



Psionics II

Warriors of the Mind

By Matthew Skell



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Warriors of the Mind

Psionic Warrior

The powers of the mind do not belong to the *Psion* alone. There are other individuals and groups that hone their mental powers to a razor's edge. *Psionic Warriors* are one potent example of such individuals. Though more focused on physical prowess, they are no less adept at using their minds to overcome foes and defeat challenges.

Psionic Warriors lack the direct combat effectiveness of *M Mercenaries*, but their wide array of powers provide them with many tools to directly influence combat. In many ways they are a mirror of *Star Knights*, though without the intense code of behavior.

Psionic Warrior

LEVEL	XP	HD	BHB	ST	POWERS KNOWN	PER DAY
1	0	1	+0	15	0	0
2	2,500	2	+0	14	1	1
3	5,000	3	+1	13	1	2
4	10,000	3+1	+1	12	2	2
5	20,000	4	+2	11	3	3
6	40,000	5	+3	10	3	4
7	80,000	6	+3	9	3	4
8	160,000	6+1	+4	8	4	5
9	320,000	7	+5	7	4	6
10	640,000	8	+5	6	5	6

PSIONIC WARRIOR CLASS FEATURES



WEAPON/ARMOR RESTRICTIONS: *Psions* may use normal and mono-versions of melee weapons, except *Star Swords*, fire arms and laser pistols. They may wear Light Armor and Medium Armor, and they may use shields.

PSIONICS: *Psionic Warriors* 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 *Psionic Warrior* can restore their uses per day after resting or meditating for 6 consecutive hours.

WARRIOR FOCUS: *Psionic Warriors* all share an intuitive understanding of their body, mind and senses called a *Warrior Focus*. This provides them many advantages as they 'tune in' to the world around them and psychically nudge themselves and others when danger strikes.

At 1st level, they gain a single point of **Focus**. At levels 4, 7 and 10 they gain additional points of **Focus**. By meditating for 10 minutes, they can choose to spend their **Focus** on certain benefits as outlined below. In order to change again, they must spend 10 more minutes meditating. Each benefit can only be taken once.

- **Accuracy:** The character's hand-eye coordination improves dramatically, granting them a +1 **To Hit**.
- **Awareness:** The character is more aware of their surroundings, and gain a +1 versus **Surprise**.
- **Brutality:** The character's strength improves, granting them a +1 to **Damage** in melee.
- **Quickness:** The character's reaction speed increases and they gain a +1 to **Initiative**.
- **Reflexes:** The character's ability to dodge blows improves, and they gain a +1 to **Armor Class**.
- **Speed:** The character's running speed increases, granting them a +3 **Movement**.

SAVING THROW: *Psionic Warriors* 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 *Psionic Warrior* with a high **Intelligence** (15+) receives twice (x2) the normal Bonus XP for that attribute (10% not 5%).

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

Alien Psionic Warrior

Alien Psionic Warriors are similar to their human counterparts. Their various alien racial traits gives them advantages that humans do not have so they advance more slowly. Otherwise they serve the same role as other *Psionic Warriors*.

Alien Psionic Warrior

LEVEL	XP	HD	BHB	ST	POWERS KNOWN	PER DAY
1	0	1	+0	15	0	0
2	3,000	2	+0	14	1	1
3	6,000	3	+1	13	1	2
4	12,000	3+1	+1	12	2	2
5	24,000	4	+2	11	2	3
6	48,000	5	+3	10	3	4
7	96,000	6	+3	9	3	4
8	192,000	6+1	+4	8	4	5

PSIONIC WARRIOR CLASS FEATURES

WEAPON/ARMOR RESTRICTIONS: *Psions* may use normal and mono-versions of melee weapons, except **Star Swords**, fire arms and laser pistols. They may wear Light Armor and Medium Armor, and they may use shields.

