

Old School Adventures™ Accessory GM2a

# BASIC PSIONICS GM PACK



For use with Classic Edition game systems.



**NEW BIG DRAGON**  
GAMES UNLIMITED

## MODIFIERS BY ATTACK/DEFENSE MODE

|   | <b>DEFENSE MODE</b>           | <b>ATTACK MODE</b>         |                            |                            |                             |                             |
|---|-------------------------------|----------------------------|----------------------------|----------------------------|-----------------------------|-----------------------------|
|   |                               | telepathic/<br>area attack | telepathic/<br>ind. attack | telepathic/<br>ind. attack | telekinetic/<br>area attack | telekinetic/<br>ind. attack |
| individual/telepathic:<br>+2 save bonus vs. telepathic attacks;<br>halves effects of area attacks | <b>Mind Blank</b> (0)         | +2<br>half                 | +2<br>normal               | +2<br>normal               | ±0<br>half                  | ±0<br>normal                |
| individual/telepathic:<br>+1 save bonus vs. all attacks;<br>halves any telepathic effects         | <b>Thought Shield</b> (2)     | +1<br>half                 | +1<br>half                 | +1<br>half                 | +1<br>normal                | +1<br>normal                |
| individual/telepathic:<br>+3 save bonus vs. area attacks;<br>halves any telekinetic damage        | <b>Mental Barrier</b> (2)     | ±3<br>normal               | ±0<br>normal               | ±0<br>normal               | +3<br>half                  | ±0<br>half                  |
| area defense (10' radius):<br>halves effects of all attack modes<br>(telepathic or telekinetic)   | <b>Intellect Fortress</b> (4) | ±0<br>half                 | ±0<br>half                 | ±0<br>half                 | ±0<br>half                  | ±0<br>half                  |
| area defense (5' radius):<br>+3 save bonus vs. all attack modes<br>(telepathic or telekinetic)    | <b>Tower of Iron Will</b> (5) | +3<br>normal               | +3<br>normal               | +3<br>normal               | +3<br>normal                | +3<br>normal                |

PSP loss (or hp loss resulting from depleted PSPs) to psionic combatants is never modified, regardless of the defense mode being used.

## PSP COSTS FOR DISCIPLINES BY CHAKRA/TYPe

| <b>Chakra/Ability Type</b> | <b>PSP Cost</b>      |                       |
|----------------------------|----------------------|-----------------------|
|                            | <b>Major Science</b> | <b>Minor Devotion</b> |
| 1. Root/Psychometabolic    | 3                    | 1                     |
| 2. Sacral/Clairsentient    | 3                    | 1                     |
| 3. Plexus/Psychokinetic    | 3                    | 1                     |
| 4. Heart/Telepathic        | 3                    | 1                     |
| 5. Throat/Psychoportative  | 3                    | 1                     |
| 6. Third Eye/Metapsionic   | 5                    | 2                     |

Total PSP cost for psionic abilities used concurrently may not exceed character's psionic level plus 3; PSP costs for defense modes do not count against this total.

Only 1 ability that requires "concentration" may be used during a single round, including attack modes.

## MYSTIC SAVING THROWS

| <b>Level</b> | <b>Poison/<br/>Death</b> | <b>Petrify/<br/>Paralyze</b> | <b>Breath<br/>Attacks</b> | <b>Magic<br/>Wands</b> | <b>Rods/<br/>Spells</b> |
|--------------|--------------------------|------------------------------|---------------------------|------------------------|-------------------------|
| <b>1-4</b>   | 10                       | 11                           | 15                        | 14                     | 15                      |
| <b>5-8</b>   | 8                        | 9                            | 13                        | 12                     | 12                      |
| <b>9-12</b>  | 6                        | 7                            | 11                        | 10                     | 9                       |
| <b>13-16</b> | 4                        | 5                            | 9                         | 8                      | 7                       |
| <b>17-20</b> | 2                        | 3                            | 7                         | 6                      | 5                       |

