced psion might think that they operate in such a way that they can get away with just about anything. Though most behave in a lawful manner, there is the occasional miscreant who abuses his powers abundantly, then walks away as if he is immune to consequences because their power will ensure that they never gets caught.

For such miscreants (or for whatever psion one wishes to catch) there is: The Sniffer!

This item appears as a small (fits in the palm of a normal human hand) brass hound-dog wearing a gas mask, with an enormously exaggerated cranium. In the hands of a sensitive psion, the item can be attuned to follow the psychic “tracks” of one

particular target psion. Once attuned and activated, the statuette begins walking about, swiveling its head from side-to-side, sniffing the air and ground for the scent of the target.

The sniffer must first be made to “submit” to its new master. This is done through a 1-round psychic duel, with the sniffer using a d16 action die and accessing either Psychogeography or Clairsentience attacks and defenses. If the psion fails to subjugate the sniffer in the first round, they must wait another 24 hours before the attempt can be made again.

Once submission has been attained, the psion must provide a “scent” to guide the sniffer. If the “target” to be tracked has recently been psionically active nearby, the scent is easily caught. Another way to give the sniffer the target’s scent is through any ill-effect latency: for example, if the controlling psion has recently suffered defeat in a psychic duel or suffered injury at the hands (or mind) of the target-psion. The controlling psion must psychically “bleed” for the sniffer to pick up the scent. This manifests as 1 point of temporary attribute damage to the controlling psion. The player chooses which ability is affected.

Once the scent has been gained, the sniffer tracks the target at a movement rate of 40’. It will unerringly follow the target’s trail over any terrain, regardless of the ability of the controlling psion to follow. If they lose contact, the sniffer will continue on until it either finds the target or loses the scent. If the target has taken flight, the sniffer sniffs the air and is able to follow the flight path for up to one mile. If the target has passed through water, the sniffer has a 30% chance of picking up the scent up to one mile from where the target entered the water. This may require transporting the sniffer across rivers, lakes, etc. Remember: brass sinks. If the scent is not picked up within 24 hours, it is lost.

After 24 hours, or upon coming within 50’ of the target, the sniffer stops tracking and becomes still. Another attempt may be made after a 24 hour rest period.

Tinfoil Helmet

The tinfoil helmet doesn’t *actually* have to be tinfoil. But seeing that it was invented by conspiracy-theory loving mad scientists, it should be goofy and impractical to wear.

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But the goofiness, while incurring a -1 to Personality when worn, serves a purpose. These rare artifacts allow the wearer to dampen or prevent the effects of some mental attacks: A useful thing for poor, defenseless “normals” in a world of with psions! The device, when found, will have 5-50 charges left in it. The wise human who wears this will learn that by manipulating knobs, twisting dials, and even hitting oneself upside the head, the tinfoil Helmet can protect one as follows:

- 1 Charge - add +2 to any Willpower save against mind control or deceiving effects.
- 2 Charges - any attempt at mind control or other deception by an opponent is done at -2d.
- 5 Charges - any attempt at a mental attack that causes damage or a lowering of ability scores is reflected back on the attacker as it was initiated by the attacker.

This artifact was built by and for non-psions of human descent. Mutants, robots, and other non-humans who attempt to use the tinfoil helmet will suffer an immediate mental feedback which causes 4d6 of damage and knocks the wearer unconscious for 1d4 hours.

LIVING CRYSTAL

While many materials can hold a psychic impression or house an intelligence, the substance known as Living Crystal is the most receptive and durable. This crystal does occur naturally in some deep caverns influenced by extra dimensional forces but most of the items encountered that are created from it are specially grown by a rare type of psychic known as Crystal Shepherds. These blind, deaf, and usually mute people experience existence using only their minds and can shape the crystals as they grow by telepathically singing to them.

To say that objects made of living crystal are rare would be an understatement. It is suggested that they should be at least as rare as powerful magical objects in a campaign. One of the most common forms that living crystal is encountered in is that of an intelligent weapon.

Living Crystal Weapons Basic Characteristics

Harder Than Steel: All items crafted from living crystal are extremely hard to sunder by normal means. They are immune to mundane threats such as fire, cold, acid, and the like. In addition, should any spell or table effect result in a damaged or broken weapon, the living crystal weapon can make a 1d30 check against its Hardness to ignore the effect. Also, living crystal cannot be affected by powers or spells that reshape or destroy an object unless they can affect materials considered indestructible.

Willful: By its very nature, a living crystal weapon has a mind of its own. The Personality and Intelligence Attributes of the weapon will be based on how powerful it is (see table LCW-4: Potency). Should weapon and wielder become at odds due to conflicting ambitions, the weapon can attempt to dominate the wielder via a contested Personality check each round until they come to terms. Whoever wins each round is in control.

The wielder, while in control, can always discard the living crystal weapon to be free of its influence. Conversely, the weapon can impose up to a -2d penalty to wielding it. Should the weapon feel working with a wielder is a lost cause, it can attempt to forcefully wrench itself from their grasp with an opposed Strength check utilizing its Personality Attribute in place of Strength.

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Influence: Should the wielder of a living crystal weapon not share the same alignment, the weapon can subtly convert the wielder to its core values with telepathic whispers to their subconscious mind. Each week the wielder is in direct possession of such a weapon, they must make a Willpower save against the living crystal weapon's Personality Attribute. Should they fail five times within the first three months that the wielder took possession of the weapon, they will be forced to adopt the weapon's

alignment as their own. If they are not converted within those three months, they are now immune to the conversion abilities of that weapon.

