

UX02: **MIND GAMES**

**NEW PSIONIC RULES SUITABLE
FOR ALMOST ANY GENRE**

CRAWLING
UNDER A
BROKEN MOON



COMPATIBLE WITH
**DCC
RPG**

CRAWLING UNDER A BROKEN MOON PRESENTS...

AMERICAN EXTRAS 02:

MIND GAMES

Rules for Psionics Powers and Those That Use Them

- ⇒ The Psion - A PC class that harnesses the power of the mind
- ⇒ A full write up of how Psionics work in Dungeon Crawl Classics
- ⇒ A comprehensive list of Psionic powers
- ⇒ New Psionic items and monsters for your players to encounter, including a Psi-beast Critical Hit chart

Remember, thoughts can *kill*.

Reid "Reidzilla" San Filippo



Claytonian 2016

COMPATIBLE WITH
**DCC
RPG**

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INTRODUCTION

While the original intent for this book was a zine focused on simple rules for psionics in Crawling Under a Broken Moon's Umerica setting, it quickly grew in scope into something much larger. It was clear as the project went from concept to development that a full sourcebook that would serve nearly any Dungeon Crawl Classics campaign is what the DCC public needed, even if they did not know it yet.

With this new goal in mind a few ideas became very important guidelines for this book.

- ⇒ Psionics had to capture the old school feeling of the original psionics presented in the 1st and 2nd editions of the first fantasy RPG without being tied to their cryptic complexity.
- ⇒ Psionics had to function differently than Wizard and Clerical magics without being any more complex.
- ⇒ Psionics had to be set firmly in DCC's original Science Fantasy stylings so it would be adaptable to any of the current and future DCC settings available.
- ⇒ Psionics had to be awesome but, not so awesome that it did not balance the other established DCC rules and content.

As the reader is always the ultimate judge of a book, we will let you decide whether we were successful or not.

To help decipher the contents within this tome, here are a few pointers:

The abbreviation PL stands for a Psion's current experience level. It can also stand for the the total hit dice of a psionic monster.

All fractions are to be rounded up to the nearest whole number. As an example, $\frac{1}{2}$ of 7 would become 4. This is true for all calculations in this book.



THE PSION

My mind is my sword. 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 6 hours, they receive the benefits of a full night's sleep and recover their PL plus one in points of temporary Int or Per damage. They can only benefit from one Meditation session per 24 hours.

A full, uninterrupted 24 hours of meditation will also heal one HD of hp damage and up to two 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.

Psi Burn: Before rolling, the Psion can choose to put extra effort into a psionic ability they are attempting to use. They can take a point of either Int or Per temporary damage to



increase their Focus die by one die step for that discipline for the duration of ½PL in rounds. Multiple attribute points can be burned in this manner, up to a max of 5 per turn.

Alternatively, the psion may center their will through a gemstone to increase their Focus die. This will increase the Focus die by one die step for every 30gp the gem is worth for the duration of ½PL in rounds, up to a maximum of 5 die steps. Once this duration has passed, the gem cracks and becomes useless. Also, the gem must be held in order for the bonus to be maintained. Should it be dropped or lost, the increase immediately fades.

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 his 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 6 hours, his 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.

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	4	20

PSIONICS

DISCIPLINES

There are four 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 3 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).

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.

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 a entity, object, or intangible 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)

Similar to a Warrior attacking with his Mighty Deeds die, the psion needs to succeed 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 (regular action assisted with Psi = Action die + appropriate Attribute Mod + Discipline Focus die)

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 Will 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 Int or Per temporary damage to auto succeed.

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						
	Psychometabolism	Clairsentience	Psychokinesis	Telepathy			
Psychometabolism	+d4-2	+d4-2	-2	+1	+2	0	+1 -3
Clairsentience	+1	-1	+d4-2	+d4-2	+2	0	0 0
Psychokinesis	-1	+2	-1	+1	+d4-2	+d4-2	+2 -1
Telepathy	+1	-3	0	0	+2	-3	+d4-2 +d4-2

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:

Psionic Duel Attack Roll

Action die + Discipline Attribute mod + Focus die +Atk mod(Table PD-1) = attack total

Psionic Duel Defense Roll

Action die + Discipline Attribute mod + Focus die +Def mod(Table PD-1) = defense total

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 saving 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 psionic 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 dice may be used for normal actions at a -1 die step 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 guideline:

- ⇒ 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.
- ⇒ It's timeframe must not extend passed 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 -1 die step 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.

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 PL x 2 rounds. All physical action taken during this time suffer a -2 die step 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 requiring a Fort save (DC12) versus passing out from the pain. In addition, until repaired a special liquid diet must be consumed to avoid suffering and 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 -3 die steps to the action roll. Leg: Movement is halved and Ref saves suffer -3 die steps. 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 DC 16 to remain conscious) and inflict 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.

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 $\frac{1}{2}$ the effect. i.e.. spend 2 points to alter a die roll by 1.
17-20	The target is so convinced that their future is 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 -1 die step. Saving throws specifically versus instant death are made at -2 die steps.
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.

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 ft, 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 ft and 1d4 damage for those within 10 ft.

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 no longer can 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 the PL x3 ft 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).



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. 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 Psychokinesis (*Focus die d4*).

Lord Mentac's rolls:

Attack 1d20(roll=11) +Luck mod(+1) +d6 Focus die(roll=2)
+Atk mod(+1 vs. Psychokinesis) = **15 attack total**

Defense 1d20(roll=7) +Luck mod(+1) +d6 Focus die(roll=4)
+Def mod(+0 vs. Psychokinesis) = **12 defense total**

Vouna's rolls:

Attack 1d20(roll=18) +Int mod(+2) +d4 Focus die(roll=3)
+Atk mod(+0 vs. Clairsentience) = **23 attack total, she burns 3 Luck to raise this to 26**

Defense 1d20(roll=13) +Per 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 one of the gems on his necklace and focuses through it (*increasing his Clairsentience Focus die two die steps to d8*). Vouna does not change her strategy either. She sacrifices two jewels she found on her travels as well (*increasing her Telepathy and Psychokinesis Focus dice two die steps each to d6*).

Lord Mentac's rolls:

Attack 1d20(roll=17) +Luck mod(+1) +d8 Focus die(roll=8)
+Atk mod(+1 vs. Psychokinesis) = **27 attack total**

Defense 1d20(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(roll=12) +Int mod(+2) +d6 Focus die(roll=6)
+Atk mod(+0 vs. Clairsentience) = **19 attack total**

Defense 1d20(roll=5) +Per mod(+2) +d6 Focus die(roll=4)
+Def mod(+0 vs. Clairsentience) = **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 (27) vs. Vouna's Defense (11) = Lord Mentac gains 16 points of Clairsentience Advantage, which he puts into reserve. He loses 1d3(roll=2) for being involved in melee combat.

Vouna's Attack (17) vs. Lord Mentac's Defense (19) = 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 gem*). Vouna continues to attack with Telepathy (*jewel enhanced Focus die d6*) and defend with Psychokinesis (*jewel enhanced Focus die d6*).

