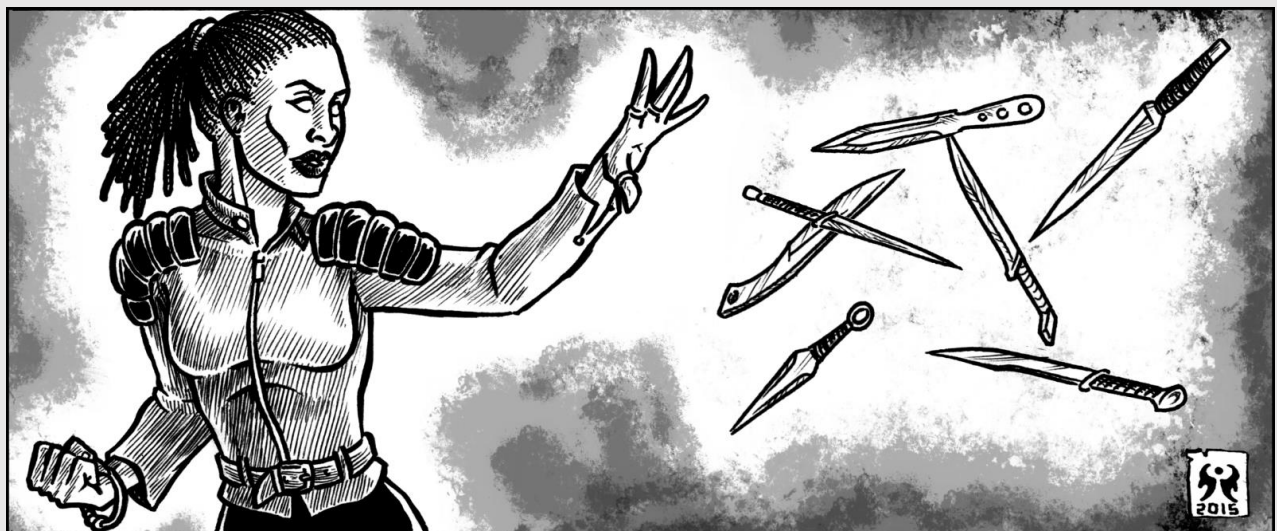


PSIONICS

By Matthew Skail



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Psionics

The galaxy is a huge place. In it there are numerous wonders and terrors to be found. Some mysteries transcend the understood nature of human science and pass into the realm of miracles. The mysterious *Star Knights* are one of these miracles.

But they are not alone.

Psionics is the power of the mind and will made manifest in the world. A *Psion* can manipulate themselves and others, even the world around them, with a thought. There are many similarities between *Psions* and *Star Knights*, such that they are often confused with one another. But the similarities are only superficial. While both might be able to read someone's mind, they both do it in completely different ways.

And *Psions* have no intrinsic code of conduct to guide their behavior. They are as varied as humanity and the alien races they come from.

A *Psion* makes an excellent support character and can also aid in combat.

Psion						
LEVEL	XP	HD	BHB	ST	POWERS KNOWN	PER DAY
1	0	1	+0	14	1	1
2	2,250	1+1	+0	13	2	2
3	4,500	2	+1	12	3	3
4	9,000	2+1	+1	11	3	4
5	18,000	3	+2	10	4	5
6	36,000	3+1	+2	9	4	6
7	72,000	4	+3	8	5	7
8	144,000	4+1	+3	7	5	8
9	288,000	5	+4	6	6	9
10	576,000	5+1	+4	6	6	10

PSION CLASS FEATURES

WEAPON/ARMOR RESTRICTIONS: *Psions* may use clubs, daggers, staves and laser pistols. They may wear Light Armor, but not use shields.

PSIONICS: *Psions* are able to use *Psionic* powers known as *Disciplines*. A character knows a number of *Disciplines* as shown in the table above. They may use their powers a number of times per day as shown in the table above, choosing from among any of their known *Disciplines* when doing so. A *Psion* can restore their number of uses per day after resting or meditating for 6 consecutive hours.

FOCUS: *Psions* choose a single *Focus* at 1st level, which cannot be changed thereafter. The character's *Focus* provides a minor power or benefit that they may use at will, without using one of their per day uses of *Psionics*. Though related to some powers, the *Psion's Focus* can be completely different from the *Disciplines* they learn.