Intolerant: No living crystal weapon will ever willingly serve a wielder who already has another such weapon in their possession. The only exception to this is if both items were crafted together for the purpose of being a matched pair. Then they consider themselves to be siblings and will generally abide to serve the same wielder.

Table LCW-1: Weapon Type

Roll two separate d4s, one for the column and one for the row.

	1	2	3	4
1	Battleaxe	Club	Dagger	Dart
2	Flail	Handaxe	Javelin	Lance
3	Longsword	Mace	Polearm	Short sword
4	Spear	Staff	Two-handed sword	Warhammer

Table LCW-2: Potency

Roll 1d100 modified by 5% per point of Luck Mod.

	Bonus	Per	Int	Hardness	Special
0-19	+1	2d6+2	2d6+2	Safe on 18+	75% chance of a minor gift
20-39	+1	2d6+4	2d6+4	Safe on 15+	One minor gift. 50% chance of a second minor gift.
40-59	+2	2d5+6	2d5+6	Safe on 12+	1d3 minor gifts. 30% chance of a major gift.
60-79	+3	2d5+8	2d5+8	Safe on 9+	1d3+1 minor gifts. 60% chance of a major gift. 30% chance of a second major gift.
80-99	+4	2d4+10	2d4+10	Safe on 6+	1d4+1 minor gifts and 1 major gift. 50% chance of 1d3 additional major gifts.
100+	+5	2d4+12	2d4+12	Safe on 3+	2d3 minor gifts and 1d3+1 major gifts.

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Table LCW-3: Favored Foe

For each instance a Gift refers to a Favored Foe, roll 3d8. Per GM approval, multiple gifts can refer to the same foe type.

Roll	Result	Roll	Result	Roll	Result
3	Aliens	10	Fey	17	Reptiles
4	Animals	11	Humans	18	Robots
5	Demons	12	Insects	19	Serpents
6	Dinosaurs	13	Machines	20	Shapeshifters
7	Dragons	14	Mutants	21	Spellcasters
8	Elementals	15	Oozes	22	Un-dead
9	Extra Dimensional Beings	16	Psions	23	Vehicles
				24	Roll again on the chart twice and the instance applies to both types of foe

Table LCW-4: Alignment & Goal

Roll two separate d10s, one for the column and one for the row.

	1-3: Lawful	4-7: Neutral	8-10: Chaotic
1	Create and reinforce order wherever you go.	Never upset the status quo more than is necessary.	Leave a trail of anarchy in your wake.
2	Thwart the schemes of chaotic deities or patrons whenever possible.	Help those oppressed by the machinations of uncaring gods to be free of deific dependance.	Undermine the plans of lawful deities or patrons whenever possible.
3	Foil the plans of all demons of Chaos and slay as many as you can.	Undo the unbalancing works of all extraplanar beings and banish them from this dimension.	Expose the tyranny of lawful extraplanar beings and vanquish as many as you can.
4	Bring sound justice and judgement to those whose souls are corrupted.	Restore balance in places where you find undue oppression or anarchy.	Free those burdened by the chains of merciless order and dogma.
5	Protect all who teach and preserve knowledge.	Protect all who cultivate the land and shepherd the animals.	Protect all those who forge freedom and individuality into song and artistry.
6	To defend the weak, the sick, and the poor.	To forward the redistributive balancing of wealth between the rich and the poor.	To sunder the power of the wealthy and privileged.
7	To seek the <i>(insert name of person, place or thing)</i> with all haste.	To guard the <i>(insert name of person, place or thing)</i> with all honor.	To destroy the <i>(insert name of person, place or thing)</i> without hesitation.
8	To protect the interests of <i>(insert kingdom or country)</i> above all other duties.	To return the rule of <i>(insert kingdom or country)</i> to its original sovereign.	To claim <i>(insert kingdom or country)</i> for glory and profit.
9	To bring law and order to the land.	To bring harmony and peace to the land.	To bring great change to the land.
10	To kill <i>(see table LCW-3: Favored Foe)</i>	To kill <i>(see table LCW-3: Favored Foe)</i>	To kill <i>(see table LCW-3: Favored Foe)</i>

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Table LCW-5: Personality Traits

Roll 1d3 to determine how many traits and then roll 1d200 for each trait.