Lord Mentac's rolls:

Attack 1d16(roll=15) +Luck mod(+1) +d8 Focus die(roll=3)
+Atk mod(+1 vs. Psychokinesis) = **20 attack total**

Defense 1d16(roll=10) +Luck mod(+1) +d8 Focus die(roll=3)
+Def mod(+0 vs. Psychokinesis) = **14 defense total**

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

Vouna's rolls:

Attack 1d20(roll=14) +Int mod(+2) +d6 Focus die(roll=6)
+Atk mod(+0 vs. Clairsentience) = **22 attack total**

Defense 1d20(roll=10) +Per mod(+2) +d6 Focus die(roll=3)
+Def mod(+0 vs. Clairsentience) = **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 (20) vs. Vouna's Defense (15) = Lord Mentac gains 5 points of Clairsentience Advantage, which he chooses to use immediately, adding the reserved 14 Advantage, for a total of 19 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 7 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 Mantac 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 thugs and lackies with him.

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. Due to an errant pseudo-thought that must be purged, the psion must meditate for one turn, starting as soon as he is able (i.e., if he is in combat, he 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).
4-6	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 he is able (i.e., if he is in combat, he can wait until the danger is over). Failure to do so within the next three hours will result in a migraine (-1 die step penalty to all actions for 3d6+6 hours).
7-9	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.
10-12	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.
13-15	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.
16-18	One intelligent being within 50 ft, 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 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 -1 die step penalty to all actions due to the distraction.
19-21	A cluster of psychosomatic lobe abrasions form and inflict a -1 die step penalty to all actions for the next 3d6+6 hours. In addition the psion must meditate for 4d4 hours, starting as soon as he is able (i.e., if he is in combat, he 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 -1 die step penalty to all actions until heal by supernatural or technological means).
22-24	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).
25-27	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.
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.

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

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

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

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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.]	[BaseDC] 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)

Affliction

Psychometabolism (Sta) Attack Tier 2

Base DC: 15

Save: Fort

Base Success: A living target within 10 x the PL ft must make a Fort 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 basic power effect 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 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.

Assist Crafting Rolls

Psychokinesis (Per) Assist Tier 2

*Base DC: 15**

Save: none

Base Success: The psion's Psychokinesis Focus die can be added to the roll for an action involving mending or creating an object and they work it with their mind as well as their hands.

If attempting to use this power on another person, the DC is increased to 17.

Assist Critical Hit Rolls

Clairsentience (Luck) Assist Tier 3

*Base DC: 17**

Save: none

Base Success: 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.

If attempting to use this power on another person, the DC is increased to 19.

Assist Hit Point Recovery

Psychometabolism (Sta) Assist Tier 3

*Base DC: 17**

Save: none

Base Success: 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.

If attempting to use this power on another person, the DC is increased to 19.

Assist Knowledge Rolls

Telepathy (Int) Assist Tier 3

*Base DC: 17**

Save: none

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.

If attempting to use this power on another person, the DC is increased to 19.

Assist Melee Damage Rolls

Psychokinesis (Per) Assist Tier 3

*Base DC: 17**

Save: none

Base Success: 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.

If attempting to use this power on another person, the DC is increased to 19.

Assist Persuasion Rolls

Telepathy (Int) Assist Tier 1

*Base DC: 13**

Save: none

Base Success: The psion's Telepathy Focus die can be added to rolls for 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.

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

Assist Saves vs. Area Attacks

Clairsentience (Luck) Assist Tier 2

*Base DC: 15**

Save: none

Base Success: 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.

If attempting to use this power on another person, the DC is increased to 17.

Assist Saves vs. Influence

Telepathy (Int) Assist Tier 2

*Base DC: 15**

Save: none

Base Success: 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.

If attempting to use this power on another person, the DC is increased to 17.

Assist Saves vs. Paralysis & Death

Psychometabolism (Sta) Assist Tier 2

*Base DC: 15**

Save: none

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

If attempting to use this power on another person, the DC is increased to 17.

Assist Saves vs. Poison & Disease

Psychometabolism (Sta) Assist Tier 1

*Base DC: 13**

Save: none

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

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

Assist Saves vs. Traps

Clairsentience (Luck) Assist Tier 1

*Base DC: 13**

Save: none

Base Success: 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.

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

Assist Strength Rolls

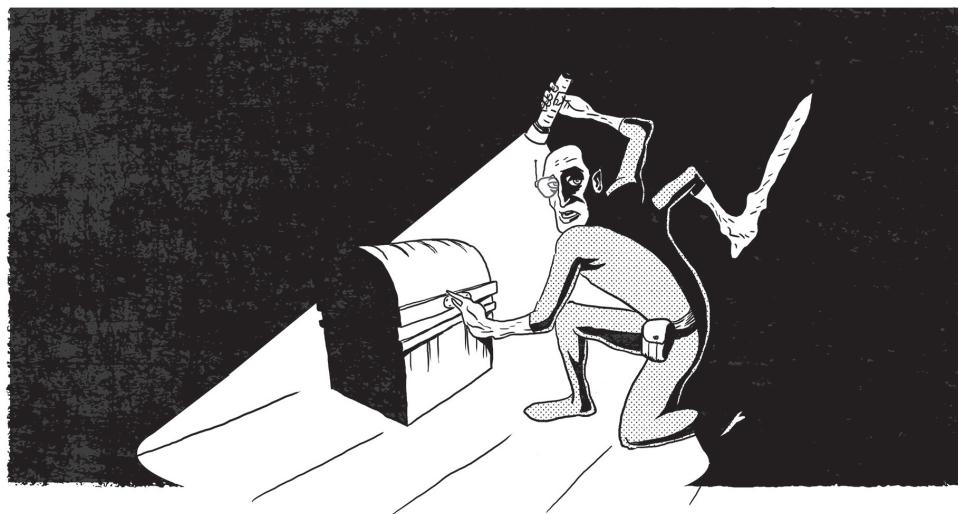
Psychokinesis (Per) Assist Tier 1

*Base DC: 13**

Save: none

Base Success: 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.

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



Bodily Metamorphose

Psychometabolism (Sta) Manipulate Tier 3

Base DC: 17

*Save: Will**

Base Success: This allows the psion to transform their body 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 Sta 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+Int Mod).
- ⇒ Make the body more fluid so it can contort to pass through small spaces (½ normal body thickness) or wiggle free of a binding (add the PL+Sta Mod as a bonus to all escape and contortion action rolls).

- ⇒ Change fingers or limbs into organic replications of tools or weapons (limb weapons do -1 die step penalty of damage of the weapon mimicked).
- ⇒ Shift up to the PL in attribute points between Str, Agi, or Sta.
- ⇒ 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 Will 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. 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 3 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.

Command

Telepathy (Int) Attack Tier 2

Base DC: 15

Save: Will

Base Success: 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 effected 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

Distraction

Telepathy (Int) Attack Tier 1

Base DC: 13

Save: none

Base Success: One intelligent opponent will suffer a -1 die step 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 twice the PL minus the opponent's HD, with a minimum of one round.

Focus Die Bonus Effect

3-4	The effect duration is equal to 3x the PL minus the opponent's HD in rounds
5-6	A number of opponents may be effected equal to the PL.
7	The effect duration is equal to 4x the PL minus the opponent's HD in rounds
8	A number of opponents may be effected equal to twice the PL.
9+	The penalty is increased to a -2 die steps penalty to all actions.

Dominate

Telepathy (Int) Attack Tier 3

Base DC: 17

Save: Will

Base Success: One intelligent foe within 100 ft will become your obedient slave unless they succeed with a Will 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

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 (-1 die step 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.