- **Biometabolic:** The *Psion* can heal themselves or others with 10 minutes of concentration. This can only be done once a day per level. Any one target can only benefit from this ability once a day. Using this ability heals the target one *Hit Point* per *HD* they possess.
- **Psycho Porter:** Once every 10 minutes, the character can teleport up to 20 feet away to a place they can see. This power will not work through more than a foot of metal or any kind of force field.

- **Sensitive:** The character has a greater, almost prescient, sense of themselves and their surroundings. This allows them to react more quickly than others. They gain a +1 to **Armor Class, Initiative, Saving Throws** and avoiding **Surprise**.
- **Telekinetic:** The character can lift objects weighing no more than 5 lbs per level with their mind. The object must be within 30 feet of the character. They can manipulate it as if they were holding it.
- **Telepathic:** By concentrating for 10 minutes, the character can sense thoughts within 60 feet of them. They only pick up surface thoughts, but can understand them despite any language barrier. A character can resist having their thoughts read by making a **Saving Throw**.
- **Warder:** The character can grant another individual a +2 to **Saving Throws** versus **Psionics**, so long as they are touching each other.

SAVING THROW: *Psions* receive a +2 to all **Saving Throws** to resist **Psionics, Meditations** and **Gifts**.

*It is recommended that **Star Knights** and **Alien Mystics** gain a bonus to resist **Psionics** if they inhabit the same campaign.*

XP BONUS FOR INTELLIGENCE: A *Psion* with a high **Intelligence** (15+) receives twice (x2) the normal **Bonus XP** for that attribute (10% not 5%).

ESTABLISH TEMPLE (10th): When a *Psion* reaches 10th level he will often find a secluded location on an out-of-the-way planet where he will construct a small temple. If other less-experienced *Psion* learn about this temple they will often seek out the senior *Psion* for training. They will serve him loyally while training.

DISCIPLINES

Disciplines are the innate powers of the mind that *Psions* manipulate to perform wondrous abilities of seemingly magical nature. Unlike other powers, **Disciplines** are not ranked by level. Instead they are all available from first level and simply grow in power as the character gains levels.

Once a **Discipline** is active the *Psion* can use it repeatedly until the duration expires, unless specifically stated otherwise. Some powers allow a *Psion* to make choices about how it will manifest when activated. These choices typically cannot be changed without activating the power again.

When a target attempts a **Saving Throw** versus any of these abilities, they receive a penalty equal to the **Intelligence Bonus** of the *Psion*, if any.



Akashic Meditation

Range: 120 ft or Self

Duration: 2 hours or 10 minutes

With this power active, the **Psion** connects to the **Akashic Overmind** and senses the truth of reality around them. For the duration, they detect the nature of beings they see and dangers they face. The character detects one thing chosen from the following list for each level they possess for the duration of the power:

- **Evil:** You detect beings with evil intentions towards you at this moment.
- **Good:** You detect beings with good intentions towards you at this moment.
- **Traps:** You sense the presence of traps, though not exactly their nature or how to avoid them.
- **Psionics:** You detect the presence of active **Psionic** powers or items.
- **The Way:** You detect the presence of active **Way** powers or items.
- **Gifts:** You detect the presence of active **Gifts** or items.
- **Invisible:** You detect the presence of invisible objects, no matter what is concealing them.
- **Known Objects:** You feel a pull in the direction of a known object if it is in range.
- **Poison:** You sense if an object or creature is poisoned.
- **Concealed Object:** You can sense the presence of deliberately concealed objects, such as doors or hidden objects.

The kind of things the **Psion** can detect cannot be changed after activating the power.

At level 6, the character may meditate on the **Akashic Overmind** for 10 minutes and ask the **Referee** one question for every level they have above 5. These questions must be answerable with a 'Yes', 'No', or 'Maybe' fashion. This meditation creates a great strain on the **Psion** and they cannot use it again for 1 week.

