

# OSRIC™ Psionic Combat

*Don Dickerson*



**DRAGONEER PUBLISHING EDITION**

*This rulebook contains the information needed to incorporate psionic combat into your OSRIC™ game.  
It is intended for both players and game masters.*

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Comments welcome!

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# THANKS!

**OSRIC PSIONIC COMBAT** was initiated in 2011 at the request of my eldest daughter. She was headed to college and wanted me to recommend an RPG game system for her to use there. Since college students rarely have available money, OSRIC was a first choice since it is readily available and free to download. However, she wanted psionics in her game. And so, I have authored this brief manual for OSRIC. The goals of this Psionic Combat System are to be simple to understand, fast to perform, and integrate seamlessly into the OSRIC combat round.

I would like to thank the following individuals for their assistance:

Cynthia Dickerson, for providing the impetus to write it.

Richard Dickerson, for analyzing all the alternatives to those rules finally chosen.

Ann Dickerson, for playtesting the system with Richard.

Stuart Marshall, for creating OSRIC from a game that society needed to have reincarnated.

## CREDITS

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# INTRODUCTION AND PURPOSE

This rulebook contains the information needed to incorporate psionic combat into your OSRIC game. It is intended for both players and game masters. The goals of this Psionic Combat system are: to be simple to understand, fast to perform, and integrate seamlessly into the OSRIC combat round. It does not contain descriptions of psionic powers, disciplines, sciences, feats, etcetera. These topics are available in books by other authors. This combat system is designed to be a drop-in replacement for the often complex psionic combat systems in those books. It is also for those who want a fast, simple psionic

combat system that works seamlessly along side of melee combat, without causing long interruptions to the flow of combat for the players of non-psionic characters.

In the spirit of OSRIC, this document is intended for use for old-school fantasy gaming. It is intended to present new psionic combat rules compatible with those used in the late 1970's to early 1980's without using any of the copyrighted "artistic presentation" originally used to convey them. In creating this "artistic presentation" we have also made use of the System Reference Document produced by Wizards of the Coast.

**Valiant the Griffon**



# PSIONIC ABILITY

## WHAT ARE PSIONICS?

Psionics are a broad category of fantastic abilities originating from the mind. Psionic characters may use their minds to induce a variety of phenomena, experiences, events, miracles, spectacles, portents, and sensations. The term “Psionics” also refers to the study and practice of using the mind to induce such phenomena.

## PSIONICS AND MAGIC

Psionically generated phenomena are not magical, nor can they be dispelled by Dispel Magic or similar spells. Instead, psionic phenomena are created and maintained through the use and manipulation of mental energy from the psionic’s brain.

## IS MY CHARACTER PSIONIC?

Every character has at least a 1% chance of being psionic. Characters with at least one ability score of 16 or greater in Intelligence, Wisdom, or Charisma have an increased chance. To determine your character’s chance, apply +3% to the base chance for every point of Intelligence, Wisdom, and Charisma above 16.

During a character’s career, whenever his Intelligence, Wisdom, or Charisma are permanently raised by a full point or more, another check may be subsequently made.

Finally, psionic persons may assist others in finding and unleashing their psionic potential. For every week of mental exercises and training endured by a non-psionic student under the tutelage of an experienced psionic mentor, there is a 2% chance per week their psionic talent will be discovered and unleashed. The maximum chance in this case is 30%.

## STRENGTH OF MIND - MY PSIONIC ABILITY

Psionic Ability Points (PAPs) are the total amount of mental energy a psionic can generate using his mind. After using all one’s PAPs, one is considered a defenseless psionic. Until that point, however, a psionic may utilize his PAPs to attack/defend in psionic combat, or execute psionic powers to induce phenomena.

The terms Psionic Attack Strength or Psionic Defense Strength both refer to the same thing, one half of a character’s current Psionic Ability Points.

The formula to calculate a character's PAPs is:

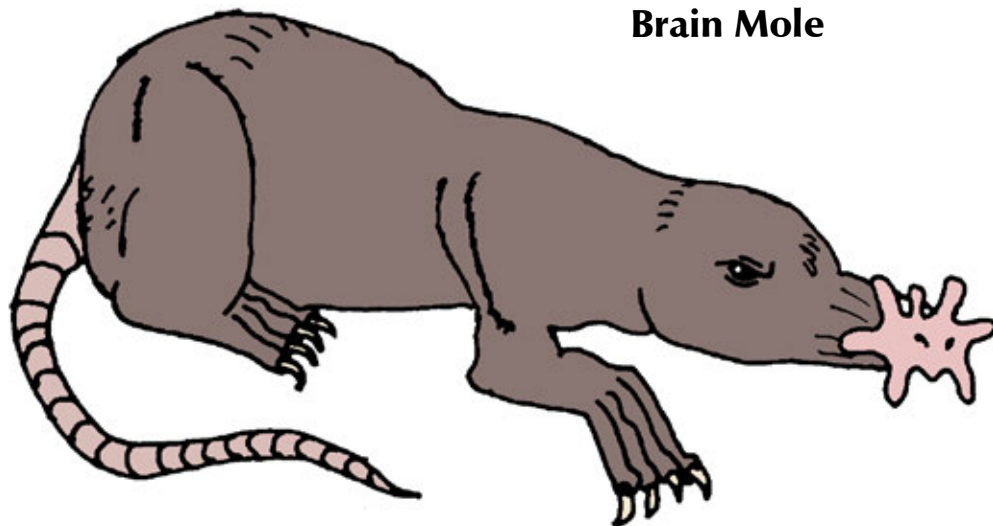
$$\text{PAPs} = 2 \times (10d10 + \text{Bonuses})$$

where *Bonuses* are determined according to a character's ability scores per below.

### BONUSES

**Step 1:** Award 1 Bonus Point for every point of Intelligence, Wisdom, or Charisma above 12.

**Step 2:** Award double the total from Step 1 if two of the ability scores (Intelligence, Wisdom, Charisma) are 16 or above, quadruple the total from Step 1 if all three ability scores are 16 or above.