Edit Memory

Telepathy (Int) Manipulate Tier 2

Base DC: 15

Save: Will

Base Success: At a range of the PL x3 ft, 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

3-4	The range on this power increases to the PL x6 ft and only one turn is required to synch 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 on this power increases to the PL x12 ft and only 2d3 minutes are required to synch 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 PL x10 ft. One man sized being, object, or presence can be removed from the perception of up to the PL x2 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 Will save to attempt to perceive through the concealment.

Focus Die

3-4	The range on this power increases to the PL x20 ft.
5-6	The size of the area that can be concealed is increased to the size of a large creature or 10 foot cubed area. Conversely, up to two man sized beings can be concealed.
7	The number of beings affected by the edit increases to the PL x3.
8	The size of the area that can be concealed is increased to the size of a giant creature or a 20 foot cubed area. Conversely, up to four man sized beings can be concealed.
9+	The range on this power increases to the PL x50 ft and the number of beings affected by the edit increases to the PL x5. Also, a number of man sized beings can be concealed equal to the PL.

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 equal weight and mass to a real version of the object. The projection lasts for PL x2 turns and must remain within PL x5ft of the Psion. The maximum size of the projected object is PL x5ft³. Breaking the object will require a Str 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 PL x10ft ³ .
5-6	The duration is increased to PL hours and must remain within PL x20ft of the psion.
7	The maximum size of the projected object is PL x20ft ³ . Strength checks made to break the object suffer a -1 die step penalty.
8	The duration is increased to PL days and must remain within PL x100ft of the psion.
9+	The maximum size of the projected object is PL x40ft 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, providing +2 AC for PL rounds.

Focus Die Bonus Effect

3-4 The duration of the power increases to PL x d3 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 PL x d5 rounds,

8 The psion now only takes $\frac{1}{2}$ 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

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 temporal grace only lasts 1d3+their Luck mod rounds but increases the psion's AC and Ref saves by 4+their Luck mod. In addition, they can re-roll one die roll of any type per round. The downside to all of this is that the psion must make a Will save (DC 14) each round while using this power or suffer a point of temporary Per or Int 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.

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 $\frac{1}{2}$ 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).

Healing Mantra

Psychometabolism (Sta) Defend Tier 1

Base DC: 13

Save: nil

Base Success: For the duration of this power, the PL $xd3$ in minutes, the psion will recover 1 hit point per minute. During this time, all of the psion's action dice are lowered by -1 die step. Should the psion suffer any additional damage while this power is active, they must make a Will 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 DC: 17.
5-6	The duration is increased to the PL $xd4+1$ 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 $xd5+2$ 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 ft. They must remain with 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 Will save (DC 13) to know if any particular statement made in their presence is a lie. The duration of this power is the PL x2 minutes.

Focus Die Bonus Effect

3-4	The duration is increased to the PL x3 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 PL x4 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.

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 the 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 the PL+1d3 rounds.
5-6	The bonus to all initiative rolls, saving throws, and their AC increases to +2.
7	The duration is increased to the PL+2d3 rounds.
8	The bonus to all initiative rolls, saving throws, and their AC increases to +3.
9+	All action rolls made are increased +1 die step.

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. This allows them to score critical hits against the foe much easier. 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 Will 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.

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 Will 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 the 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 the 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 are 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 3ft of the object, 2d3

damage to those up to 6ft away, and 1d3 damage to all within 10ft of the explosion. A successful Ref save indicates only $\frac{1}{2}$ the damage is taken.

If the object is enchanted or self-aware, than it can make a Will save to avoid exploding. 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 20ft 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 4ft, 2d4 within 8ft, and 1d4 within 12ft. In addition, the range is increased to 30 foot.
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 an non-living being, they are 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 5ft, 2d5 within 10ft, and 1d5 within 15ft. In addition, the range is increased to 40 foot.
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 10ft, 2d6 within 15ft, and 1d6 within 20ft. In addition, the range is increased to 50ft. Objects considered "indestructible" can be targeted but they may be entitled to a saving throw.

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 Per mod. This can reduce the damage total to 0. In addition, all grapple attempts against the psion suffer a -2 die step 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.

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. For the next the PL x1.5 rounds all physical actions are increased +1 die step. Once the effects of this invocation have ended, the psion must make a Fort save with a DC equal to the number of rounds the invocation was maintained or suffer 1 point of temporary Sta damage.

Focus Die Bonus Effect

3-4	The duration is increased to the PL x2 rounds. The invocation may be ended at will.
5-6	All secondary physical rolls (damage, critical hits, etc) are increased by +1 die step.
7	The duration is increased to the PL x3 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 +2 die steps.

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 two 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 1d3hp per attribute point.
8	Up to three 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 four HD can be healed and all recovery is instantaneous.

Molecular Vicissitude

Psychokinesis (Pre) Transcendental Tier 4

Base DC: 19

Save: special (Will)

Prerequisites: Psychokinesis Focus die of d10

Foci 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-PL minutes to complete the change but once complete, it is permanent. Only normal, non-magical substances can be effected or produced.

Possessed or intelligent objects may make a Will 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 Will 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 5ft 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 PL x10 pounds.

9+ The change happens instantaneously and the psion can also choose to change the shape of the object as per the Reshape Object power. Make an invocation roll for that power as a free action.

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 Int 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)

The reading of an object requires at least one round of contact. Increasing this to one hour lowers the DC by the PL. Success on the Int 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 Will 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 one turn.
5-6	The psion can attempt to invoke without making contact with the object as long as they are within 10 ft of it. This increases the invocation check and Int check DC by +4.
7	The Int check is made at +1 die step. 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 ft. 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 +2 die steps.

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 one round connecting to the infinite versions of himself existing simultaneously throughout space and time, a multidimensional photonic burst of intercosmic energies temporarily transmutes his body into a perfect version of himself. This perfect version gains +1d3+1 to all attributes, increases its Move by 100%, adds +1 die step on all action and save dice, increases his 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 his normal form, he suffers 1 point of temporary Sta damage for each round spent in his perfect form, plus an additional 1d3 points of temporary Sta damage for each round transformed in excess of his PL. The Stamina loss can be circumvented by sacrificing additional gemstones at a rate of 100gp in value per point of Sta damage.

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

Focus Die Bonus Effect

3-4	The attribute bonus increases to +2d3 per attribute and he regenerates 1d5 hp per round.
5-6	The perfect form can now fly at $\frac{1}{2}$ of his normal move rate. Also, he gains an additional 1d16 action die.
7	The attribute bonus increases to +2d4 per attribute and he regenerates 1d7 hp per round.
8	The perfect form's move rate is now triple his normal move. Also, he gains an additional 2d16 action dice.
9+	All action and save dice are at +2 die steps and all secondary dice rolls (Focus die, damage dice, crit die, etc) are made at +1 die step.

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 5 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 +1 die step 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 Will save to void 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 +2 die steps to enact them.