Biomastery

Range: Self

Duration: 1 hour

With this power, the **Psion** can manipulate their physical form, granting themselves many advantages. When this power is used, they may pick one of the following benefits per level:

- **Adaptation:** The character's body adapts to a hostile environment. Perhaps they grow gills to breathe underwater, or a second set of lungs to handle a methane environment. Each time this ability is chosen they gain the ability to survive in a single type of hostile environment.
- **Armor:** Due to dense flesh, exoskeleton growth, leathery hide, or some other modification, the **Psion** can increase their **Armor Class** by +1. This can be chosen more than once.
- **Brutal Strength:** The **Psion's** strength increases dramatically granting them a +1 **To Hit** and **Damage** in melee combat. This power can be chosen twice.
- **Heightened Senses:** The character's senses increase dramatically. This grants them a +1 to Initiative and +1 to avoid **Surprise**.
- **Heightened Reflexes:** The character's reflexes increase to lightning speed. They gain a +1 to **Saving Throws**. This can be chosen twice.
- **Movement:** The character's body changes to provide faster or completely new methods of movement. Each time this is chosen, they can increase their speed by +3, or choose a different method of movement that starts at their normal ground speed (climbing, swimming, etc). Flight requires two picks and the wings grown require at least 15'-20' of clearance.

- **Natural Weapons:** The character gains natural weapons, whether it's hyper dense fists, bone spurs, claws, horns or some other dangerous innate weapon. The first time this is taken, the character can inflict 1d6 damage with unarmed attacks. Each time this is chosen they inflict +2 damage, up to 1d6+4 (three picks, the maximum).
- **Night Vision:** The character can see up to 60' in darkness.
- **Stealthy:** Due to grace, camouflage, or psionic dampening, the character can surprise targets on a 1-3 on a d6. This increases by 1 each additional time this power is chosen up to 1-5 on d6 (three picks, the maximum).
- **Tracking Scent:** The character can follow a target by scent alone. They succeed on a 1-5 on d6, modified as the *Referee* sees fit based on age of trail and number of targets they are following.

Cellular Adjustment

Range: Self or Touch

Duration: 1 hour

Once activated, this power allows the *Psion* to heal themselves or others, restoring a person's body to its cellular perfection. Each use of this *Discipline* grants the *Psion* a pool of d6 equal to their level that they can use to heal damage on themselves or others while the duration lasts. The *Psion* can roll as many d6 at once as they wish, healing as many *Hit Points* as they roll on the d6. Once all their d6 are used up, or the duration ends, the power expires.

They can spend 3d6 to grant a target a second *Saving Throw* versus poison or disease. If a target has been killed by poison, and this power is used within 10 minutes, the target can still get their second *Saving Throw* and if successful, are resuscitated. If they spend 5d6, they can instantly cure a poison or disease, including saving a character slain by poison in the last 10 minutes. If this power is active and the *Psion* is affected by poison or disease, it will automatically react to their situation to cure them or grant them a second *Saving Throw*.

At level 10, they can use this power on a recently (5 minutes) deceased target. The target can make a *Saving Throw*, and if successful, they will be restored to life with one *Hit Point*. They will need at least two weeks to full recover from their ordeal, but can move at half speed and makes rolls at a -2 if they are forced to act. Their *Hit Points* will not recover above half without this rest, even with supernatural or high tech healing methods. The *Referee* may reduce a random attribute by 1 permanently, or give the target some other permanent injury to reflect the damage that killed them. This power will respond automatically if the *Psion* is killed while it is active (and they have all 10d6 remaining) to restore them to life.

Cloud Minds

Range: Self

Duration: 2 hours

This *Discipline* allows the *Psion* to cloud the minds of those around them. With this power they can make others ignore them completely or see them as someone else.

Each level increases the chance they can gain surprise by one against sentient beings (it has no initial effect on electronics). If they surprise a target and they can move out of their field of vision in a single round, it should be treated as though the target ignores them completely. Any attack or attempt to draw attention to themselves will dispel this ability until they stay out of line of sight for at least a full round.

If their chance of surprise is 6 on a d6 (usually level 4), they should be treated as though they are **Invisible**, as the **Alien Gift**.

Instead of forcing targets to ignore them, they may instead attempt to appear as someone or something else of roughly the same size and weight. They have the same chance of success as they do for surprising a target. Anyone who touches or interacts with their illusion is allowed a **Saving Throw** to see them as they really are.