**Brain Mole**

# PSIONIC ATTACKS AND DEFENSES

## PSIONIC ABILITIES – THE 5 PSIONIC ATTACK MODES

There are 5 psionic attack modes:

1. **Psionic Blast**
2. **Id Insinuation**
3. **Mind Thrust**
4. **Ego Whip**
5. **Psychic Crush**

### Table 1. The Psionic Attack Modes

Two modes of psionic attack harm multiple victims. These are Psionic Blast and Id Insinuation. All other attacks only damage one psionic individual.

**Psionic Blast:** The psionic creates a telepathic concussive cone of force that can affect both psionic and non-psionics alike. It affects all intelligent creatures within the cone. The cone originates at the center of the psionic's brain and terminates 60 yards away in a 20-foot diameter.

**Id Insinuation:** The psionic seeks to penetrate, circumvent, destroy and replace components of the lowest level of the opponent's identity, the id. The psionic insinuates constructed false instincts into the opponent's id to eliminate the opponent's real and natural instinct to mentally defend himself and fight back. This attack affects all psionic

creatures within a 20 x 20 foot square area, up to 180 yards away.

### THREE ATTACKS AFFECT ONLY A SINGLE, TARGETED PSIONIC.

**Mind Thrust:** The psionic jabs piercingly-shocking thoughts, images, and memories through the opponent's consciousness to shock and harm their mind, overloading their ability to cope with the content. This attack affects a single, targeted, psionic creature up to 90 yards away.

**Ego Whip:** The psionic flagellates the opponent's ego with thoughts and feelings of self-doubt, hopelessness, and despair, attacking their self-respect, pride, and ability to command their emotions. Ego whip causes the recipient to doubt his own mental judgments and beliefs about reality. At the worst, the opponent will lose intellectual functioning, self-control, planning ability, the ability to synthesize information, memory, and mental defenses. This attack affects a single, targeted, psionic creature up to 120 yards away.

**Psychic Crush:** The psionic utilizes their force of will to squeeze the opponent's conscious and subconscious mind, i.e. Id, ego, and super-ego. This attack at its worst can cause physical brain death, followed by physical death of the body. This attack affects a single, targeted, psionic creature up to 50 yards away.

### PSIONIC ABILITIES – THE 5 PSIONIC DEFENSE MODES

There are 5 psionic defense modes:

1. **Tower of Iron Will**
2. **Intellect Fortress**
3. **Mind Blank**
4. **Thought Shield**
5. **Mental Barrier**

#### Table 2. The Psionic Defense Modes

Two defenses protect not only the psionic, but those around him. These are Tower of Iron Will and Intellect Fortress. All other defenses only protect the psionic individual.

**Tower of Iron Will:** The psionic constructs a psychic barrier around himself utilizing his force of will. This barrier may be extended beyond the physical extents of his body to surround and protect others nearby. This defense may be extended to protect any or all individuals within 6 feet of the psionic, according to his choosing.

**Intellect Fortress:** The psionic utilizes the stabilizing power of his mind's ego and the higher-reasoning and moral functions of his super-ego to maintain a grasp on reality, effectively defending against and weakening incoming psionic attacks. This defense may be extended to protect any or all individuals within 15 feet of the psionic, according to his choosing.

### THREE DEFENSES AFFECT ONLY THE PSIONIC.

**Mind Blank:** The psionic calms and clears his mind, making it difficult to find, and thus, more difficult to effectively attack. *All psionic individuals have this defense.*

**Thought Shield:** The psionic focuses on separate and disjointed thoughts or images in order to shield the individual components of his mind from attack.

**Mental Barrier:** The psionic constructs a wall of unified thoughts, feelings, and images which guard against mental attack or intrusion.

### ACQUIRING ATTACK AND DEFENSE MODES

Characters determined to be psionic should roll on the following tables to determine the number of attack and defense modes they have:

#### Table 3. Number of Psionic Attack Modes

d100 Score	# of Attack Modes
1 - 25	1
26 - 50	2
51 - 75	3
76 - 95	4
96 - 100	5

## Psionic Attacks and Defenses

**Table 4. Number of Psionic Defense Modes**

d100 Score	# of Defense Modes
1 - 25	2
26 - 75	3
76 - 90	4
91 - 100	5

During a character's career, whenever his Intelligence, Wisdom, or Charisma are permanently raised by a full point or more, another check may be subsequently made to see if they gain more attack and/or defense modes (but they can never lose acquired modes).

**Kalak the Minotaur**



# PSIONIC COMBAT

The decision to engage in psionic combat is difficult and involves evaluating risks and probabilities. This is because once a psionic has engaged in combat, they can do nothing else. They cannot walk, spellcast, or even speak aloud, until the contest is over. This is because psionic combat requires every bit of their intellect, will, and concentration. A psionic who is physically struck while he is locked in psionic combat is unable to even raise an arm in defense or right himself if knocked down. To momentarily distract one's self to do so, would result in immediate loss of the psionic battle, with immediate disastrous consequences.

## PSIONIC COMBAT SPEED AND THE COMBAT ROUND

How fast is psionic combat? Very -- at the speed of thought! Unlike regular combat, psionic combatants exchange mental "blows" 10 times faster than physical melee strikes. However, the psionic combat system presented here accounts for this. The result it provides is the summary of the status of the psionic combatants at the conclusion of a standard combat round. Any PAPs reduction represents the aggregate damage of the 10 mental combat exchanges. It must be stressed this psionic combat system does NOT provide an individual, blow-by-blow, account of the 10 exchanges that occur within a combat round.

Rather, it provides the final result of those 10 exchanges. Therefore, an individual in psionic combat will roll only one d20 per combat round.