1- Absentminded	51- Energetic	101- Logical	151- Resentful
2- Aggressive	52- Enthusiastic	102- Loyal	152- Reserved
3- Agreeable	53- Envious	103- Malicious	153- Respectful
4- Ambitious	54- Faithful	104- Mechanical	154- Rigid
5- Angry	55- Fanatical	105- Meddlesome	155- Ritualistic
6- Anxious	56- Farsighted	106- Melancholic	156- Sadistic
7- Apathetic	57- Fatalistic	107- Mellow	157- Sarcastic
8- Argumentative	58- Fawning	108- Methodical	158- Scheming
9- Authoritarian	59- Fearful	109- Miserly	159- Scholarly
10- Bland	60- Fiery	110- Modest	160- Scornful
11- Blunt	61- Flamboyant	111- Moody	161- Scrupulous
12- Brutal	62- Foolish	112- Moralistic	162- Secretive
13- Calculating	63- Forceful	113- Morbid	163- Self-conscious
14- Calm	64- Forgetful	114- Naive	164- Selfless
15- Cantankerous	65- Forgiving	115- Narcissistic	165- Sentimental
16- Careless	66- Formal	116- Neurotic	166- Serious
17- Cautious	67- Friendly	117- Nihilistic	167- Shallow
18- Cheerful	68- Frightening	118- Obedient	168- Shortsighted
19- Childish	69- Frivolous	119- Obnoxious	169- Shrewd
20- Clever	70- Frugal	120- Obsessive	170- Shy
21- Compassionate	71- Gallant	121- Opinionated	171- Skeptical
22- Conceited	72- Generous	122- Optimistic	172- Slow
23- Confused	73- Gentle	123- Outspoken	173- Sociable
24- Conservative	74- Gloomy	124- Paranoid	174- Sordid
25- Considerate	75- Gracious	125- Passionate	175- Spontaneous
26- Contemplative	76- Greedy	126- Passive	176- Steadfast
27- Contradictory	77- Gullible	127- Patient	177- Strict
28- Cooperative	78- Hateful	128- Perceptive	178- Stubborn
29- Courageous	79- Haughty	129- Perfectionist	179- Subtle
30- Cowardly	80- Hedonistic	130- Persuasive	180- Superficial
31- Critical	81- Helpful	131- Perverse	181- Suspicious
32- Crude	82- Hesitant	132- Petty	182- Sympathetic
33- Cruel	83- Honorable	133- Pompous	183- Tactless
34- Curious	84- Humble	134- Possessive	184- Thorough
35- Cynical	85- Humorous	135- Practical	185- Thoughtless
36- Deceitful	86- Idealistic	136- Precise	186- Timid
37- Decisive	87- Ignorant	137- Prejudiced	187- Tolerant
38- Demanding	88- Impassive	138- Principled	188- Treacherous
39- Destructive	89- Impatient	139- Protective	189- Trusting
40- Determined	90- Impersonal	140- Proud	190- Uncaring
41- Devious	91- Impulsive	141- Provocative	191- Uncharitable
42- Discouraging	92- Inconsiderate	142- Prudent	192- Understanding
43- Disrespectful	93- Indecisive	143- Purposeful	193- Unprincipled
44- Dogmatic	94- Insensitive	144- Pugnacious	194- Upright
45- Domineering	95- Insightful	145- Questioning	195- Vacuous
46- Dramatic	96- Insulting	146- Quiet	196- Vague
47- Dutiful	97- Intolerant	147- Quirky	197- Vindictive
48- Egocentric	98- Irrational	148- Reflective	198- Whimsical
49- Eloquent	99- Kind	149- Regretful	199- Willful
50- Empathetic	100- Lazy	150- Relaxed	200- Wise

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Table LCW-6: Minor Gifts

Roll 1d20

Roll	Result
1	Hate Filled - Each blow against its Favored Foe delivers double the result of the weapon's damage die before modifiers (Str Mod, Bonus Mod, etc.).
2	Hunter - Detect the presence of its Favored Foe, range 1d5x20'.
3	Vigilant - The weapon may act as a sentry with a 720° sensory range of 3d3x10' for up to eight hours at a time. Its ability to detect is not hampered by lighting conditions but does require line-of-sight. Stealth checks are made against its Int.
4	Linguist - Can translate any spoken language for up to an hour, a number of times per day equal to its bonus.
5	Sea Charmed - Allows the wielder to breath safely under water for its bonus in turns per day.
6	Swift - Adds 5' to the wielder's Move.
7	Psi-sense - Can detect psionic beings and objects within 1d5x10'.
8	Restorative - the owner will recover an additional 1d3 hp after a good night's rest as long as it is by their side.
9	Toxin Wise - The weapon can automatically detect any poison within 3' on an Int check (DC 10). If failed, it may try again each minute.
10	Back Guard - Up to a number of times per day equal to its bonus, the weapon will warn its wielder of a backstab attack, foiling the automatic critical ability.
11	Returning - Should this weapon be thrown or knocked away, it will telekinetically return to the wielder's side in 1d3 rounds.
12	Mind Shove - Up to a number of times per day equal to its bonus, the weapon will project a 5' wide disc of force that will push man-sized foes back 1d3x5' with an effective Strength of 15+bonus.
13	Baneful - This weapon causes an additional +1d3 damage with each hit. Also, all critical hit rolls are increased by +1d3.
14	Foci - Adds a +1 bonus to all Focus die rolls for one Discipline, roll 1d4: 1 - Psychometabolism, 2 - Clairsentience, 3 - Psychokinesis, 4 - Telepathy.
15	Purposeful - Against its Favored Foe, this weapon gains +2 to hit, +2 to damage, and +2 to its critical hit range.
16	Luminescent - On command, the weapon may generate a varying amount of light, as little as a dim 3' glow to illuminating a 50' radius area. The color of the light will vary by the weapon's alignment: golden for lawful, greenish for neutral, and purplish for chaotic.
17	Treasure Finder - Will alert the wielder of the presence of gold and gemstones at a range of its bonus x10'.
18	Extinguisher - Can snuff out the flames of all candles, lamps, lanterns, or torches within 50' a number of times per day equal to its bonus +1.
19	Cruel - Inflicts a cumulative +1 damage on each successive strike against the same target. This effect is doubled when attacking its Favored Foe.
20	Deathdealer - The weapon's critical range is increased by 2, allowing it to critical on a natural roll of 18-20. This stacks with a warrior's natural crit-range bonus.