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 (one half the PL in turns) they may attempt to phrase one question per turn to be answered. This requires an Int check with a DC between 10-20 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

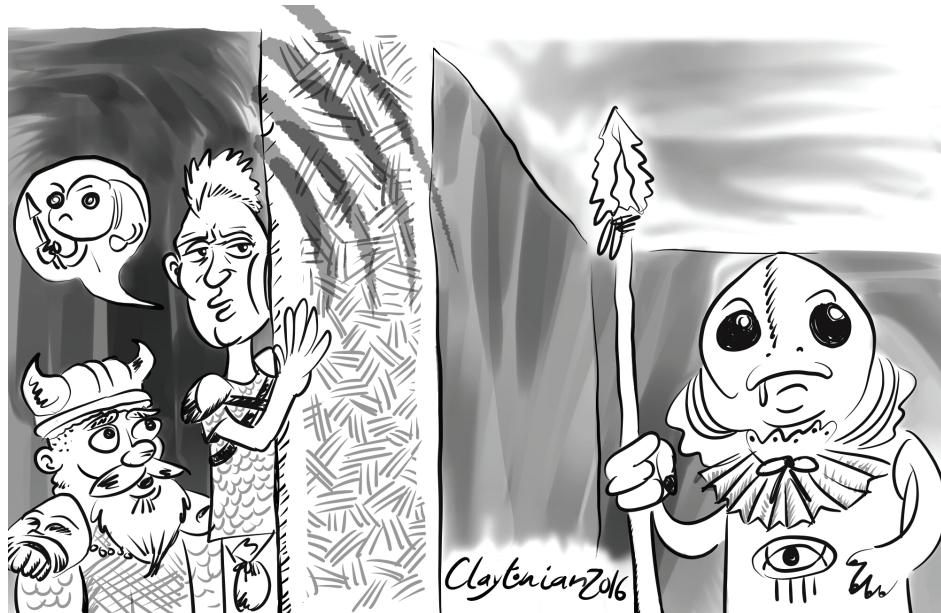
3-4 The duration is increased to a number of turns equal to $\frac{1}{2}$ the PL +1d2.

5-6 The duration is increased to a number of turns equal to $\frac{1}{2}$ the PL +1d3.

7 The duration is increased to a number of turns equal to $\frac{1}{2}$ the PL +1d4.

8 The duration is increased to a number of turns equal to $\frac{1}{2}$ 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.



Read Aura

Clairsentience (Luck) Attack Tier 1

Base DC: 13

Save: Will

Base Success: For the next the 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 ft.

Focus Die Bonus Effect

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

Redirect Blow

Psychokinesis (Per) Defend Tier 2

Base DC: special

Save: special (Ref)

Base Success: After a man-sized 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 Ref 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.

Remote Communication

Telepathy (Int) Defend Tier 1

Base DC: 13

Save: Will

Base Success: The psion may “speak” with another person within the PL x100 ft directly mind-to-mind, making no noise. This transcends all language barriers. This communication takes no action and the effect will continue for the PL x2d4 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 PL x1000 ft and the duration increases to the PL x2d4 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 the PL miles and the duration increases to the PL x2d4 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 20ft per level with intent to subdue or crush a foe. The duration of this power is the PL x3 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 Str check versus a DC equal to the Invoke roll. If they succeed, they are free but, a failure indicates they are pinned (DCC rulebook, p96). Each round they may make another Str 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.



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 PL x30ft. The effective Strength and Agility of the hands is 10 and all tasks are performed at a -1 die step 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 PL x1d3 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 PL x50ft.
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 -1 die step 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 1-6 turns based on how far it is and how familiar the psion is with who or what their are locking on to. The maximum distance that can be traversed in this way is the 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 what not. 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 Will 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 two turns and the maximum distance is their PL x5 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 PL x10 in miles.
9+	The psion may now tangibly interact with people or objects with a Strength equal to 4+PL+their Per mod. They can also physically manifest a ghostly image if they choose.

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 PL x5 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 Will 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 Will 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 PL x10 pounds.
5-6	The psion receives a +1 die step 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 PL x50 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 PL $xd4$ damage, Will save for $\frac{1}{2}$ 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, p31) for the number of hit dice restored.
9+	The maximum weight of matter that can be manipulated is increased to PL x100 pounds.

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, 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 +1 die step.
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 (<i>Minimum 2</i>). The best of these rolls is used as the final result.
9+	The power can be used again next round.

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, and illnesses. The process takes place over a number of hours equal to the target's level or HD plus their Sta mod, 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 of 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 +1 die step.

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 +2 die steps.

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.

Area - The psion can raise or lower the temp by 5°F per round (10°F per minute) in a 5ft 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 temp can then be maintained for 1 turn.

Target - By focusing on a single, man-sized target, the psion can alter the temp enough to deal damage, based on the time elapsed shown on the table below. The maximum duration is equal to $\frac{1}{2}PL$ in rounds and requires one action to maintain each round.

Round 1 *Either* - 1 point of damage.

Round 2 *Either* - 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) versus suffering 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) versus suffering 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) versus instant death by blood freezing solid.

Focus Die **Bonus Effect**

3-4 Area - The duration is increased to $\frac{1}{2}$ PL turns in a 10ft 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 +1 die step +1 point and the first round damage now 2hp. Also, large targets can now be affected.

7 Area - The duration is increased to PL turns in a 20ft 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 +2 die steps +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 $\frac{1}{2}$ PL hours in a 40ft per level radius area.
 Target - The maximum duration is increased to 150% PL and up to 1d3+Per mod targets can be effected with a single invocation.

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 the PL $x1d3$ turns. The maximum range that a target's thoughts can be read at is the PL $x25$ ft.

In order to make heads or tails of the chaotic images, ideas, and memories they encounter, an Int check must be made (DC 24 - the target's Int 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 the PL $x10$ ft of the target.
5-6	The effect duration increases to the PL $x2d3$ 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 the PL $x3d3$ 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.

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 the PL in 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 the 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 the 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 the PL in years

Vertigo

Psychometabolism (Sta) Attack Tier 1

Base DC: 13

Save: Fort

Base Success: One living target within 50 ft will be stricken with debilitating dizziness and nausea. Unless they successfully save, they will suffer a -2 die steps penalty for the first 1d3 rounds and a -1 die step penalty for an additional 2d3 rounds.

Focus Die Bonus Effect

3-4	The range is increased to the PL x30 ft 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 -3 die steps penalty for the first 1d6 rounds, then a -2 die steps penalty for the next 2d6 rounds, and finally a -1 die step 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 -4 die steps 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 -2 die steps penalty for the next 1d8 turns, and finally a -1 die step penalty for 1d8 hours.



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. This also requires a gemstone of at least 100gp value which is destroyed at the end of the meditation ritual.

If the invoke roll is successful, this costs them 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. Any points remaining after 30 minutes passes since the psion's declaration 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 angering the gods that watch over the destinies of man (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.

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 violently shrivels to a weakened, emaciated state in a matter of seconds. This inflicts the PL x d3 damage and 1d3+1 permanent Str damage and Agi damage. If a leg was effected, 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 Str and Agi damage. If a leg was affected, their Move is reduced by 25%.

Focus Die Bonus Effect

3-4	The effect is increased to the PL xd4 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 PL xd5 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 the PL xd6 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 the PL xd3 damage and 1d3+1 permanent Str, Agi, and Sta damage and their Move is reduced by 50%.

PSYCHIC ITEMS

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

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 Per 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 -2 die step 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 Per attribute in place of Str.

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 Will save against the living crystal weapon's Per attribute. Should they fail five times within the first 3 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 3 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.

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.