## PSIONIC COMBAT SYSTEM

There is a base cost to engage in psionic combat. Each attack and defense expends an amount of mental energy. Attacking is more costly than defending. The cost to attack in a psionic battle is 80 PAPs per combat round and is optional. Defending costs 20 PAPs per combat round and is not optional. A psionic who chooses both to attack and defend expends 100 PAPs for the privilege of participation. A psionic who opts to defend only expends 20 PAPs in total. This base cost is subtracted at the end of the combat round along with any other PAPs reductions due to combat.

After a psionic has decided to engage in psionic combat, he selects which opponent(s) he intends to attack. All individuals engaged in psionic combat or defense will roll 1d20. This roll is called the Psionic Combat Roll. Those individuals who choose only to defend add +5 to their die roll. Individuals with strong psionic power add +2 to their die roll. Individuals considered exceptional in psionic power add +5 to their die roll. Individuals with awesome psionic power add +10 to their die roll. Current psionic strength should be used when consulting the following table for a breakdown of bonuses as described above.

## Psionic Combat

### CURRENT PSIONIC ABILITY POINTS (CPAPs)

Table 5. Psionic Strength Ratings and Roll Modifiers

Psionic Strength Rating		Psionic Combat Roll Modifier
< 1	Defenseless Psionic	Automatic Failure
1 - 99	Weak	-5
100 - 235	Average	+0
236 - 275	Strong	+2
276 - 325	Exceptional	+5
> 325	Awesome	+10

The psionic with the highest modified roll is the winner of the round. All individuals defeated in psionic combat suffer the loss of 10d20 PAPs. In the result of a tie, neither combatant is considered the winner, and no loss of PAPs occurs. Any psionic that is reduced to zero or negative PAPs becomes a defenseless psionic. Any psionic reduced

to this degree directly from defeat in combat must roll on the following table for the specific consequence of his loss. The victor can be reduced to zero or fewer PAPs as a result of base cost reductions and will become a defenseless psionic in further rounds but does NOT roll for consequences of loss since he has not been defeated.

**Table 6. Consequence of Loss of a Psionic Battle (1d20)<sup>1</sup>**

1. Permanently Babbles - Victim speaks randomly and continuously in a stream-of-consciousness manner without ever stopping. Victim is incapable of coherent speech.
2. Permanently Blinded - Victim cannot see.
3. Brain death - Victim's brain neurons are all dead. His soul (or spirit) departs his body immediately. The victims' body may survive 1d6 days before death of the body.
4. Coma for 1d6 weeks - Victim's brain neurons have sustained trauma. He will remain unconscious until they heal. Without another person to feed and nourish him, he will die.
5. Stunned for 1-8 turns - Victim is reeling and unable to act.
6. Berserk for 2-12 rounds - Victim physically attacks all nearby creatures mercilessly and furiously. Enemies are ignored unless there are no allies nearby to attack.
7. Feeble-minded - Refer to the magic-user spell for details.
8. Short-term Insanity - Victim will continuously see and fully believe illusionary monsters and hear non-existent whisperings.
9. Permanently insane - The condition described above remains indefinitely. However, the victim may still be healed of this condition by magic.
10. Fear - Victim will cower from all beings, often taking a fetal position.
11. Panic - Victim will flee for 1-10 turns without stopping.
12. Permanent Deafness - Victim cannot hear.
13. Amnesia - Victim suffers serious memory loss which may include details of their personal identity, knowledge, and history.
14. Ethos Change - Victim suffers alteration within his super-ego resulting in totally different, random alignment.
15. Neurosis - Victim develops habitual dysfunctions or minor phobias (DM's discretion).
16. Psychosis - Victim develops serious mental dysfunctions or major phobias (DM's discretion).
17. Schizophrenia - Victim's psyche splits into 1d20 multiple personalities.
18. Permanent loss of 1 attack mode and roll again (1 to 17 valid)
19. Permanent loss of 1 defense mode and roll again (1 to 17 valid)
20. Permanent loss of 2d10 PAPs and roll again (1 to 17 valid)

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<sup>1</sup> Note: Proper magical healing and appropriate magics can negate or rectify the above effects.

## Psionic Combat

### COMBAT INVOLVING MULTIPLE PSIONIC OPPONENTS

When multiple psionic combatants are engaged in mental battle, each psionic must select his attack and defense strategy. Some attacks affect multiple targets while some affect only one targeted individual or creature. Likewise, certain defenses can be extended to cover multiple allies while others protect only the psionic himself. Therefore, each attack and defense has a particular use or purpose which should be carefully considered. Only one d20 roll is made per combatant regardless of the number of actual contests any given individual may face. The same modified roll is compared for each contest that psionic may face.

Please refer to Figure 1. Frederick (PAPs 266) is fighting 2 psionic thieves, Bob (PAPs 128) and Theodore (PAPs 220) in psionic combat.

**Figure 1. Example of Psionic Combat Involving Multiple Psionic Opponents**

<b>NAME:</b> <u>Frederick the Rich</u>		<b>STARTING PAPs:</b> <u>266</u>				
15	+	2	+	0	=	17
d20 roll		Mod for Psionic Strength Rating		+5 if only Defending		Total Modified Roll
<b>NAME:</b> <u>Bob the Thief</u>		<b>STARTING PAPs:</b> <u>128</u>				
6	+	0	+	0	=	6
d20 roll		Mod for Psionic Strength Rating		+5 if only Defending		Total Modified Roll
<b>NAME:</b> <u>Theodore the Thief</u>		<b>STARTING PAPs:</b> <u>220</u>				
20	+	0	+	0	=	20
d20 roll		Mod for Psionic Strength Rating		+5 if only Defending		Total Modified Roll



**Bob the Thief**

Frederick opts to attack with Psionic Blast and defend with Mind Blank. Bob attempts to attack with Ego Whip and defend with Mental Barrier. Theodore attempts to attack with Id Insinuation and defends with Thought Shield. Each combatant rolls 1d20 and adds their modifiers as follows: Frederick rolls 15, and adds +2 for being Strong. His total modified roll is 17. Bob rolls 6, and adds +0 for being Average.