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Table LCW-7: Major Gifts

Roll 1d14

Roll	Result
1	Slayer - When facing its Favored Foe, the wielder gains +2d4 to hit and damage plus the foe must make a Fort save (DC weapon's Pre) or die.
2	Mind Ripper - Each successful hit does an additional 1d3 Int damage to the foe.
3	Will Shredder - Each successful hit does an additional 1d3 Per damage to the foe.
4	Essence Drinker - Each successful hit does an additional 1 point of Str and Sta damage to the foe.
5	True Hate - Each blow against its Favored Foe delivers triple the result of the weapon's damage die before modifiers (Str Mod, Bonus Mod, etc).
6	All Seeing - The weapon may act as a sentry with a 720° sensory range of 2d4x20' for up to 24 hours at a time. Its ability to detect is not hampered by lighting conditions or materials less than one foot thick. Also, it may make an Int check (DC 10) to see invisible beings. Stealth checks are made against its Int+4.
7	Mindsight - The wielder can detect all invisible and concealed beings or objects within the range of the weapon's Int Attribute in feet at all times. Favored Foes can be detected at a range of the weapon's Int Attribute x3.
8	Healer - The weapon may heal a number of HD equal to its bonus per day.
9	Baneful - This weapon causes an additional +1d5 damage with each hit. Also, all critical hit rolls are increased by +1d5.
10	Minor psion - Can invoke one Tier 1 power (determined randomly) up to a number of times per day equal to its bonus +1. The invoke roll is made with a 1d20 action die and a 1d4 Focus die.
11	Autonomous - The weapon may telekinetically wield itself in combat for up to a total number of rounds per day equal to its bonus x10. It employs 2d16 action dice and adds its Per and bonus to all attacks. The weapon will remain within 10' of the wielder at all times.
12	Missile Deflection - The weapon increases the wielder's AC versus missile attacks by its bonus as long as it is in hand. Also, a point of Luck may be spent to deflect any non-area effect magical ray or missile attack made against the wielder. Deflecting multiple missiles from one spell result counts as one attack.
13	Unseen - The weapon can make the wielder invisible for one minute (10 rounds) a number of times per day equal to its bonus. Attacking does not dispel the invisibility.
14	Vampiric - ½ of all hit point damage inflicted by the weapon upon the weapon's Favored Foe is syphoned into immediate healing to the wielder, up to a maximum of its bonus x 10 hp per day.

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PSYCHOGENIC BAUBLES

Never bigger than two inches in their largest dimension and intricately carved from stone, wood, bone, crystal, or found artifacts—these trinkets are deceptively powerful for their size. When touched with bare skin they will feel warm and give a non-threatening sense of “being alive” to those in contact with it. While not truly intelligent or aware, psy-baubles will always attempt to be helpful to their owners as best as they can.

After holding one for a moment, a psion will automatically know it is a psychically powerful item and how to use it. Others attempting to employ them will have to experiment. To activate a psy-bauble, one simply must hold it to one’s temple for a few moments and then release it. It will then begin gently orbiting around its owner’s head. A psy-bauble can be deactivated by the owner easily plucking it from its lazy orbit or from a foe successfully swatting it away (AC 15 in combat or via Mighty Deed).

A person may have a number of psy-baubles active equal to their Personality Mod +1, with a minimum of 1. If they are a psion or otherwise psychically adept, they may have up to double this. If an attempt is made to activate more than this, all the currently active psy-baubles will deactivate and drop to the ground.



If the psy-bauble’s ability requires invoking, this can be done as a free action but a non-psion must make a Willpower save (DC 10) to do so successfully. For psions the invocation is automatic. Note only one active psy-bauble can be so directed each round. Those that have continuous effect abilities do not require direction.

While powerful, psy-baubles are a bit unstable and can easily burn out, causing them to become cracked and useless. For every hour they are kept active there is a cumulative 1% chance they will burn out. This will reset after being deactivated for at least eight hours.

Table RPB1-1: Random Psy-Bauble Found

Roll 4d14, modified by Luck. If doubles or triples are rolled, an additional random psy-bauble is present. No more than 4 psy-baubles can be found together in this way.

Result	Effect	Object
5 or less	This psy-bauble is flawed and has a cumulative 10% per hour chance to burn out. Roll on this chart again to determine its ability. Doubles and triples do not generate extra psy-baubles.	Any
6-7	Grants perfect vision in any lighting condition, range 100’.	Glass eyeball
8-9	Backstab attacks do not inflict an automatic critical against the user.	Toy plastic turtle
10-11	Projects an invisible shield. Increases AC by +2 versus one opponent. Must be directed.	Clear glass marble
12-13	Grants +2 to one save type while active. Determine the save when acquired, roll 1d3: 1-Fort, 2-Ref, 3-Will.	Tiny metal horseshoe
14-15	Energy beam (atk +3 damage 1d5, range 20/40/60, Action die: 1d20). Must be directed.	Tiny plastic toy laser pistol
16-17	The user heals 1 hit point per turn.	Small glass vial filled with liquid
18-19	Grants double movement while activated.	Blue metal lightning bolt

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Table RPF-1: Random Psy-Bauble Found (continued)

Roll 4d14, modified by Luck. If doubles or triples are rolled, an additional random psy-bauble is present. No more than 4 psy-baubles can be found together in this way.