3- Aliens	11- Gigantic Beasts	19- Sea Creatures
4- Animals	12- Goblinoids	20- Serpents
5- Constructs	13- Immortals	21- Shapeshifters
6- Demons	14- Insects	22- Spellcasters
7- Dragons	15- Mutants	23- Undead
8- Elementals	16- Oozes	24- Roll again on the chart twice and the instance applies to both types of foe
9- Extradimensional Beings	17- Reptiles	
10- Fey	18- Robots	

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 dependence.	Undermine the plans of Chaotic 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 (insert name of person, place or thing) with all haste.	To guard the (insert name of person, place or thing) with all honor.	To destroy the (insert name of person, place or thing) without hesitation.
8	To protect the interests of (insert kingdom or country) above all other duties.	To return the rule of (insert kingdom or country) to its original sovereign.	To claim (insert kingdom or country) 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 (see Table LCW-3: Favored Foe)	To kill (see Table LCW-3: Favored Foe)	To kill (see Table LCW-3: Favored Foe)

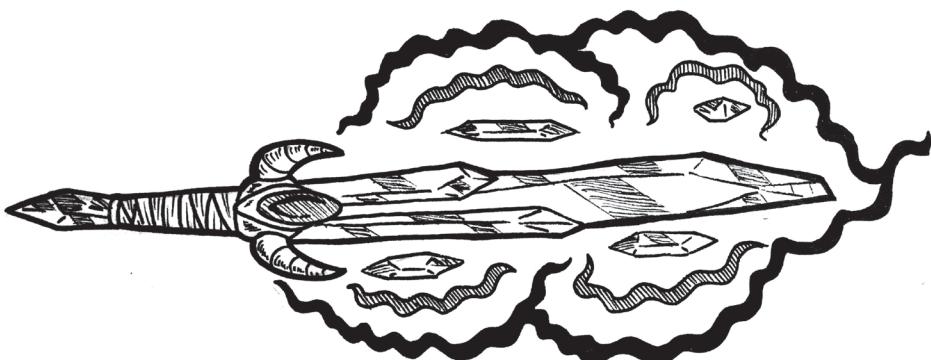


Table LCW-5: Personality Traits

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

Table LCW-6: Minor Gifts

Roll 1d20

- 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 $1d5 \times 20\text{ft}$.
- 3 Vigilant - The weapon may act as a sentry with a 720° sensory range of $3d3 \times 10\text{ft}$ for up to 8 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 $1d5 \times 10\text{ft}$.
- 8 Restorative - the owner will recover an additional $1d3\text{hp}$ 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 3ft 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 foot wide disc of force that will push man-sized foes back $1d3 \times 5\text{ft}$ with an effective Strength of $15 + \text{Bonus}$.
- 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 3ft glow to illuminating a 50ft 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 $\times 10\text{ft}$.
- 18 Extinguisher - Can snuff out the flames of all candles, lamps, lanterns, or torches within 50ft 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.

Table LCW-7: Major Gifts

Roll 1d14

- 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 Per) 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 2d4x20ft 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 x3ft.
- 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 wielded 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 10ft 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 - $\frac{1}{2}$ of all hit point damage inflicted by the weapon upon the weapon's Favorite Foe is syphoned into immediate healing to the wielder, up to a maximum of its Bonus x10 hp per day.



PSYCHOGENIC BAUBLES

Never bigger than one inch in their largest dimension and intricately carved from stone, wood, bone, or crystal - 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 Per 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 Will 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 8 hours.

Table RPBF-1: Random Psy-Bauble Found

Roll 3d12, 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.

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.
6-7	Grants perfect vision in any lighting condition, range 100ft.
8-9	Backstab attacks do not inflict an automatic critical against the user.
10-11	Projects an invisible shield. Increases AC by +2 versus one opponent. Must be directed.
12-13	Grants +2 to one Save type while active. Determine the save when acquired, roll 1d3: 1-Fort, 2-Ref, 3-Will
14-15	Energy beam (atk +3 dam 1d5, range 20/40/60, Action die: 1d20). Must be directed.
16-17	The user heals 1 hit point per turn.
18-19	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.
20-21	Energy beam (atk +5 dam 1d8, range 30/60/90, Action die: 1d20). Must be directed.
22-23	Projects a large invisible shield. Increases AC by +4 versus one opponent. Must be directed.
24-25	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.
26-27	Allows the users to employ one Thief skill with a +2d4+2 skill bonus. Determine the skill at random when acquired.
28-29	Grants +2 to all saves while active.
30-31	When active while sleeping, regenerates 1 Luck per day.
32-33	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.
34-35	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 +1 die step 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.
36+	This Psy-Bauble is perfect and will never burn out. Roll twice on this chart with a 1d30+5. It has both abilities.

BROW JEWELS

These specially crafted gemstones are completely flat on one side to better make contact with a person's forehead. Unlike ornamental jewelry, these psychic jewels do not need any adhesive to remain in place. While there are many shapes and sizes of these jewels, they all fit into two types: major and minor.

Minor Brow Jewels allow psions to treat their current Psychic Dissonance range as though it was two points lower when checking to see if they experience a Psychic Dissonance event. A natural 1 always triggers a Psychic Dissonance event. (i.e. a psion with a current Psychic Dissonance range of 1-6 and wearing a minor brow jewel would only trigger a Psychic Dissonance event on a roll of 1-4.)

Major Brow Jewels allow psions to treat their current Psychic Dissonance range as though it was three points lower when checking to see if they experience a Psychic Dissonance event. A natural 1 always triggers a Psychic Dissonance event. In addition, they allow a psion to re-roll their Focus die if it rolls a 1.

Anytime the psion experiences a Psychic Dissonance event while wearing a brow jewel, there is a 25% chance that it will shatter.

MEMORY TOMES

Unlike most books, these strange tomes are not meant to be written in. Any attempts to put pen to paper will not leave any markings on a page. If held open to a desired blank page while meditating, a person can attempt to impart one or more of their memories into the book. This requires 1d3 hours per memory and a Per check (DC 12). Psions may use either their Clairsentience or Telepathy Focus die to aid them. If successful, the images of the memory are elaborately illustrated upon the next 4d6 pages. Normally, those imparting memories into memory tomes retain full recollection of the shared memories but by increasing the DC by 3 they can choose to forget the memory they have imparted. Unscrupulous telepaths have been rumored to be able to utilize the Edit Memory or Transmogrify Mind powers to steal memories with the help of a memory tome.

Anyone finding a memory tome that already contains illustrated memories can attempt to "read" them by studying them for 2d4 turns and making a Will save (DC 10). A success allows the studier to experience one memory first hand. Memories may be reexperienced any number of times and doing so may reveal information or clues not gleaned on the first "reading". There are rumors of greater memory tomes existing that hold the full persona of great sages who emptied themselves into a tome in the moment before their death so as to preserve their vast knowledge.

Memory books tend to be made of very fine materials and are quite resistant to wear and tear. To determine the number of pages in a book, roll 4d24+16. To randomly generate a few memories found in a memory book, use the table below.

Table RFM-1: Randomly Found Memories

Roll 3d14, one die for each column

Scene	Event	Emotional Mood
1 A grand party	A romantic encounter	Thrilling
2 A hunt	A sacrifice	Happy
3 A battle	A death	Unsatisfying
4 A ceremony	A gift	Painful
5 A journey	A lesson	Sorrowful
6 A library	An exchange	Enlightening
7 A meal	An escape	Bewilderment
8 A tavern	A conflict	Anxiety
9 A workshop	A betrayal	Suspicion
10 A great castle	A quest	Peace
11 A cavern	A reward	Envious
12 A sailing vessel	A marriage	Angry
13 An otherworldly place	A vow	Confidence
14 A temple	A great work	Fear

PSYCHIC MENAGERIE

Braigineer

Braigineer (Brain in a Cyber-jar): Init -1; Atk robo limb +3 melee (1d4) or psi-beam +5 missile (1d7, range 40/80/120); AC 18; HD 3d8; MV 30' hover; Act 1d20+1d16; SP Psionic powers, Tech savvy, Regenerates 1 hp per hour; SV Fort +2, Ref -1, Will +8; AL L.