## MONK SAVING THROWS

| <b>Level</b> | <b>Poison/<br/>Death</b> | <b>Petrify/<br/>Paralyze</b> | <b>Breath<br/>Attacks</b> | <b>Magic<br/>Wands</b> | <b>Rods/<br/>Spells</b> |
|--------------|--------------------------|------------------------------|---------------------------|------------------------|-------------------------|
| <b>1-4</b>   | 11                       | 12                           | 14                        | 13                     | 16                      |
| <b>5-8</b>   | 9                        | 10                           | 12                        | 11                     | 14                      |
| <b>9-12</b>  | 7                        | 8                            | 10                        | 9                      | 12                      |
| <b>13-16</b> | 5                        | 6                            | 8                         | 7                      | 10                      |

## BONUSES/PENALTIES DUE TO ABILITIES

| <b>INT</b> | <b>Description</b>                | <b>Defensive Adjustments</b>      |
|------------|-----------------------------------|-----------------------------------|
|            |                                   | immune to psionic attack modes    |
| 0          | not ratable                       | immune to psionic attack modes    |
| 1          | non-                              | immune to psionic attack modes    |
| 2          | animal                            | immune to psionic attack modes    |
| 3          | semi-                             | -3 on psionic-based saving throws |
| 4-5        | low                               | -2 on psionic-based saving throws |
| 6-8        | below average                     | -1 on psionic-based saving throws |
| 9-12       | average                           | —                                 |
| 13-15      | very/highly                       | +1 on psionic-based saving throws |
| 16-17      | exceptional                       | +2 on psionic-based saving throws |
| 18         | genius                            | +3 on psionic-based saving throws |
| <b>WIS</b> | <b>Offensive Adjustments</b>      |                                   |
|            |                                   | +1 on psionic combat damage rolls |
| 13-15      | +2 on psionic combat damage rolls |                                   |
| 16-17      | +3 on psionic combat damage rolls |                                   |

| <b>ADDITIONAL<br/>PSIONIC<br/>SAVING THROW<br/>ADJUSTMENTS</b> | <b>PSIONIC<br/>SAVING THROW<br/>ADJUSTMENTS<br/>BY RACE*</b> |
|--|--|
| wearing helm of telepathy                                      | +4   |
| enraged/fearful/panicked                                       | -1   |
| confused/hopeless  | -2   |
| charmed/dominated  | -3   |
| using ESP device   | -4   |
| feeble-minded  | -5   |
| Dwarf  | +4   |
| Elf  | +2   |
| Gnome  | +2   |
| Halfling   | +4   |
| Half-elf   | +1   |
| Half-orc   | -1   |
| Human  | ±0   |

\* Not be used in editions where race is class.

Psionic saving throw = save vs. petrify/paralyze modified by INT.

## SPELL EFFECTS VS. PSIONICS

*Anti-Magic Shell.* No effect against psionics.

*Detect Charm.* Detects telepathic control (e.g., domination).

*Detect Invisibility.* Detects psionic invisibility, astral travelers, ethereal creatures, and those in shadow form. Does not work on creatures in other dimensions.

*Detect Magic.* Does not detect psionics.

*Dispel Magic.* Does not affect psionics.

*ESP.* Psionicists get a saving throw vs. spells at +2. A successful save negates the spell.

*Free Action* (e.g., *ring of free action*). Overcomes all psionic effects over the character's body, including domination.

*Globe of Invulnerability* (including *Lesser/Minor Globe of Invulnerability*). No effect against psionics.

*Phantasms.* Any psionicist using a psionic power against a phantasm gets an automatic saving throw vs. spells to disbelieve the phantasm.

*Magic Jar.* psionicists get a +2 bonus to their saving throw to avoid possession.

*Magic Missile.* No effect inside a stasis field.

*Mind Blank.* Psionicists get a saving throw vs. spells against this ability. A successful save allows the psionicist to ignore the spell's effects.

*Protection from Evil.* Reduces the effects of all telepathic disciplines by 2 psionic levels. Additionally prevents all mental control (including domination).

*Protection from Evil 10' Radius.* Reduces the effects of all telepathic disciplines by 2 psionic levels. Additionally prevents all mental control (including domination).

*Reincarnation.* Unless character is reincarnated as mystic or monk, all psionic abilities are lost. Monks may only retain those psionic abilities normally allowed that class. Those characters that had wild psionics before their reincarnation must re-roll to determine if they possess wild psionics in their new incarnation; if they do, they may choose keep their psionic abilities or start over with a new psionic ability (and starting PSPs).