Result	Effect	Object
20-21	Grants a +1 to one Attribute while active. Determine the Attribute when acquired, roll 1d5: 1-Str, 2-Agi, 3-Sta, 4-Per, 5-Int.	Blue plastic 10-sided polyhedral die
22-23	Energy beam (atk +5 damage 1d8, range 30/60/90, Action die: 1d20). Must be directed.	Spark plug
24-25	Any critical hit on the user is 1d less severe on the Critical Hit chart.	Tiny clear-plastic skull
26-27	Projects a large invisible shield. Increases AC by +4 versus one opponent. Must be directed.	Clear glass shooter-size marble
28-29	Gives the user a 1d3 Mighty Deeds die that can be used as though they were a warrior. Must be directed to perform a Deed.	Tiny plastic toy sword
30-31	Gives the user 270° of vision. They cannot be surprised and add +5 to all initiative rolls while active.	Miniature spyglass
32-33	Allows the users to employ one thief or thief-like skill with a +2d4+2 skill bonus. Determine the skill at random when acquired.	Allen wrench
34-35	Grants +2 to all saves while active.	Glass four-leaf clover
36-37	When active while sleeping, regenerates 1 Luck per day.	Rabbit's foot
38-39	Grants a second action die at -2d from the primary action die.	Plastic six-fingered hand
40-41	Grants a +2 to one Attribute while active. Determine the Attribute when acquired, roll 1d5: 1-Str, 2-Agi, 3-Sta, 4-Pre, 5-Int.	Orange plastic 30-sided polyhedral die
42-43	Grants a second action die at -1d from the primary action die.	Two-headed green toy soldier
44-45	Gives the user a Focus die of 1d3 in a random Discipline and 1d3 random Tier 1 powers from that Discipline. If the user already has a Focus die of that Discipline, it is increased by +1d and they gain access to one new power of that Discipline of their choice while the psy-bauble is active. Must be directed to access the Focus die.	Color-changing mood ring
46-47	Gives the user the ability to send a telepathic message of up to 10 words to any known target once per hour. Range is unlimited.	Plastic mouse figuring with an immense cranium
48-49	The user does not need air to breathe while activated.	A tiny plastic gas mask
50-51	Projects a force field granting an Impervious 1d4 Armor Die to the user (1d4 fumble die, 0 check penalty). Does not stack with other armors.	USB dongle
52-53	Grants a +2 to all rolls involving technology.	A car key
54-55	User may make an Intelligence check (DC 13) to comprehend any spoken or written language they encounter. May reroll once per hour.	A quarter
56+	This psy-bauble is perfect and will never burn out. Roll twice on this chart with a 1d50+5, ignoring this result. It has both abilities.	Any

Googly Eyes of Aldomarod the All-Seeing

These are a unique form of psychogenic baubles, each are 2" in diameter. Each is white, with a stylized spiral pattern where the pupil of an eye might be.

To use these, the psion must remove his own eyes and replace them with the googly eyes. If this is done the "old-fashioned way" i.e., with a dagger or stick, this

causes 2d8 of permanent hp damage and permanently lowers the Personality and Agility scores by 1 point each. In exchange, all Clairsentience and Telepathy checks are done at a permanent +2.



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XENOTECH

These items originate outside of Urth and its local native dimensional and chronological coordinates. Whether brought here by non-gray aliens, extra dimensional beings, or time traveling cephalopod tourists, these treasures now hide throughout the Umerican landscape waiting to be discovered.

Bin of Recycling - Bins of recycling are simple plastic bins with a sealable lid, carved with a strange set of three arrows orbiting an unseen triangle. The lid can be opened and items can be placed in or taken out. These bins come in sizes ranging from a small box to a large wheeled bin.

Refuse placed in the bin for 24 hours with the lid locked will transform into different, new items in a similar volume, regardless of the original materials or their condition. The strange technology/enchantment doesn't seem to care what the items were before, only that the overall volume of stuff seems to match. The bins only seem to work with what is commonly considered refuse, though what each bin considers refuse may be unique. If filled with what is not considered to be refuse, the lid will not lock. The inside of the bin itself is strangely clean regardless of what messy objects were thrown in or are removed after.

Once the lid is opened after transforming the refuse, the bin will not work again until seven full days pass. Live creatures locked in the bin must make a Fortitude save (DC 7) after the bin has been closed for an hour or be recycled to death. If they make the save, the bin cycle stops and the lid opens. The lid's seal can be forced open, Strength check (DC 10), which interrupts the cycle.

Roll 1d10 on the table below to determine the size of the bin.

Roll	Bin Size
1-4	5 Gallon (small bin).
5-7	13 Gallon (trash size bin).
8-9	32 Gallon (small wheeled bin).
10	64 Gallon (large wheeled bin).

Roll 1d100 to determine what the refuse is transformed into.

Roll	Bin Size
1	Original contents and sticker outside saying you missed your pick up date.
2-4	Weapon ammunition, roll 1d5: 1- pistol; 2- rifle; 3- shotgun; 4- machine gun belt; 5- artillery shells.
5-8	Retread armor pieces, roughly 1 die step per 3lbs. of refuse.
9-13	Furniture (folding or otherwise).
14-17	Automotive parts (tires, spare parts, etc).
18-21	Sealable liquid containers of various sizes.
22-25	Electronic components.
26-30	Rolls of aluminum foil.
31-35	Decks of playing cards and other gambling implements.
36-40	Zipper-close plastic storage bags.
41-45	Rolls of blank printing press paper.
46-50	Go! Bars (random flavor assortment) or other processed food stuffs.
51-55	Water in bottles (50% chance safe to drink).
56-60	Electrical cabling, coiled in neat loops.
61-70	Folding ladders, rope, or other climbing gear.
71-74	Clothing (50% chance to fit the owner without alteration).
75-78	Beer in bottles (90% chance worth drinking).
79-82	Spoiled milk in jugs.
83-86	Lawn care tools (can be used as 1d5 melee weapons).
87-91	Collectable vinyl figurines, mint in box.
92-96	Batteries, fully charged.
97-99	Random melee weapons.
100	Roll twice on this table, ignoring this result.

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Chrono-goggles - This futuristic looking pair of goggles automatically adjusts to fit any humanoid head, regardless of the number of eyes the wearer has. Once properly fitted, the goggles will activate and the wearer will see the area around them as if they were centuries in the past. The exact timeframe settings are complex and tricky to master—Intelligence check (DC 17)—and the goggles will default to the 1980's unless otherwise reset. The reason the 80's are the default is unknown. While the goggles are active, the wearer cannot see the present day. These goggles can be slipped off easily, just like a normal set of goggles.