At level 7, this ability will function against technological sensors and robots.

Emotional Resonance

Range: 50' radius per level

Duration: 2 hours

This **Discipline** allows the **Psion** to send waves of mental energy to manipulate the emotions of those around them. They can send waves of negative emotions to their enemies like doubt and fear, or positive emotions like hope and courage to their allies. When used on enemies, they receive a -1 **To Hit**, **Damage**, and **Saving Throws**. Allies receive +1 **To Hit**, **Damage**, and **Saving Throws**. At 6th level, these modifiers increase to -2 and +2.

Alternatively, the **Psion** may attempt to overwhelm a target with a particular emotion. Using the **Discipline** in this fashion will bring its duration immediately to an end (except for any targets that fail their **Saving Throw**). When overwhelming targets, they may choose a number of targets equal to their level. Each target gets a **Saving Throw**. If they fail, they will react based on the emotion the **Psion** chose:

- **Fear:** The target will flee from the **Psion** for half an hour, defending themselves but otherwise doing everything they can to escape. If not allowed to escape, they should be considered completely intimidated.
- **Heroism:** The target shakes off any negative emotional effects and gains a +3 to all rolls for the Duration.
- **Love:** The target falls under the **Psion's** influence as the **Charm Person Meditation**.
- **Hate:** The target feels an overwhelming hatred towards an individual or thing of the **Psion's** choice. They will attack in a rage with a +2 **To Hit** and **Damage**, but suffer a -2 to **Armor Class**. They cannot leave combat until the victim of their anger is down or unreachable, at which point their anger will subside.

Meta-portation

Range: See Below

Duration: Instant

The **Psion** can disrupt space-time and translocate themselves from one space to another they can see or have seen with their own eyes previously and know where the location currently is (inside a familiar vehicle that they don't know it's current location would not work, for example). If they attempt to teleport into an area that would result in them teleporting into an unknown object, the power will not operate (neither will it exhaust a use per day, just a round of action).

This power will take the **Psion** and a set amount of weight (of equipment or other beings and their equipment) to any location in range that meets the above requirement.

LEVEL	RANGE	WEIGHT
1	50'	10 lbs
2	100'	20 lbs
3	250'	50 lbs
4	500'	100 lbs
5	1000'	200 lbs
6	1 mile	500 lbs
7	10 miles	1 ton
8	1000 miles	3 tons
9	Planetary	10 tons
10	Solar System	100 tons

Mind Assault

Range: 50' per level

Duration: 30 minutes

Using this **Discipline** charges the *Psion's* mind with aggressive force. For the duration, they can lash out with deadly bolts of mental energy against any target within range they can see. The target takes 1d6+1 damage, or half that if they succeed at a **Saving Throw**.



The *Psion* gains a pool of d6 equal to their level upon activating this power. They may add dice from the pool to increase the power of any attack, up to and including spending them all on a single attack. If the pool is exhausted, the power will end immediately. Dice must be spent before any are rolled. Dice may be spent as follows:

- **Aggressive Blast:** The target suffers a -2 to their **Saving Throw**.
- **Cone:** The blast affects every target in a cone in front of the character, 50' wide at its furthest end and 50' long.
- **Damaging Blast:** Increase the damage by 1d6 per die spent.
- **Selective Targets:** Strike another target with the same blast in range. They suffer all other modifiers to the original blast.

- **Stun:** The blast causes no damage but instead leaves the target stunned and helpless for ten minutes if they fail their **Saving Throw**.

*For example, Tan Lee, a 10th level **Psion** is surrounded by seven evil galactic troops in a crowd. While they demand his surrender, he raises his hands. Well aware he is standing a crowd of potential innocent victims, he chooses to give the troops a hemorrhage without endangering anyone else. With his 10 dice, he chooses to make an Aggressive Blast to help guarantee success for one die, he adds 2d6 to damage, and uses the other 6 to select the other 6 troops. This leaves him with one die so he can continue to use his regular mind attack next round if anyone survives. The troops must now make **Saving Throws** at a -2 versus 3d6+1 damage each, with a save still resulting in half damage.*

Only sentient creatures are vulnerable to this **Discipline**. Artificial intelligences that are biologically based may be affected at the **Referee's** discretion.