His total modified roll is 6. Theodore rolls 20, and adds +0 for being Average. His total modified roll is 20. Frederick defeats Bob (17 versus 6). So Bob takes 10d20 PAPs reduction from the defeat. Since Frederick used psionic Blast which affects multiple opponents, he could have also affected Theodore. However, Theodore defeats Frederick (20 versus 17). So, Frederick takes 10d20 PAPs reduction from this defeat. Finally, all three participants subtract 100 PAPs base cost for engaging in psionic combat. At the conclusion of the first combat round, Frederick's Current Psionic Ability Points (CPAPs) total is

**266 - 95 (damage) - 100 (base cost).**

His CPAPs is now 71. Bob's CPAPs is

**128 - 84 (damage) - 100 (base cost).**

His CPAPs is now negative making him a defenseless psionic. Because he was defeated in psionic combat AND is now

defenseless, this necessitates a roll on **Table 6. Consequence of Loss of a Psionic Battle**. Bob cannot participate in any further psionic battle. It is possible for him to be attacked again, however, forcing him to roll again on the Consequence of Loss Table in later combat rounds should he survive. Theodore's CPAPs is **220 - 110 (damage) - 100 (base cost)**.

His CPAPs is now 10. Both Frederick and Theodore are currently considered Weak Psionics.



**Theodore  
the Thief**

### GROUP PSIONIC COMBAT

Psionic individuals may decide to attack and defend in unison, as "one-mind" against a single opponent or against multiple opponents. This is called a mind-link or pooling. Each individual who participates in a mind-link

will roll their individual d20; however, they receive a +1 bonus to their roll for each additional psionic participating in their pool. This represents the beneficial effect of coordinating one's attacks and defense with others. Individuals that pool their psionics must physically be within 120 feet of each other. Intervening obstacles such as walls do not adversely affect the link; however, all participants in a pool must be within the required range for their chosen attack modes.

### ATTACKING A NON-PSIONIC CREATURE

Psionic Blast is the only attack that can be used against the psionically insensitive mind of a non-psionic. When attacked, the victim is allowed a saving throw. Despite the fact that psionics are not magic, their effects are similar, and the save versus magic (with Wisdom bonuses applied) is applicable. Magic resistance, however, has no effect on psionic effects.

When Psionic Blast is used as an attack against a psionic, this attack is similar to the other psionic attack forms in that it occurs at a rapid speed, up to 10 times in a combat round. However, when used against non-psionics, due to the insensitivity and relative slowness of the neurons in the "potential" psionic area of their minds, the Psionic Blast has only a single effect per combat round and requires only a single saving throw. Failure of the save causes the victim to roll on **Table 6. Consequence of Loss of a Psionic Battle** table.

# OPTIONAL RULES

The following Optional Rules will slow down game play because you will need to consult tables during psionic combat. However, they do retain more of the old-school feel. A GM who uses Optional Rule 1 or 2, may also want to use Optional Rule 4. Otherwise, he retains the Psionic Combat System's base assumption that the 10 mental combat exchanges within a combat round utilize the same attack and defense modes for each exchange.

## GM'S OPTIONAL RULE 1: BEST ATTACK VERSUS A DEFENSE

Certain attacks are more effective and damaging against particular defenses. Please refer to the following table:

**Table 7. Best Attack Mode Versus a Psionic Defense Mode**

Opponent's Defense Mode	Best Attack Mode to Use
Mind Blank	Ego Whip
Thought Shield	Psionic Blast
Tower of Iron Will	Mind Thrust
Intellect Fortress	Id Insinuation
Mental Barrier	Psychic Crush

When an attacker uses the attack mode that is shown as the best versus the opponent's defense

mode, the opponent's PAP reduction is increased 50%. (This does not apply to the PAP reduction from defending, only to the PAP reduction from losing in a combat round). If Optional Rule 3 is used, the chance of instant death from Psychic Crush receives an additional 5% adder. A GM who uses this rule may also want to use Optional Rule 4.

## GM'S OPTIONAL RULE 2: BEST DEFENSE VERSUS AN ATTACK

Certain defenses are more effective against particular attacks. Please refer to the following table:

**Table 8. Best Defense Mode Versus a Psionic Attack Mode**

Opponent's Attack Mode	Best Defense Mode to Use
Psychic Crush	Thought Shield
Id Insinuation	Mind Blank
Ego Whip	Mental Barrier
Mind Thrust	Intellect Fortress
Psionic Blast	Tower of Iron Will

When a defender uses the defense mode that is shown as the best versus the opponent's attack mode, the defender receives only half (50%) of the normal PAP reduction. (This does not apply to the PAP reduction from defending, only to the PAP reduction from losing in a

combat round). If Optional Rule 3 is used, the chance of instant death from Psychic Crush is reduced to zero (0%). A GM who uses this rule may also want to use Optional Rule 4.

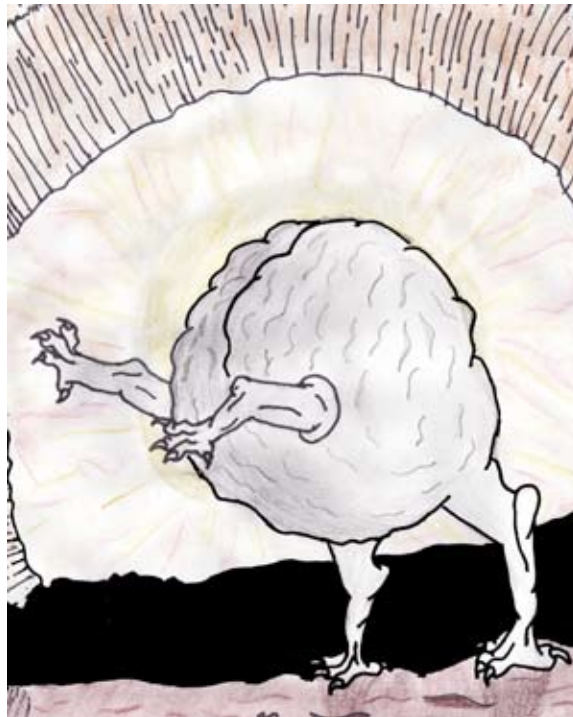
### GM'S OPTIONAL RULE 3: PSYCHIC CRUSH CAN KILL INSTANTLY

When an attacker uses Psychic Crush, there is a 10% chance the attack instantly kills the victim. This increases by 5% for each Psionic Strength Rating (see *Table 5: Psionic Strength Ratings and Roll Modifier*) the attacker is above Average. This decreases by 5% for each Psionic Strength Rating the defender is above Average.