Anyone wearing these goggles for more than an hour must make a Willpower save (DC 14) or become addicted to viewing the pre-cataclysmic past. They will need to spend several hours a day to satisfy their cravings or suffer a -1d penalty to all actions until they do.



Raygun - This covers a plethora of different types of pistol sized/shaped weapons that project damaging energy beams. As these are made by numerous different species, there is only a 66% chance that the grip and firing mechanism will be compatible with a humanoid hands. If it is not compatible, roll 1d3. This is the die step penalty for humanoids to all attacks made with that raygun.

To determine the capabilities of any particular raygun discovered, roll on the tables below:

Raygun Damage

Roll 1d20 twice on this table to determine the type of damage and the damage amount.

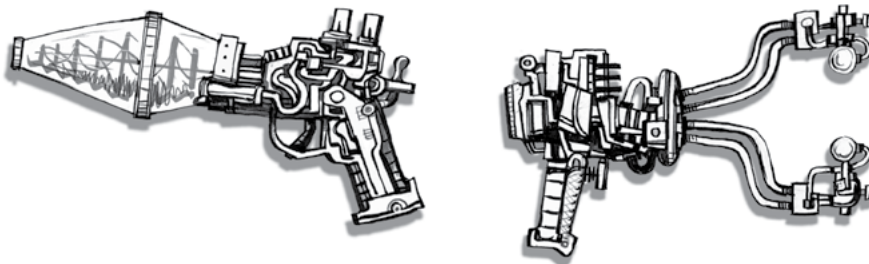
Roll	Damage Type	Damage Amount
1-2	Cold — 50% chance that this raygun's blasts may numb a target (DC 8+1d6 to avoid -1d to actions due to numbness).	1d4+1
3-4	Disruption — 50% chance that this raygun's blasts may cause disintegration effects (double normal damage, DC 8+1d6 to only take ½ damage).	1d6
5-6	Electrical — 50% chance that this raygun may have a non-lethal stun setting (DC 8+1d6 to avoid being Stunned for a number of rounds equal to ½ damage dice—USG pg 101).	2d3
7-8	Heat — 50% chance that this raygun's blasts may ignite flammable targets (DC 8+1d6 to avoid catching on fire).	1d7
9-10	Kinetic — 50% chance that this raygun's blasts may cause knockback (DC 8+1d6 to avoid being knocked back a number of feet equal to ½ damage inflicted).	1d8
11-12	Photon — 50% chance that this raygun's blasts may ignore physical armor (ignores all non-Impervious armor and Impervious armor only counts at ½ value).	2d4
13-14	Sonic — 50% chance that this raygun's blasts may cause disorientation effects (DC 8+1d6 to avoid being Deafened and Stunned for a number of rounds equal to ¼ damage inflicted—USG pg 101).	1d10
15-16	Weird — 50% chance that this raygun's blasts may do strange things to a target (roll on the sub-table below).	2d5
17-18	Variable — This raygun has multiple settings. Roll 1d3+1 times on this table using a 1d16. Each is a separate setting available. Changing settings takes an action. If the same result is rolled twice, roll again.	1d12
19-20	Hybrid — This raygun fires a unique blast that is a combination of two types. Roll 1d16 twice on this table and combine the effect of both types. If the same result is rolled twice, roll again.	2d6

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Weird Damage sub-table

Roll 1d10 see what the raygun blast effects are.

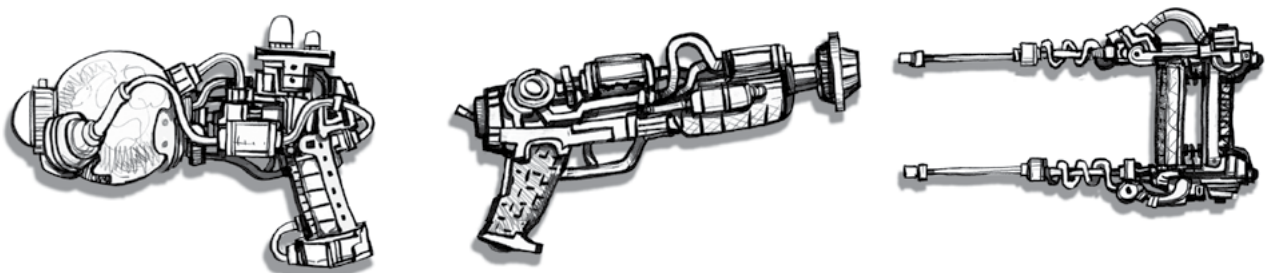
Roll	Result
1	Shreds both time and space (double normal damage and may cause dimensional rifts if used in one place too long).
2	Wielder heals ½ damage inflicted.
3	Causes target to glow brightly for 1d3 hours.
4	Inflicts 1d3 temporary damage to a random Attribute, roll 1d5: 1- Str; 2- Agi; 3- Sta; 4- Int; 5- Per.
5	Heals target instead of damages it and Stuns them for 2d3 rounds (USG, pg 101).
6	DC 8+1d6 to avoid gaining a mutation (USG, pg 168).
7	Causes target to blink out of existence for 1d3 minutes. Target returns exactly where they disappeared.
8	Random - roll 1d16 for the damage type each time it is fired.
9	DC 8+1d6 to avoid being controlled by the raygun wielder for 1d4 rounds.
10	DC 8+1d6 to avoid being turned to goo (instant death).



Raygun Range

Roll 1d100 to determine the effective range of the raygun

Roll	Range
1-10	40/80/120.
11-30	60/120/180.
31-50	80/160/240.
51-65	50/100/150 with a 10' blast radius on impact (USG, pg 102).
66-75	Cone area of effect: 50' long, 10' wide.
76-85	Cone area of effect: 75' long, 20' wide.
86-95	Cone area of effect: 100' long, 30' wide.
96+	Wide beam: all targets along a 100' path, always.