*Spell Immunity.* Provides no protection against psionics.

*Telekinesis.* If opposed by psychokinetic telekinesis, the psionicist gets an additional saving throw to avoid the spell's effects.

*Trap the Soul.* A psionicist trapped using this spell may not use any of his or her psionic abilities. (The body and soul are radically altered in order to trap them magically, denying the psionicist access to the physical energy needed to fuel psionic powers.)

### Psionicist Saves vs. Enchantment/Charm (Optional).

Psionicists get a +2 bonus when making any saving throws vs. spells of enchantment/charm.

**Stacking Magical and Psionic Effects (Optional).** Powers that provide bonuses or penalties on attack rolls, damage rolls, saving throws, etc., but which come from different powers (i.e., from psionics and from magic) do not stack. Use whichever bonus gives the better result.

## POWER STONES

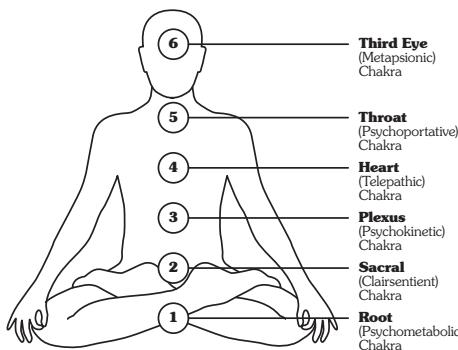
| psionic level | time required to address the stone |
|---------------|------------------------------------|
| 1-2           | 6 rounds                           |
| 3-4           | 5 rounds                           |
| 5-6           | 4 rounds                           |
| 7-8           | 3 rounds                           |
| 9-10          | 2 rounds                           |
| 11+           | 1 round                            |

## MONSTER NOTES

**Undead.** Undead are immune to mind-affecting and mind-reading effects of a psionic nature (incl. disciplines and attack modes). Undead with free will may otherwise make a psionic saving throw when allowed, undead without free will may not.

**Creatures Whose Abilities Extend into the Astral and Ethereal Planes:** basilisk, catoblepas, coccatrice, gorgon, medusa

## STRICT CHAKRA ATTAINMENT



## SPELLS DUPLICATING PSIONIC ABILITIES

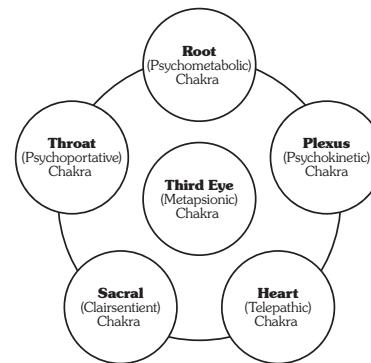
|                   |                    |
|-------------------|--------------------|
| astral projection | healing            |
| blink             | heat metal         |
| charm (any)       | hypnotism          |
| clairaudience     | invisibility (any) |
| clairvoyance      | levitation         |
| curing (any)      | plane shift        |
| detection (any)   | polymorph          |
| dimension door    | (any)              |
| enlarge           | remove curse       |
| ESP               | shape change       |
| feather fall      | telepathy          |
| feign death       | telekinesis        |
|                   | teleportation      |

## PSIONIC COMBAT SEQUENCE

- A. Characters declare spellcasting and psionic use.
- B. Psionic defense modes go into effect.
- C. Each side rolls for initiative.
- D. The side with initiative acts (or both sides act simultaneously if the initiative rolls tie):
  1. Morale checks (if necessary)
  2. Movement
  3. Psionic attacks and disciplines\*
  4. Missile fire
  5. Magic spells\*
  6. Melee (hand-to-hand) combat

\* If a psionicist or caster loses initiative and takes damage or fails a saving throw, the spell, attack mode or discipline is interrupted and lost (including associated PSP costs).