### GM'S OPTIONAL RULE 4: THE PSIONIC COMBAT ROLL: TEN D20 ROLLS RATHER THAN ONE

The base combat system does NOT provide an individual, blow-by-blow, account of the 10 mental combat exchanges that occur within a combat round. The 1d20 Psionic Combat Roll is used to determine the combined final result of those 10 exchanges. The GM may allow players to roll 10 separate d20's, one for each mental combat exchange, to be compared individually against the 10 separate d20's of their opponents. This works best if the GM has chosen to include either Optional Rule 1 or 2 as part of their game. It also is recommended for those who, frankly, enjoy rolling the dice!

**Ygge the  
Intellect  
Devourer**



# APPENDIX 1 - EXAMPLE: A PSIONIC USES THE DEFEND ONLY OPTION

Nogget the Shadow (PAPs 112) decides to attack Frederick the Rich (PAPs 266). Frederick sees Nogget coming and attacks him psionically before Nogget gets close enough to use his chilling touch attack. Nogget decides to defend only because he is unsure of Frederick's power and hopes he can survive Frederick's attacks. Please refer to Figure 2.

**Figure 2 (Round 1)**

<b>NAME:</b> <u>Frederick the Rich</u>		<b>STARTING PAPs:</b> <u>266</u>				
<b>16</b>	+	<b>2</b>	+	<b>0</b>	=	<b>18</b>
<b>d20 roll</b>		<b>Mod for Psionic Strength Rating</b>		<b>+5 if only Defending</b>		<b>Total Modified Roll</b>
<b>NAME:</b> <u>Nogget the Shadow</u>		<b>STARTING PAPs:</b> <u>112</u>				
<b>13</b>	+	<b>0</b>	+	<b>5</b>	=	<b>18</b>
<b>d20 roll</b>		<b>Mod for Psionic Strength Rating</b>		<b>+5 if only Defending</b>		<b>Total Modified Roll</b>

Frederick attacks with Mind Thrust and defends with Intellect Fortress. Nogget only defends with Mind Blank. Frederick rolls 16, and adds +2 for being Strong. His total modified roll is 18. Nogget rolls 13, adds +0 for being Average, and adds +5 for only defending. His total modified roll is 18. Frederick ties Nogget (18 versus 18). Frederick subtracts 100 PAPs base cost for engaging in psionic combat, attacking and defending.

Nogget subtracts 20 PAPs base cost for only defending. At the conclusion of the first combat round, Frederick's Current Psionic Ability Points (CPAPs) total is

**266 - 0 (damage) - 100 (base cost).**

His CPAPs is now 166. Nogget's CPAPs is

**112 - 0 (damage) - 20 (base cost).**

His CPAPs is now 82.

**Figure 2 (Round 2)**

<b>NAME:</b> <u>Frederick the Rich</u>		<b>STARTING PAPs:</b> <u>166</u>				
<b>6</b>	+	<b>0</b>	+	<b>0</b>	=	<b>6</b>
<b>d20 roll</b>		<b>Mod for Psionic Strength Rating</b>		<b>+5 if only Defending</b>		<b>Total Modified Roll</b>
<b>NAME:</b> <u>Nogget the Shadow</u>		<b>STARTING PAPs:</b> <u>82</u>				
<b>14</b>	+	<b>-5</b>	+	<b>5</b>	=	<b>14</b>
<b>d20 roll</b>		<b>Mod for Psionic Strength Rating</b>		<b>+5 if only Defending</b>		<b>Total Modified Roll</b>

For the next combat round, Nogget continues to defend only. Frederick attacks with Psionic Blast and defends with Mind Blank. Frederick rolls 6, and adds +0 for only being Average (currently) in psionic strength. His total modified roll is 6. Nogget rolls 14, subtracts 5 for being Weak (currently), and adds +5 for only defending. His total modified roll is 14.

18

Nogget successfully defends against Frederick (14 versus 6). Frederick subtracts 100 PAPs base cost for engaging in psionic combat, attacking and defending. Nogget subtracts 20 PAPs base cost for only defending. At the conclusion of the second combat round, Frederick's Current Psionic Ability Points (CPAPs) total is

**166 - 0 (damage) - 100 (base cost).**

His CPAPs is now 66. Nogget's CPAPs is

**82 - 0 (damage) - 20 (base cost).**

His CPAPs is now 62.

For the next combat round, Nogget continues to defend only. Frederick opts to attack with Psionic Blast and defend with Mind Blank again. Frederick rolls 4, and subtracts 5 for being Weak (currently) in psionic strength. His total modified roll is -1. Nogget rolls 8, subtracts 5 for being Weak (currently), and adds +5 for only defending. His total modified roll is 8. Nogget successfully defends against Frederick (8 versus -1). Frederick subtracts 100 PAPs base cost for engaging in psionic combat, attacking and defending. Nogget subtracts 20 PAPs base cost for only defending. At the conclusion of the third combat round,

Figure 2 (Round 3)



Frederick's Current Psionic Ability Points (CPAPs) total is

**66 - 0 (damage) - 100 (base cost).**

His CPAPs is now -44; so he is a defenseless psionic and stops attacking. Nogget's CPAPs is

**62 - 0 (damage) - 20 (base cost).**

His CPAPs is now 42. Nogget abandons psionic combat and flies towards Frederick to engage in physical melee combat. (He may do so because Frederick can no longer psionically attack.)