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Raygun Ammunition

Roll 2d8 twice to determine what powers the raygun and how many charges it holds.

Roll	Power	Max. Charges
2	Atomic battery - fully recharges in 10 minutes.	1d4+4
3-4	Cold - can recharge by absorbing cold from any source below 0°F. Twenty minutes per charge.	1d6+6
5-6	Electricity - can charge off of any battery or generator. 3d4 minutes per charge.	1d8+8
7-8	Heat - can recharge by absorbing heat from any source over 1000°F. Twenty minutes per charge.	1d10+10
9-10	Internal Generator - generates 1 charge per 1d5x5 minutes,	1d12+12
11-12	Solar - can charge with direct exposure to sunlight. One hour per charge.	1d14+14
13-14	Vampiric - Inflicts 1d3 temporary Stamina damage to wielder and consumes it to fully recharge. Instantaneous.	1d16+16
15-16	Water - converts water to energy, 1 charge per gallon per 10 minutes.	1d20+20

Raygun Special Ability

Roll 1d100 to determine if the raygun has any special abilities

Roll	Ability
1-40	No extra abilities.
41-49	Targeter - add +1d3 to all attack rolls with this raygun.
50-58	Smart Targeter - add +1d5 to all attack rolls with this raygun.
59-67	Target Tracker - projects a holographic marker in the wielder's field of vision above any target the wielder has shot with the raygun, as long as the target remains within 200' of the raygun.
68-76	Holo-scope - using projected holo-kinetic lenses, removes all penalties for firing at long or extreme range.
77-85	Deflector - the raygun projects an angled force field around itself, increasing its wielder's AC versus ranged attacks by +2.
86-94	Life Detection - the raygun can sense all lifesigns within a 100' radius.
95+	Self-Destruct - The raygun can be set to explode with up to a 10 minute delay. The blast radius is 10' (USG, pg 102) and the damage is 1d10 per charge remaining in the raygun.

The Rims and Spoiler of iXzibit - Several sets of these items have been placed throughout Umerica by a beneficent being known only as the iXzibit. Installing them on a vehicle will have the following effects:

The Rims: These gleaming wheel rims will resize themselves to fit any of the following chassis types: small car, large car, SUV/van, or pickup truck. They will also change shape to fit whatever tires are placed on them. Once installed on a vehicle, the tires will return to showroom condition and will never puncture or go flat. Also, the vehicle gains +3 its Reflex save.

The Spoiler: Once this flashy colored air spoiler is affixed to a vehicle's rear end, it will gain the following bonuses: +2 Cruise and Max Speed, +2 its Reflex save.

Both: If both the rims and spoiler are installed on a vehicle, the ethereal head of a dark, handsome man will appear over the vehicle. With a hearty laugh the head will declare it is time to "Boost Your Ride!" and the vehicle will disappear. Twenty-four hours later, the vehicle and floating head will reappear in front of the vehicle's owner with a grandiose display of lights and pyrotechnics. The vehicle will have been totally made over into a Keeper quality vehicle with four

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additional vehicle traits (owner's choice, iXzibit knows what they like) in addition to whatever traits the vehicle had before. Also, the enchanted rims and spoiler will still be attached, conveying the normal bonuses, but unable to summon iXzibit ever again. The laughing floating head will then powerfully proclaim, "YOU BEEN BOOSTED!", and vanish.

Note that vehicles that have been boosted by iXzibit are *very* notable and highly prized by several powerful beings that covet sweet rides. It will only be a matter of time before one or more of them will come to acquire the vehicle from the owner.

Tape Deck of Many Things - These electronic devices appear to be some sort of audio system player, designed to playback recordings off of tape cassettes. The odd thing about them is that they require no power and the tape bay is permanently closed with a tape inside.

It is rumored that these devices hold every piece of recorded audio information, all on one nigh-infinite reel of tape. The crude rewind and fast-forward buttons make it difficult to find any one specific recording. As such, hitting the play button will result in hearing a random audio recording, often with strange and surprising effects. Roll 1d20 on the table below to determine the nature of the audio playback. After 1d3+1 playbacks, the deck will disappear.

Audio Playback Table

Roll 1d20 on the table below to determine the nature of the audio playback

Roll	Result
1	A short discourse on the nature of reality that is so disturbing that all listeners must make a Willpower save (DC 13) or randomly change alignment.
2	A rousing speech being delivered before an important battle. One random listener will be inspired and gains +1 to all attacks and saves in the next battle that happens within 24 hours of the playback.
3	A short, adventurous radioplay about a cunning thief that can never be caught. Each listener must roll under their Luck or one random possession will be stolen without them noticing. Such stolen items disappear forever.
4	A recording of a dying man uttering an elaborate death curse upon his killer. 1d3 random listeners will be cursed to suffer -2 to all saving throws for the next 7d7 days.
5	A clearly demonic entity laughing maniacally and monologuing about its terrible plans for a particular mortal it does not like. The demon then names one random listener as the intended target, revealing detailed information about the listener. At some point in the future, the demon will enact its plans against the targeted listener but there may be clues in the monologue on how to best prepare or defend yourself.
6	A strange musical recording that leaves all of the listeners disorientated. Each listener loses 2d30 XP, rolled separately. This may cause a listener to lose a level or even be reduced to a 0-level character.
7	An alien discourse on non-euclidean chaotic geometry and its relation to fold-theory physics. All listeners suffer 1d3 points of permanent Personality attribute damage but gain +3 to understanding alien languages and technology.
8	A strange musical recording that leaves all of the listeners enlightened. Each listener gains 2d30 XP, rolled separately. This may cause a listener to go up a level, including 0-level listeners.
9	An engaging discourse on the virtues of M16-A3 assault rifle. A crate will suddenly appear next to the tape deck. Inside is a factory fresh assault rifle, 4d6 preloaded magazines of ammunition, and a detailed assembly/maintenance manual. Also, all of the listeners are now considered proficient in using assault rifles.
10	A recording of a radio commercial for the new model of Handibot, the household wonder. At the end of the commercial, a custodio-bot appears next to the deck (TMM, pg 145). It will have four attachments installed and pick a random listener to be its master.