Mind Shield

Range: 10' radius per level

Duration: 2 hours

The **Psion** uses their mind to cloak themselves and one ally per level in a protective wall of mental force. Everyone effected by this power receives a +4 to **Saving Throws** versus psionic powers and any effect that would alter or manipulate their mind or emotions, whether it is from technology, **The Way**, or **Gifts**.

If someone protected by this power is targeted by a power that does not normally provide a **Saving Throw** (such as **Cloud Minds** or the basic version of **Emotional Resonance**) they still receive a **Saving Throw**, only without the bonus from this power. A successful roll means they are not affected by the power.

Remote Viewing

Range: See Below

Duration: 2 hours

This **Discipline** allows the **Psion** to cast their senses away from their body and watch and listen to a distant place. This power requires concentration, and the **Psion** is no longer aware of the events around their own body unless they are struck, take damage, or forced to make a **Saving Throw**, in which case their perception will immediately return to their immediate surroundings. After the situation is dealt with, as long as the duration hasn't expired, they can try again.

While using this **Discipline**, the character can see and hear as though they were physically present, meaning they cannot see things in complete darkness, nor hear over extremely loud noises. The **Psion** must know the target location where they will send their senses, or at least know where it is located or how far distant it is from themselves. A **Psion** could scan to see what was on the other side of a wall, or send their senses into a building they can see or location on a map they had. If they are in mental contact with someone, such as via **Telepathy**, or communicating with a technological device, and the target was in range, they could send their senses there.



Once they have chosen a destination, they cannot move their vantage point without spending a round starting over. This means it is incredibly difficult to spy on individuals who are moving around quite quickly, though those inside a vehicle could be watched from inside the vehicle.

Some force fields interfere with this power, as can other rare natural and mystic phenomenon.

If a *Psion* possess *Akashic Meditation* or *Telepathy*, they can use these *Disciplines* through their senses remotely.

LEVEL	RANGE
1	50'
2	100'
3	250'
4	500'
5	1000'
6	1 mile
7	10 miles
8	1000 miles
9	Planetary
10	Solar System

Telepathy

Range: See Below

Duration: 2 hours

This *Discipline* allows the *Psion* to send and receive thoughts to a number of targets equal to their level. As long as the target is willing, there is no *Saving Throw*. If used on a target that is unwilling, they get a *Saving Throw* to cast the *Psion* out of their mind. If the character cannot see the target, they must either know them extremely well or know where they are.

If used to probe a single target's mind deeply, to read non-surface thoughts, they can attempt to retrieve a single fact from the target per level. The target gets to make a ***Saving Throw*** to resist every attempt, but the ***Psion*** can use another attempt on the same piece of information until they run out of attempts. After these attempts are exhausted, the ***Psion*** cannot deeply probe the same target for the rest of the day, even if they activate this ***Discipline*** again.

The range of the power is determined by the character's level, as shown below.

LEVEL	RANGE
1	50'
2	100'
3	250'
4	500'
5	1000'
6	1 mile
7	10 miles
8	1000 miles
9	Planetary
10	Solar System

Telekinesis

Range: 100' per level

Duration: 2 hours

The character can lift objects with the power of their mind. The weight maximum is shown on the table below. If lifting an object from a target, or attempting to lift a target, they are allowed a ***Saving Throw*** to resist the power and if successful, it cannot be used to move them or the object again for the duration of the power. At level 6, the character can lift themselves and fly at their movement rate.

Targets can be thrown away from the ***Psion***, if they fail a ***Saving Throw***, pushing them up to 30' straight back. If they impact a solid object, they will suffer 1d6 damage. Objects can similarly be thrown at targets, who receive a ***Saving Throw*** to avoid the attack or else suffer 1d6 damage.

The character can form a shield around themselves that provides +1 ***Armor Class*** and ***Saving Throws***. This increases to +2 at level 4, and +3 at level 7, and +4 at level 10.

LEVEL	Weight
1	10 lbs
2	50 lbs
3	100 lbs
4	300 lbs
5	1000 lbs
6	5 Tons
7	50Tons
8	500 Tons
9	1000 Tons
10	10000 Tons

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