Projected from the distant future of a collapsed timeline, these eerie beings are supposedly the remnants of a highly evolved human society. They appear to be living human brains floating inside impressively technological transparent cylinders with many robotic limbs attached to the base of the cylinder. Tiny, colorful lights blink randomly at all times on the cylinder bases.

Always encountered in groups of three, these entities always seem to herald the coming of a natural disaster or terrible event. It is unknown if they bring these events about or are just present to make some sort of use of them. Regardless, the common belief is that seeing them is a dark omen of great tragedy. When they first appear in an area, their forms seem to just shimmer into existence out of nothing as they chronoport to their initially planned destination.

After arriving they will begin performing tasks related to their mission. While doing so they will ignore any indigenous life forms they meet unless interaction is required to fulfil the mission. If approached without hostile intent, they will answer all inquiries with curt monotone responses that will rarely shed any light on what their mission is about. If anyone or thing attempts to interfere with their mission, the braigeneers will immediately confront the obstacle with maximum force.

Braigeneers have extensive psychic abilities they will employ to complete their mission. Each will have access to the following psionic powers:

Clairsentience

Focus die: d7

Tier 1

Read Aura, Hypercognition, & Remote Viewing

Tier 2

Guided Strike & Object Reading

Tier 3

Invoke Weakness

Psychokinesis

Focus die: d5

Tier 1

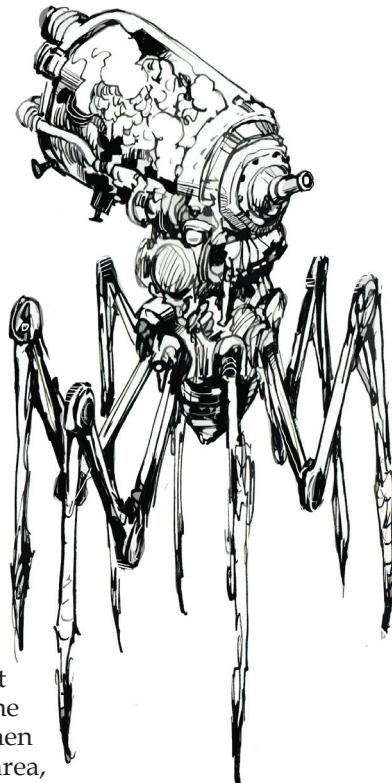
Kinetic Burst, Force Shield, & Remote Hands

Tier 2

Redirect Blow & Reshape

Tier 3

Force Construct



In addition to their psionic abilities, braingeneers are also highly competent technicians familiar with advanced technology. They have a +8 bonus to utilize, build, and repurpose technology to suit their needs.

The details of a braingeneer's mission will always be bizarre and alien. If inspiration is need as to what tasks they may perform in the name of completing their mission, use the Table RBT-1.

Table RBT-1: Random Braingeneer Tasks

Roll 2d6

- 2** Harvest the brains of nearby inhabitants. Store them in a large vat of glowing goo with wires hooked into strange electronic equipment.
- 3** Construct a monitoring station in the middle of an open field without protection from the elements. Begin monitoring.
- 4** Dissect local wildlife and reassemble the parts in different orders. Revive reassembled creatures, release them, and study their behavior.
- 5** Set up hidden med lab. Capture local person of note. Begin mass production of clones of the person of note.
- 6** Build device that removes all inhibition and compensates for all biological crossbreeding hindrances. Activate device in highly populated area. Observe results.
- 7** Build device that regenerates and restores life to the recently deceased. Release virulent, rapidly evolving plague into populated area. Set device to a range of 1 mile. Observe results.
- 8** Build atomically powered, fully automated food dispenser unit near a populated area. Set dispenser to continually lower nutritional content but increase flavor profile of food dispensed over the course of several weeks. Observe results.
- 9** Follow one random local person of note closely. Record every aspect of their daily life in excruciating detail. Post summaries of each day's activities that are easily accessible by the local public. Observe results.
- 10** Rebuild small abandoned city. Repopulate city with clones derived from local corpses. Generate giant monster and release it on the city. Observe destruction. Repeat experiment.
- 11** Set up cloaked monitoring station in a large, active temple. At random intervals release psychotropic compounds into the air. Observe results.
- 12** Steal children from the local populous and store them in individual stasis tubes. Stockpile the children in a nearby, fortified warehouse for release in 100 years.

Cerebear

Cerebear: Init +2; Atk bite +7 melee (1d8+4) or claws +7 melee (1d6+4); AC 16; HD 5d8; Mv 40'; Act 2d20; SP Abhorrent Visage, 720° vision, Hug, psionpowers, Play dumb; Sv Fort +5, Ref +1 Will +10; AL N.

This abomination appears like a grizzly bear with odd colored tufts of hair all over its body but its head is its most horrific feature. The top of its skull, including its ocular cavities and ears, has been replaced with a massive, exposed cerebrum that pulses with an eerie green luminescence. Orbiting the naked, leathery brain like tiny gruesome satellites are at least a dozen mismatched eyes, each trailing a few inches of dangling optic nerve behind them. Anyone who sees this abhorrent visage must make a Will save (DC 10) or be frozen in horror for 1d3 rounds (DC 8 to rouse them). A successful save indicate they are immune to this effect for the next week.

Should the cerebear successfully strike with both of its claw attacks against a single man-sized foe, it will then grasp them in a crushing hug for an additional 2d4 damage. Assuming the victim survives the hug they must make a Fort save (DC 10) for each eye to avoid having it telekinetically plucked from its socket to join the other orbiting eyes.

The mass of floating eyes that revolve about its head endow the cerebear with nigh-perfect vision in every direction and infravision 120ft. This makes it immune to all attempts at stealth or sneak attacks not involving invisibility. After making a kill, unless seriously threatened, the cerebear will spend one of its next actions telekinetically extracting the eyes from the corpse to add to its collection.

The most frightening fact about cerebears is that they are both quite intelligent and psionically capable. They each have a Psychokinesis and Telepathy Focus die of 1d4 plus 3+1d3 random Tier 1 powers. In addition, they are well versed in acting like a mindless beast and will attempt to do so when encountered to take advantage of its foes. This will give the cerebear a +1 die step to all of its actions the round it reveals its intelligent nature unless an Int check (DC 15) is made. Despite its intellect, a cerebear will never willing communicate with another being, outside of using its randomly generated psionic powers.

When encountered, there is a 10% chance of the cerebear having an active Psy-Bauble floating amongst its eyes.





Edacious Encephalon

Edacious Encephalon: Init +6; Atk mind tendril +4 melee (special); AC 11*; HD 2d6; Mv 20'; Act 1d20; SP Ethereal; ; Sv Fort +1, Ref +6 Will +8; AL L.