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Audio Playback Table (continued)

Roll 1d20 on the table below to determine the nature of the audio playback

Roll	Result
11	A recording of a commercial about the new Gammazon Ordering Assistant device, GOA for short, for all of your shopping needs. At the end of the commercial, a small, black cylinder will appear next to the deck and announce, "Hi, I'm GOA, your Gammazon Ordering Assistant! What would you like delivered today?" The first person to make a request will get a response, "OK, I'll GOA-get that for you right away!" and then the GOA will vanish and be replaced by whatever the person asked for. The interpretation of the request may result in the person not getting exactly what they intended...
12	A recording of a conversation involving an NPC that one of the listeners—at random—trusts and considers a friend but that is not currently present. The discussion involves that the NPC actually hates the listener and how they have made elaborate plans to betray them. When and how the betrayal takes place is up to the GM's discretion.
13	A short, melancholy radioplay about a riches-to-rags cautionary tale. Each listener has 3d20sp worth of possessions fall to pieces and become useless junk.
14	A communication from the Earth Brian of the Cyberhive regarding an urgent request for data based on several factors that occur at the moment of death. At the end of the communication, a robo-lich appears within 100' of the deck and announces, "I apologize for the inconvenience but I have an urgent data collection obligation that requires your deaths." It will then attack the listeners, all the while apologizing for the necessity of their deaths and thanking them for their assistance. If the robo-lich is defeated, its corpse will disappear and be replaced with a 3ft ³ refrigerator powered by an atomic battery. There is a note attached to it thanking the listeners for their assistance.
15	A strange musical recording that leaves all of the listeners exhilarated! Each listener may permanently increase one Attribute of their choice by +2.
16	A strong, reassuring speaker gives a detailed, glowing review about one of the listeners—at random. They gain 3d30 XP and a raygun (see the entry above, automatically humanoid compatible).
17	A somber religious sermon regarding the fact that no earthly possessions can be retained after death. One listener, at random, will have all of their possessions and clothing turned to ash.
18	A short, inspiring radioplay about a rags-to-riches story about inheritance. One listener, at random, will discover a map and all-access passkey card in their hands. It leads to an ancient governmental facility currently infested with genetic horrors but also full of pre-cataclysmic treasures.
19	A recording of a meditation class intended to help guide a person to enlightenment. One listener, at random, will discover a card in their hand for one free answer. If they concentrate on a question and tear the card in half, they will momentarily make connection with the Universal Metaconsciousness and receive a full, detailed, and truthful answer to their question.
20	An unbearable screeching sound blasts out of the tape deck. All listeners must make a Willpower save (DC 15) or have their souls ripped from their bodies and eaten by the deck. Then, the deck will disappear, taking all consumed souls with it.

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The Wishing Engine - This device's origins are unknown to all but the gods and they are not telling. It appears to be an irregular, glowing "ball" of ever-shifting technological components, roughly 18" in diameter, that constantly hovers 3' off of the ground. Any attempts to touch it encounter an invisible field surrounding it, preventing any direct contact. The field does not repulse contact and can be safely gripped or held.

If any being tries to verbally communicate with the Engine, it will respond in the same language, "What do you desire?". If the person voices a wish of any sort at this point, the Engine will attempt to grant it, following these steps:

- Determine the DC of the wish, starting with a base DC 15.
 - If the request is a simple one (i.e. I want a shotgun and 100 shells, I want a 50 gallon drum of butterscotch pudding, I want a suit of power armor, etc) then the DC is +0.
 - If the request is complex (i.e. I want all of my Attributes raised to 18, I want a robot guardian with these exact abilities, I want to live forever, etc.) then the DC is +10. If the request is exceptionally complex, the Engine will double the cost of executing the wish, see below.
 - If the request involves manipulating intangibles (i.e. I want every man to fall in love with me, I want everyone to forget I exist 24 hours after seeing me, etc) then the DC is increased by +5

If the request contermans another wish recently granted by the Engine then the DC is increased by +5.

- Roll 1d20+10 to see how the Engine interprets the wish. If the roll is failed, it will misunderstand by a margin equal to how much it failed the roll by. If a natural 1 is rolled, the wish results will wreak havoc in every way imaginable, based on the phrasing of the wish. Regardless, it will never fail to deliver some form of answer to a given wish.
- If the wish involves a tangible item(s) or being(s) it will appear in an open space next to the Engine.
- If the wish involves an intangible request, it will be enacted and effect all requested beings within 1000' miles.

Once the wish is granted, the Engine will then extract its payment and consume 3d4 Luck from the wisher. If the wish maker is of a class that allows the renewing of Luck then their Luck regeneration powers will be temporarily non-functional for 4d7 days. If the wish maker does not have enough Luck left, the remainder will be consumed as permanent damage to another random Attribute. Note that a person with a 0 Luck attribute will constantly suffer dire consequences due to being unlucky.

For all intents and purposes, the Wishing Engine is indestructible by any mortal means, including nuclear detonations and such. It also cannot wish itself out of existence.

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