# APPENDIX 2 - EXAMPLE: MULTIPLE PSIONICS USE DEFENSES THAT PROTECT MULTIPLE PEOPLE

This example is similar to the one in the text in the section Combat Involving Multiple Psionic Opponents. However, this case will differ from that one. The difference is that Bob the Thief will use Tower of Iron Will to extend additional psionic defense to his buddy, Theodore.

Please refer to Figure 3. Frederick (PAPs 266) is fighting 2 psionic thieves, Bob (PAPs 128) and Theodore (PAPs 220) in psionic combat. Frederick opts to attack with Psionic Blast and defend with Mind Blank. Bob chooses to attack with Ego Whip and defend with Tower of Iron Will, extending this protection to his accomplice, Theodore. Theodore decides to attack with Id Insinuation and defend with Thought Shield. Each combatant rolls 1d20 for their Psionic Combat Roll (PCR) and adds their modifiers as follows: Frederick rolls 15, and adds +2 for being Strong. His total modified roll is 17. Bob rolls 18, and adds +0 for being Average. His total modified roll is 18. Theodore rolls 2, and adds +0 for being Average. His total modified roll is 2. Bob defeats Frederick (18 versus 15), so Frederick takes 10d20 PAPs reduction. Frederick used Psionic Blast which potentially harms Bob and Theodore. As already stated, it didn't harm Bob, but did it harm Theodore? Despite Theodore's adjusted Psionic Combat Roll of

**Figure 3: Multiple Psionics Use Defenses That Protect Multiple People**

<b>NAME:</b> Frederick the Rich		<b>STARTING PAPs:</b> 266				
15	+	2	+	0	=	17
d20 roll		Mod for Psionic Strength Rating		+5 if only Defending		Total Modified Roll
<b>NAME:</b> Bob the Thief		<b>STARTING PAPs:</b> 128				
18	+	0	+	0	=	18
d20 roll		Mod for Psionic Strength Rating		+5 if only Defending		Total Modified Roll
<b>NAME:</b> Theodore the Thief		<b>STARTING PAPs:</b> 220				
2	+	0	+	0	=	2
d20 roll		Mod for Psionic Strength Rating		+5 if only Defending		Total Modified Roll

2, he is not harmed by Frederick, because Bob's Tower of Iron Will is protecting him (and Bob's PCR was 18). However, this does not mean that Theodore defeats Frederick, only that Theodore takes no PAPs reduction from "losing".

# APPENDIX 3 - EXAMPLE: MULTIPLE PSIONICS USE POOLED ATTACKS

Kalak the Minotaur has befriended the escaped, royal, griffon, Valiant, that lives near his hut. He had found the griffon residing in an eyrie on the cliffs above his village. Kalak has plans to one day make the griffon his steed.

One day, while visiting Valiant (PAPs 170) to deliver some fresh food, Kalak (PAPs 114) is psionically attacked by Ygge, the Intellect Devourer (PAPs 200), that has wandered into the area. Kalak is surprised to discover that the Griffin is psionically contacting him to pool their attacks. So Kalak and Valiant pool their attacks against Ygge. Please refer to Figure 4. Ygge attacks both of them with Psionic Blast and defends with Mental Barrier. Kalak attacks with Mind Thrust and defends with Mind Blank. Valiant attacks with Id Insinuation and defends with Tower of Iron Will, extending protection to Kalak. Kalak's Psionic Combat Roll (PCR) is 15. Since he is pooling his attack with Valiant, he receives +2 to his PCR, one point for each psionic in the pool (himself and Valiant). Kalak's modified PCR is 17. Valiant's PCR is a 16. He also receives +2 bonus for pooling, so his modified PCR is 18. Ygge's modified PCR is 15, so he takes 10d20 + 10d20 PAPs reduction, that is, 10d20 for each combatant to whom he lost. Additionally, all

**Figure 4: Multiple Psionics Use Pooled Attacks**

<b>NAME:</b> <i>valiant the Griffon</i> <b>STARTING PAPs:</b> <i>170</i>						
15	+	0	+	2	=	17
d20 roll		Mod for Psionic Strength Rating		Psi Pooling Modifier		Total Modified Roll
<b>NAME:</b> <i>Kalak the Minotaur</i> <b>STARTING PAPs:</b> <i>114</i>						
16	+	0	+	2	=	18
d20 roll		Mod for Psionic Strength Rating		Psi Pooling Modifier		Total Modified Roll
<b>NAME:</b> <i>Ygge, Intellect Devourer</i> <b>STARTING PAPs:</b> <i>200</i>						
15	+	0	+	0	=	15
d20 roll		Mod for Psionic Strength Rating		+5 if only Defending		Total Modified Roll

take 100 PAPs reduction for participating in psionic combat. Unfortunately for Ygge, at the end of this combat round he is at -102 PAPs, so he rolls on Table 6. Consequence of Loss of a Psionic Battle. Since he rolls 11, he flees at high speed from Kalak and Valiant. Luckily for him, Kalak and Valiant quit psionic battle and let him flee.

# APPENDIX 4 - EXAMPLE: A PSIONIC PROTECTS A NON-PSIONIC

Nogget the Shadow (PAPs 112) has captured and caged a house cat which he is examining. Ygge the Devourer of Intellect (PAPs 200) attacks Nogget and the cat with Psionic Blast. He defends with Mind Blank. Nogget, not wanting his cat mentally damaged, uses Tower of Iron Will to defend both himself and the cat. He also attacks with Ego Whip. Please refer to Figure 5.

Each combatant rolls 1d20 for their Psionic Combat Roll (PCR) and adds their modifiers as follows: Ygge rolls 15, and adds +0 for being Average. His total modified roll is 15. Nogget rolls 18, and adds +0 for being Average. His total modified roll is 18. Nogget defeats Ygge (18 versus 15), so Ygge takes 10d20 PAPs reduction. Since the cat was protected by Nogget's psionic defense and Nogget won, the cat does not have to defend against the attack by Ygge. (The cat, a non-psionic, would have had to make a successful saving throw versus magic if Nogget hadn't protected him, because Psionic Blast affects even non-psionics in the area of effect.)