## RELATIONAL CHAKRA ATTAINMENT



## PSIONIC CONVERSION FROM EARLY EDITIONS/RESOURCES

| Psionic Ability | Suggested Psionic Level | Suggested PSPs |
|-----------------|-------------------------|----------------|
| 1-15            | 1                       | 5              |
| 16-30           | 2                       | 10             |
| 31-50           | 3                       | 15             |
| 51-75           | 4                       | 20             |
| 76-100          | 5                       | 25             |
| 101-125         | 6                       | 30             |
| 126-150         | 7                       | 35             |
| 151-175         | 8                       | 40             |
| 176-200         | 9                       | 45             |
| 201-250         | 10                      | 50             |
| 251-300         | 11                      | 55             |
| 301-350         | 12                      | 60             |
| 351-400         | 13                      | 65             |
| 401-450         | 14                      | 70             |
| 451-500         | 15                      | 75             |
| +50             | +1                      | +5             |

# Mystic Character Record Sheet

BXΨ

Player's Name \_\_\_\_\_

Character's Name \_\_\_\_\_

Level \_\_\_\_\_ Alignment \_\_\_\_\_



Armor Class



Hit Points  
(HD=d4)



Psionic  
Strength Points

"TO HIT" ROLL NEEDED VS. AC:

|   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|
| 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|---|---|---|---|

## ABILITIES

\*Prime Requisite

|                      |  |
|----------------------|--|
| <input type="text"/> | <b>STRENGTH</b><br>adjustment _____      |
| <input type="text"/> | <b>INTELLIGENCE*</b><br>adjustment _____ |
| <input type="text"/> | <b>WISDOM*</b><br>adjustment _____       |
| <input type="text"/> | <b>DEXTERITY</b><br>adjustment _____     |
| <input type="text"/> | <b>CONSTITUTION</b><br>adjustment _____  |
| <input type="text"/> | <b>CHARISMA</b><br>adjustment _____      |

## SAVING THROWS



POISON/  
DEATH

PETRIFY/  
PARALYZE/  
PSIONICS

BREATH  
ATTACKS

MAGIC  
WANDS

SPELLS/  
STAVES/RODS

## PSIONICS



Maximum  
PSPs



Major  
Sciences



Minor  
Devotions



Attack  
Modes



Defense  
Modes

### Attainment:

- Strict
- Relational
- Wild

### Chakras Known:

- Psychometabolic
- Clairsentient
- Psychokinetic
- Telepathic
- Psychoportational
- Metapsionic

## NORMAL ITEMS

no armor, no shields, no weapons except dagger  
limited to that which is necessary for current adventure

## MAGIC/PSIONIC ITEMS

limited to psionic items, astras, and magic items  
usable by fighter (within mystic class restrictions)  
regarding magic items: mystic may not possess  
magic items, only "borrow" them when needed;  
2 additional turns of meditation per day required  
per magic item worn during the previous day

## MONEY & TREASURE

limited to that which is necessary for survival

## OTHER NOTES

## EXPERIENCE

+5%  +10%

## Current XP:

INT 13+ or WIS 13+ = +5% to earned XP  
INT 13+ and WIS 16+ = +10% to earned XP

## Needed for next level:

# Monk Character Record Sheet

BXΨ

Player's Name \_\_\_\_\_

Character's Name \_\_\_\_\_

Level \_\_\_\_\_ Alignment \_\_\_\_\_



Armor Class



Hit Points  
(HD=d6)



Psionic  
Strength Points

Base AC from  
Body Weaponry

Bare-handed Melee Damage: \_\_\_\_\_

"TO HIT" ROLL NEEDED VS. AC: Attack Equivalency: \_\_\_\_\_

|   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|
| 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|---|---|---|---|

## ABILITIES

\*Prime Requisite



### STRENGTH

adjustment \_\_\_\_\_



### INTELLIGENCE

adjustment \_\_\_\_\_



### WISDOM\*

adjustment \_\_\_\_\_



### DEXTERITY\*

adjustment \_\_\_\_\_



### CONSTITUTION

adjustment \_\_\_\_\_



### CHARISMA

adjustment \_\_\_\_\_

## SAVING THROWS



### POISON/ DEATH



### PETRIFY/ PARALYZE/ PSIONICS



### BREATH ATTACKS



### MAGIC WANDS



### SPELLS/ STAVES/RODS

## SPECIAL SKILLS & ABILITIES

rejuvenation: regains double the amount of hp for  
each full of day of rest and meditation