Floating just out of phase with our reality, Edacious Encephalons (also known as Hungry Brain Devils) stalk intelligent beings in search of tasty emotions. They tend to be found not in remote ruins but populated areas currently experiencing high amounts of turmoil and stress. Settlements on the brink of war, political debates, and grand musical performances are some of their favorite feeding grounds. Should the situation need assistance to reach a palatable emotional state, they will employ psychic whispers to heighten the emotive tempo to levels near madness.

When attempting to feed, it will stalk a particularly emotion filled prey until it is alone. Then the beast will partially manifest into this dimension, appearing as a gaseous brain cloud, and strike with its tendrils. Each successful blow will inflict 1d3 temporary Per damage as it drains the victim's emotions. It will cease feeding once the victim's Per drops below 7, as it is no longer appetizing, and erase all memory of the attack. If the fiend is attacked during this time, there is a 50% per strike that it is out of phase and the attack finds nothing there. Once manifested, it cannot immediately escape this dimension but must spend 4d4 rounds transitioning back. After this it will disappear. Spells, powers, and other effects that can bind or banish extraplanar creatures will have great effect on these fiends.

In addition to its tendril attacks, it can vomit forth burst of raw emotion to assail its foes but will only do so in fear of its life. All foes within 20 feet of it must make a Will save (DC 13) or become effectively paralysed as the emotional barrage overwhelms their mind for 2d6 rounds. It can only produce 3 of these bursts of emotion and then it must gorge itself on at least 30 points of Per to recharge.

These creatures are quite vindictive and will follow those who have hurt it for months to exact their revenge. Either upon their foes or the foe's loved ones, they will employ their psychic whispers to induce madness. Each week, the target must make a Will save (DC 10) to avoid this fate. Each failure results in increased erratic behavior until after five such failures the target is driven insane. All the while the fiend will lurk and feed its endless hunger.

Hive Mind

Hive Mind: Init +2; Atk by weapon +2 melee (by weapon); AC 12+armor; HD 2-7d7; Mv 30'; Act 1d20; SP Control Swarms, psionpowers ; Sv Fort +2, Ref +2 Will +6; AL L.

Brood Swarm: Init +4; Atk pinch and bite +6 melee (by type); AC 10; HD 3d6; Mv 10'; Act 3d16; SP Engulf, insect trait ; Sv Fort +3, Ref +3 Will NA; AL N.

Not all people born with psionic abilities are predisposed to become Psions. Some, like the Crystal Shepherds, have a specialized psychic gift. Unfortunately for Hive Minds this “gift” always comes with a price. From an early age, a hive mind will begin to hear the simple thoughts of a particular type of insect. Those that do not quickly go mad find they can manipulate these thoughts, eventually gaining complete control over that type of insect. The price for this is the influence of the multitudes of tiny alien minds pulling away the person’s humanity and creating a being that only looks human. This is not to say that hive minds cannot function in human society. In fact, they can be quite social and love the thrill of intrigue as they feed their insatiable desire for control. They are true sociopaths as their moral compass and values are almost completely alien.

A hive mind is never truly alone as they always have at least one Brood Swarm, composed of their favored insect, attending them near by. They can dominate a total number of swarms equal to their HD at one time and directly control them from up to a mile away. If a swarm is destroyed or dispersed, it will take the hive mind 1d3 days to form another.



The hive mind knows the exact location of each of their swarms and can communicate with them freely. They can also choose to share the sensory input of a swarm by concentrating, seeing and hearing what they do. This makes information gathering extremely easy for hive minds making them all the more competent at using social mechanation to build power.

Roughly 60% of hive minds develop additional psionic abilities. They will gain two Focus points and two Tier 1 powers for every 2 HD they have. If they have 5 or more HD, they also have 1d3 Tier 2 powers.

Brood Swarms

Regardless of the type of insect that make up a swarm, they are completely loyal to their hive mind. Any attempt to usurp them, magical or otherwise, will fail. A swarm is generally a mass of insects filling roughly a 5ft by 5ft area. If all three of a single swarm's attacks in a round successfully strike one foe, they have been engulfed and suffer additional effects based on the insect type. Larger foes can be engulfed by more than one swarm at a time, suffering cumulative effects. Attacking a swarm while it engulfs a victim will split all damage inflicted upon it with that victim. Once engulfed, the swarm will continue to overrun the victim until it loses $\frac{1}{2}$ of its current hit points or they are successfully warded off. Repelling an engulfing swarm requires an open flame, large amounts of smoke, or other active irritants and an Int check (DC 13) by someone aiding the victim. If the victim tries to chase them off alone it invokes a -2 die step penalty to the attempt.

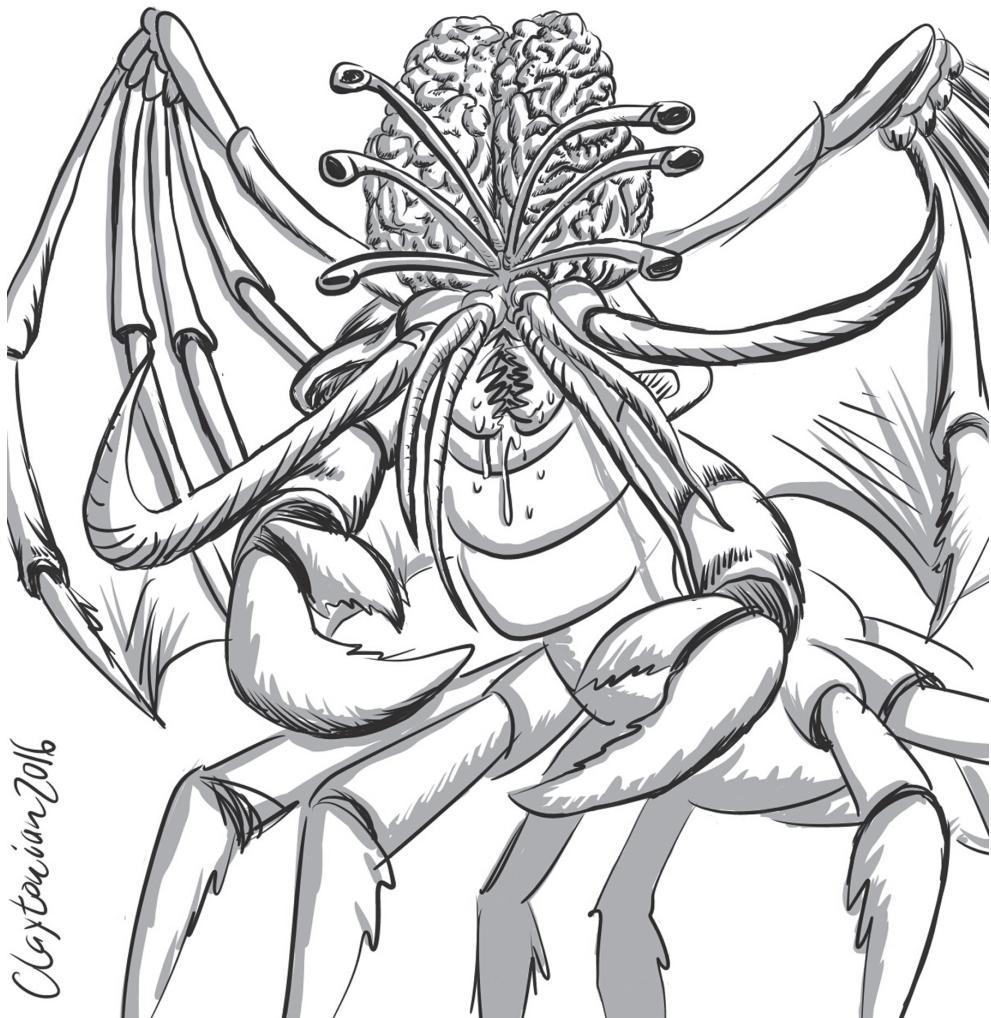
The following is a sample of possible insect types:

Cockroaches - On a successful attack they inflict 1d2 damage and the foe must make a Fort save (DC 8) or contract a form of gastroenteritis (diarrhea and vomiting) that will manifest symptoms in 4d4 hours. An opponent engulfed in cockroaches will automatically suffer an additional 1d2 damage per round and will need to make a Fort save (DC 10) every three rounds or suffer immediate nausea and vomiting.