**Figure 5: Psionic Protects Non-Psionic**

<b>NAME:</b> <u>Nogget the Shadow</u>		<b>STARTING PAPs:</b> <u>112</u>				
18	+	0	+	0	=	18
d20 roll		Mod for Psionic Strength Rating		+5 if only Defending		Total Modified Roll
<b>NAME:</b> <u>Ygge, Intellect Devourer</u>		<b>STARTING PAPs:</b> <u>200</u>				
15	+	0	+	0	=	15
d20 roll		Mod for Psionic Strength Rating		+5 if only Defending		Total Modified Roll

# APPENDIX 5 -

## EXAMPLE: TWO PSIONICS PROTECT A NON-PSIONIC

Frederick the Rich happens upon the situation described in Appendix 4. He sees his poor cat has been trapped by the Shadow, and assumes the Intellect Devourer is attacking them both. Frederick decides to defend only using Intellect Fortress. He extends his defense to protect himself and his captured cat (but not the Shadow).

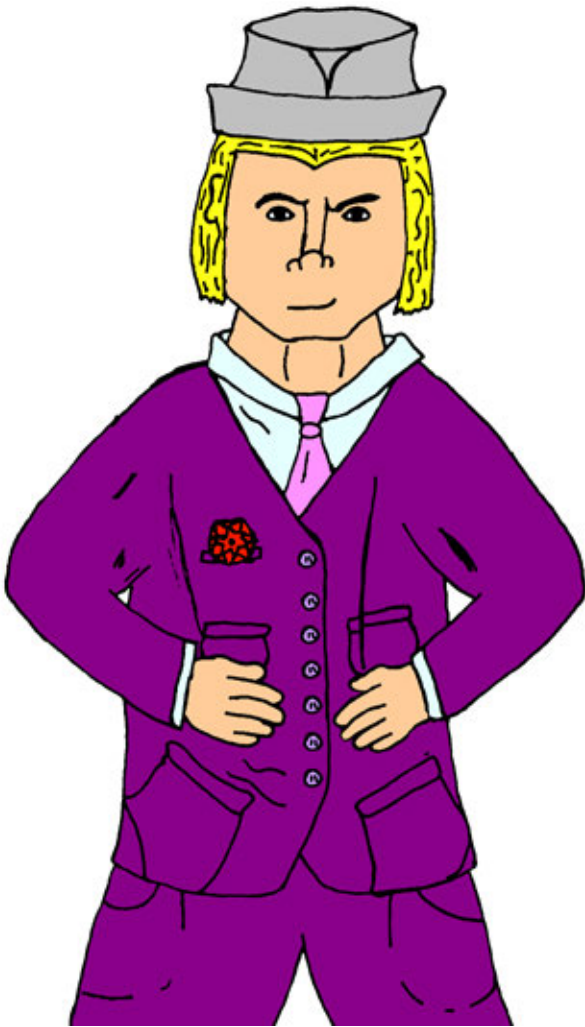
Please refer to Figure 6. Nogget the Shadow uses Tower of Iron Will to defend both himself and the cat from Ygge. He also attacks with Ego Whip. Ygge attacks Nogget and the cat with Psionic Blast. He defends with Mind Blank. Nogget's modified Psionic Combat Roll (PCR) this time is a 2. Ygge's modified PCR is a 12. Frederick's modified PCR is 16. Frederick successfully defends himself and his cat against Ygge. Nogget loses to Ygge and takes 10d20 PAPs reduction. However, the cat he was protecting was successfully protected by Frederick, so the non-psionic cat still does not have to defend against Ygge. (The cat, a non-psionic, would have had to make a successful saving throw versus magic if both Nogget and Frederick failed their attempts to protect him, because Psionic Blast affects even non-psionics in the area of effect.)

**Figure 6: Two Psionics Protect Non-Psionic**

<b>NAME:</b> <u>Frederick the Rich</u>		<b>STARTING PAPS:</b> <u>266</u>				
<b>9</b>	+	<b>2</b>	+	<b>5</b>	=	<b>16</b>
d20 roll		Mod for Psionic Strength Rating		+5 if only Defending		Total Modified Roll
<b>NAME:</b> <u>Nogget the Shadow</u>		<b>STARTING PAPS:</b> <u>12</u>				
<b>7</b>	+	<b>-5</b>	+	<b>0</b>	=	<b>2</b>
d20 roll		Mod for Psionic Strength Rating		+5 if only Defending		Total Modified Roll
<b>NAME:</b> <u>Ygge, Intellect Devourer</u>		<b>STARTING PAPS:</b> <u>19</u>				
<b>17</b>	+	<b>-5</b>	+	<b>0</b>	=	<b>12</b>
d20 roll		Mod for Psionic Strength Rating		+5 if only Defending		Total Modified Roll

# APPENDIX 6 - THE OPTIONAL PSIONICIST CLASS

**Frederick the Rich**



Some GM's may want to introduce the Psionicist as a character class. Psionicists are psionic individuals who train and practice their mental abilities. These devoted practitioners enhance their natural psionic ability through regular, rigorous psionic exercise. At the GM's option, individuals that choose Psionicist as a class, rather than remaining a psionic individual of a standard class may receive an additional Psionic Combat Roll bonus of +1 per Psionicist Class Level to a maximum of +10. (After 10<sup>th</sup> level, no additional benefit is gained.) They also receive an additional 10 PAPs per Psionicist level beyond their natural PAP total, provided they daily maintain their mental training regimen.

Additionally, Psionicists can assist non-psionics in discovering their latent psionic ability, and unlocking their mental powers. See section: ***Psionic Ability, Is My Character Psionic?***

Psionicists may use any weapons and wear any armor, except they may not use lead helmets (which would block their abilities). They may use magical items normally available to the fighter class. Proficiencies are gained as per the fighter class, also.