## PSYCHOMETABOLIC PSIONICS



Maximum  
PSPs



Major  
Sciences



Minor  
Devotions

## NORMAL ITEMS

no armor, no shields

## MAGIC/PSIONIC ITEMS

no magic items that provide attack or damage bonuses

## MONEY & TREASURE

all material goods acquired (including money, treasure, and magic items) are the property of the monk's monastery; if the monastery requests an item, the monk must comply

## OTHER NOTES

## EXPERIENCE

+5%  +10%

### Current XP:

STR 13+ *and* DEX 13+ = +5% to earned XP

STR 13+ *and* DEX 16+ = +10% to earned XP

### Needed for next level:

# Psionic Character Record Sheet

BXΨ

Player's Name \_\_\_\_\_

Character's Name \_\_\_\_\_

Class \_\_\_\_\_ Level \_\_\_\_\_ Alignment \_\_\_\_\_



Armor Class



Hit Points



Psionic Strength Points

"TO HIT" ROLL NEEDED VS. AC:

|   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|
| 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|---|---|---|---|

## ABILITIES

|                          |   |
|--------------------------|---|
| <input type="checkbox"/> | <b>STRENGTH</b><br>adjustment _____     |
| <input type="checkbox"/> | <b>INTELLIGENCE</b><br>adjustment _____ |
| <input type="checkbox"/> | <b>WISDOM</b><br>adjustment _____       |
| <input type="checkbox"/> | <b>DEXTERITY</b><br>adjustment _____    |
| <input type="checkbox"/> | <b>CONSTITUTION</b><br>adjustment _____ |
| <input type="checkbox"/> | <b>CHARISMA</b><br>adjustment _____     |

## SAVING THROWS

|                          |                                  |
|--------------------------|----------------------------------|
| <input type="checkbox"/> | <b>POISON/DEATH</b>              |
| <input type="checkbox"/> | <b>PETRIFY/PARALYZE/PSIONICS</b> |
| <input type="checkbox"/> | <b>BREATH ATTACKS</b>            |
| <input type="checkbox"/> | <b>MAGIC WANDS</b>               |
| <input type="checkbox"/> | <b>SPELLS/STAVES/RODS</b>        |

## SPECIAL SKILLS & ABILITIES

### NORMAL ITEMS

### MAGIC/PSIONIC ITEMS

### MONEY & TREASURE

### OTHER NOTES

**EXPERIENCE**  +5%  +10%

**Current XP:** \_\_\_\_\_

XP Bonus Requirements:

**Needed for next level:** \_\_\_\_\_

## Disciplines Record Sheet

BXΨ

**CHAKRA/CORE:** \_\_\_\_\_

**Major Science PSP Cost:** \_\_\_\_\_ **Minor Devotion PSP Cost:** \_\_\_\_\_

**CHAKRA/CORE:** \_\_\_\_\_

**Major Science PSP Cost:** \_\_\_\_\_ **Minor Devotion PSP Cost:** \_\_\_\_\_

## **Modes/Conditions/Disciplines** Record Sheet

ВХΨ

## ATTACK/DEFENSE MODES

| Attack Modes | PSPs | Range | Area | Notes |
|--------------|------|-------|------|-------|
|              |      |       |      |       |
|              |      |       |      |       |
|              |      |       |      |       |
|              |      |       |      |       |

| Defense Modes | PSPs | Range | Area | Notes |
|---------------|------|-------|------|-------|
|               |      |       |      |       |
|               |      |       |      |       |
|               |      |       |      |       |
|               |      |       |      |       |
|               |      |       |      |       |

## **PSIONIC CONDITIONS** (E.g., cerebral parasites, lost psionic abilities, mind-altering conditions, etc.)

| <b>Condition</b> | <b>Notes</b> |
|------------------|--------------|
|                  |              |
|                  |              |
|                  |              |
|                  |              |
|                  |              |
|                  |              |

**CHAKRA/CORE:** \_\_\_\_\_

**Major Science PSP Cost:** \_\_\_\_\_ **Minor Devotion PSP Cost:** \_\_\_\_\_

| <b>Major Sciences</b> | <b>Range</b> | <b>Duration</b> | <b>Area</b> | <b>Notes</b> |
|-----------------------|--------------|-----------------|-------------|--------------|
|                       |              |                 |             |              |
|                       |              |                 |             |              |
|                       |              |                 |             |              |
|                       |              |                 |             |              |

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