Hornets - On a successful attack they inflict 1d4 damage and the opponent must make a Will save (DC 10) or suffer -1 to all actions due to extreme pain. A foe engulfed in hornets will automatically suffer an additional 1d4 damage per round and will need to make a Fort save (DC 8) every 3 rounds or die from anaphylactic shock in 1d5 minutes.

Scorpions - On a successful attack they inflict 1d4 damage and the foe must make a Will save (DC 10) or suffer -1 to all actions due to extreme pain. An opponent engulfed in scorpions will automatically suffer an additional 1d4 damage per round and will need to make a Fort save (DC 10) every 3 rounds or be paralysed.

Spiders - On a successful attack they inflict 1d3 damage and the opponent must make a Fort save (DC 12) or suffer 1 point of temporary Sta damage from poison. A foe engulfed in spiders will automatically suffer an additional 1d3 damage per round and will suffer a cumulative -1 to all physical actions for every 3 rounds they are engulf as they are rapidly cocooned in spider silk.



Lobstrosityrant

Lobstrosityrant (Psychic Alien Crustacean Slavemaster): Init -2; Atk claws +8 melee (3d7+poison); AC 24; HD14d10; MV 30' walk, 60' swim, 40' fly; Act 3d20; SP dominate Lobstrositi, breath weapons, regenerates 1d3 hp per turn; SV Fort +9, Ref -3, Will +4; AL C.

This dreadful crustacean is a much larger and more dangerous cousin of the Lobstrosity (CUaBM issue #1, pg 22). Half again the size of its lesser relatives, its mighty shell is pearlescent white with tinges of every color of the rainbow reflected throughout.

The Tyrant has the inate ability to immediately dominate any Lobstrosity it encounters to be its slave. This domination is persistent and will only be broken after the slave has lost contact with the tyrant for over a week. As such, a tyrant will always have at least 2-6 lobstrosity slaves at its beck and call. It is possible that the

tyrant may have other monstrous crustaceans under its thrall as well, depending on what dwells near its lair. The psychic leash of a tyrant reaches out for roughly 5 miles and no slave will willingly leave the area of dominance.

Unlike its meager cousins, the lobstrosityrant is quite capable of holding a conversation via telepathy and will generally accept the presence of an intruder if they are sufficiently deferential and offer a suitable gift. Since, like lobstrositi, it feeds on wood, preferably chemically treated lumber, the tyrant would rather arrange tribute from visitors rather than have to go through the trouble of killing them. Tyrants are easily offended and they will not tolerate any insult or threat from anything within the domain it chooses to claim. Such actions will be met with extreme aggression, first by the slaves and then, if necessary by the tyrant itself.

Lobstrosityrants have an impressive array of abilities to deal with their enemies:

Firstly, their claw attacks are poisonous, requiring a Fort save (DC 12) or lose 1d3 Str on each attack.

In addition, they have not one but two different breath attacks: an acid spray (5ft by 50ft cone, 2d8 damage Ref save - DC 12 for half) and a sleep gas cloud (30ft diameter, Will save - DC 13 or fall asleep for 1d4 minutes).

Also, it may use one of its action die each round to psionically invoke the Vertigo, Maximize Vigor, Distraction, or Thought Tap power with a Focus die of 1d4.

Should all of these abilities not be enough to bring the tyrant victory and it is reduced to less than $\frac{1}{2}$ its normal hit points, the next round the tyrant will release a 100ft diameter cloud of irritating mist that obscures vision and will cause all foes within it to suffer a -1 die step to all actions if a Fort save (DC 14) is not made. After releasing the mist, it will attempt to escape with all due haste so that it may regenerate and plan its revenge.

Should the Lobstrosityrant be slain, all of its slaves will immediately flee and seek refuge far from there. The body of the tyrant is quite valuable for several reasons.

If the meat of a Lobstrosityrant is properly steamed (Int check DC 13) it can grant abilities like a potion in addition to being delicious and nutritious. The meat from one tyrant can be prepared to make 3d6+8 portions which will expire in one week. The potion effect of each portion should be determined randomly by rolling 3d6+15 (spell result level 18-33) on the Make Potion spell table (DCC rulebook, pg 223) and then either a d2, d3, or d4 to determine the actual potion.

The Lobstrosityrant's pearlescent shell can be fashioned into exceptional Xenochitin armor by a skilled craftsman (same attributes as Banded Mail). This armor will grant the wearer +1 to Fort saves and look very impressive. In addition, Lobstrositi will not attack the wearer unless they attack first.

At the base of each of its four antenna are small crystalline nodules that, when properly prepared (takes 1d3 hours each) will function as Psy-Baubles that increase psionic invocation rolls by +1. They have a cumulative 5% per hour chance to burn out.

Critical Table PB: Psi-Beasts

Hit dice to Crit dice table

1-3	4-6	7-9	10-12	13-15	16-17	18+
1d10	1d14	1d16	1d20	2d12	2d14	3d10

1 or less The victim's mind is raked for an additional +1d6 damage.

2-4 The target forgets what it was doing for a moment and is moved to the bottom of the initiative. There is a 25% for each hand of dropping whatever is held.

5-8 Due to minor cranial hemorrhaging, the foe takes 1d2-1 (0-1) damage every round for the next 1d12 rounds.

9-11 The target suffers a splitting headache causing an additional +2d4 damage and for 1d4 rounds all actions are taken at -1 die step.

12-14 The foe temporarily forgets who its allies and enemies are. Next round all actions are taken against a random target.

15-16 A psychic jab temporarily makes the victim forget how to speak for 1d5 turns. Spells requiring vocal casting components are cast at -2 die steps to the casting roll.

17-18 One random limb goes limp and numb as its nerves are temporarily silenced. This lasts for 3d4 turns.

19-20 Due to cranial hemorrhaging, the foe takes 1d2 damage every round for the next 2d6 rounds.

21-22 The beast momentarily gains control of the target and can direct its next action.

23 The target stares blankly into space for the next 2d3 rounds and drops whatever it was holding.

24 The strike causes 1d3 Per damage as the beast consumes a sliver of will power.

25 The strike causes 1d3 Int damage as the beast consumes several important memories.

26 Due to massive cranial hemorrhaging, the foe takes 1d3 damage every round for the next 4d4 rounds. During this time all actions are taken at -1 die step.

27 The target must make a Fort save (DC 15) or die from brain trauma. If successful, a Fort save (DC10) must be made for each eye and ear to avoid partial or permanent blindness or deafness. (Partial blindness results in -2 to all perception based Int checks)

28+ The victim's head violently explodes showering all within 20ft with gory bits.

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