The following table describes Psionicist levels and advancement:

**Table 9: Psionist Class Experience Levels**

<b>Psionist Level</b>	<b>Experience Points</b>	<b>Hit Dice (d6)</b>	<b>Level Title</b>
1	0	1	Novice, Rank 1
2	2250	2	Novice, Rank 2
3	4500	3	Novice, Rank 3
4	9000	4	Advanced, Rank 1
5	18000	5	Advanced, Rank 2
6	35000	6	Advanced, Rank 3
7	60000	7	Junior Master, Rank 1
8	95000	8	Junior Master, Rank 2
9	145000	9	Junior Master, Rank 3
10	220000	10	Master, Rank 1
11	440000	10 + 2	Master, Rank 2
12	660000	10 + 4	Master, Rank 3
13	880000	10 + 6	Master, Rank 4
14	1100000	10 + 8	Master, Rank 5
15	1320000	10 + 10	Master, Rank 6
16	1540000	10 + 12	Master, Rank 7
17	1760000	10 + 14	Master, Rank 8
18	1980000	10 + 16	Master, Rank 9
19	2200000	10 + 18	Master, Rank 10

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## Psionic Strength Ratings and Roll Modifiers

Psionic Strength Rating	Psionic Combat Roll Modifier
<b>&lt; 1</b>	<b>Defenseless Psionic</b>
<b>1 - 99</b>	<b>Automatic Failure</b>
<b>100 - 235</b>	<b>Weak</b>
<b>236 - 275</b>	<b>-5</b>
<b>276 - 325</b>	<b>+0</b>
<b>&gt; 325</b>	<b>Strong</b>
	<b>+2</b>
	<b>Exceptional</b>
	<b>+5</b>
	<b>Awesome</b>
	<b>+10</b>

### Consequence of Loss of a Psionic Battle (1d20)

1. Permanently Babbles - Victim speaks randomly and continuously in a stream-of-consciousness manner without ever stopping. Victim is incapable of coherent speech.
2. Permanently Blinded - Victim cannot see.
3. Brain death - Victim's brain neurons are all dead. His soul (or spirit) departs his body immediately. The victims' body may survive 1d6 days before death of the body.
4. Coma for 1d6 weeks - Victim's brain neurons have sustained trauma. He will remain unconscious until they heal. Without another person to feed and nourish him, he will die.
5. Stunned for 1-8 turns - Victim is reeling and unable to act.
6. Berserk for 2-12 rounds - Victim physically attacks all nearby creatures mercilessly and furiously. Enemies are ignored unless there are no allies nearby to attack.
7. Feeble-minded - Refer to the the magic-user spell for details.
8. Short-term Insanity - Victim will continuously see and fully believe illusionary monsters and hear non-existent whisperings.
9. Permanently insane - The condition described above remains indefinitely. However, the victim may be still be healed of this condition by magic.
10. Fear - Victim will cower from all beings, often taking a fetal position.
11. Panic - Victim will flee for 1-10 turns without stopping.
12. Permanent Deafness - Victim cannot hear.
13. Amnesia - Victim suffers serious memory loss which may include details of their personal identity, knowledge, and history.
14. Ethos Change - Victim suffers alteration within his super-ego resulting in totally different, random alignment.
15. Neurosis - Victim develops habitual dysfunctions or minor phobias (DM's discretion).
16. Psychosis - Victim develops serious mental dysfunctions or major phobias (DM's discretion).
17. Schizophrenia - Victim's psyche splits into 1d20 multiple personalities.
18. Permanent loss of 1 attack mode and roll again (1 to 17 valid)
19. Permanent loss of 1 defense mode and roll again (1 to 17 valid)
20. Permanent loss of 2d10 PAPs and roll again (1 to 17 valid)

# Psionic Combat Worksheet

Round \_\_\_\_\_

**NAME:** \_\_\_\_\_ **STARTING PAPS:** \_\_\_\_\_

<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	=	<input type="text"/>
d20 roll		Mod for Psionic Strength Rating		+5 if only Defending		Psi Pooling Modifier		Total Modified Roll

**NAME:** \_\_\_\_\_ **STARTING PAPS:** \_\_\_\_\_

<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	=	<input type="text"/>
d20 roll		Mod for Psionic Strength Rating		+5 if only Defending		Psi Pooling Modifier		Total Modified Roll

**NAME:** \_\_\_\_\_ **STARTING PAPS:** \_\_\_\_\_

<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	=	<input type="text"/>
d20 roll		Mod for Psionic Strength Rating		+5 if only Defending		Psi Pooling Modifier		Total Modified Roll

**NAME:** \_\_\_\_\_ **STARTING PAPS:** \_\_\_\_\_

<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	=	<input type="text"/>
d20 roll		Mod for Psionic Strength Rating		+5 if only Defending		Psi Pooling Modifier		Total Modified Roll

**NAME:** \_\_\_\_\_ **STARTING PAPS:** \_\_\_\_\_

<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	=	<input type="text"/>
d20 roll		Mod for Psionic Strength Rating		+5 if only Defending		Psi Pooling Modifier		Total Modified Roll

A red dragon with large wings and a long, orange, flame-like tail is breathing fire. A small figure is standing in the fire, surrounded by purple, concentric, glowing rings. The background shows a rocky landscape with a mountain peak and a smaller rock formation. The sky is blue with white clouds.

## OSRIC™ Psionic Combat

This rulebook expands your Osric RPG to include psionic combat. This psionic combat system is fast to run, easy-to-understand, and seamlessly integrates into the Osric combat round. If you're currently using another old-school psionics combat system, you'll be delighted to find this one is MUCH faster and simpler, and you won't have to contrive wisdom and charisma scores for monsters! Also, psionic ability and attack / defense scores for old-school monsters remain unchanged -- the monsters may be used as-is!

Also included: 4 optional rules if you want to retain an even more old-school feel, combat examples including non-psionic victims, and the Psionist class.

If you're looking for a Psionic Combat System that is easy-to-use simultaneously while the fighter swings his sword, this rulebook is for you!

**PSCA010**