ALIEN RACIAL BENEFITS: *Alien Psionic Warriors* come from a plethora of different races and so choose any two of the following abilities to represent their racial benefits:

- **Aquatic:** This race can both breathe under water and swim at their walking speed.
- **Avian:** This race is winged and can fly at 15 (you need around 15'-20' of clear space to fly though). However, their walking speed is only 6 and they cannot wear armor or equipment not specifically made for their species (costs twice as much).
- **Angry:** This race has a capacity to fly into berserk rages. When they choose to, they gain a +2 **To Hit**, but a -2 **Armor Class**. Once entered, they cannot flee and they cannot leave this rage until combat is finished.
- **Armed:** This race has natural weapons of some sort, such as claws, barbs, spines, horns, brutal punching fists, etc. They can inflict 1d6 damage in unarmed combat.

- **Armored:** This race has tough natural armor. They receive a +2 to **Armor Class**.
- **Fast:** This race is faster than humans and increases their move by +3.
- **Massive:** This race is especially tall, at least 7 feet. They inflict +1 damage in melee combat and can carry twice the encumbrance of a normal character.
- **Nightvision:** This race can see in the dark up to 40 feet away.
- **Quick Reflexes:** This race is especially fast. They get a +1 to **Initiative**, **Armor Class**, and **Saving Throws** versus attacks that can be dodged or avoided.
- **Sensitive:** This race has heightened senses and so can detect hidden or concealed doors and objects they pass near on a 1-2 on 1d6. If actively searching, they will discover them on a 1-4 on 1d6. In addition, they have a +1 to avoid **Surprise** (normally surprised only on a 1 on 1d6).
- **Stealthy:** For whatever reason, due to natural sneakiness or camouflage, this race can surprise targets on a 1-4 on 1d6 in the proper circumstances.

PSIONICS: *Alien Psionic Warriors* 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. An **Alien Psionic Warrior** can restore their number of uses per day after resting or meditating for 6 consecutive hours.

WARRIOR FOCUS: *Alien Psionic Warriors* all share an intuitive understanding of their body, mind and senses called a **Warrior Focus**. This provides them many advantages as they 'tune in' to the world around them and nudge themselves and others when danger strikes.

At 1st level, they gain a single point of **Focus**. At levels 4, and 7 they gain additional points of **Focus**. By meditating for 10 minutes, they can choose to spend their **Focus** on certain benefits as outlined below. In order to change again, they must spend 10 more minutes meditating. Each benefit can only be taken once.

- **Accuracy:** The character's hand-eye coordination improves dramatically, granting them a +1 **To Hit**.
- **Awareness:** The character is more aware of their surroundings, and gain a +1 versus **Surprise**.
- **Brutality:** The character's strength improves, granting them a +1 to **Damage** in melee.
- **Quickness:** The character's reaction speed increases and they gain a +1 to **Initiative**.
- **Reflexes:** The character's ability to dodge blows improves, and they gain a +1 to **Armor Class**.
- **Speed:** The character's running speed increases, granting them a +3 **Movement**.

SAVING THROW: *Alien Psionic Warriors* 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: An **Alien Psionic Warrior** with a high **Intelligence** (15+) receives twice (x2) the normal **Bonus XP** for that attribute (10% not 5%).

ESTABLISH DOJO (8th): When an **Alien Psionic Warrior** reaches 8th level they will often find a secluded location on an out-of-the-way planet where they will construct a small dojo. If other less-experienced **Psionic Warriors** learn about this dojo they will often seek out the senior **Psionic Warrior** for training. They will serve them loyally while training.

DISCIPLINES

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

Once a **Discipline** is active the **Psionic Warrior** can use it repeatedly until the duration expires, unless specifically stated otherwise. Some powers allow a **Psionic Warrior** 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.

Psionic Warriors share the same gifts that **Psions** possess. However, some **Disciplines** are limited when learned by a **Psionic Warrior**. These abilities stop developing after a certain point, and no longer continue to improve. Powers with this limitation will be noted below. A few powers are stronger when used by **Psionic Warriors**. These too will be noted.

Akashic Meditation

Range: 120 ft or Self

Duration: 2 hours or 10 minutes

With this power active, the **Psionic Warrior** 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 at level 2, and additional for each level they possess after 2nd 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.

This power is limited to level 5.

Biomastery

Range: Self

Duration: 2 hours

With this power, the **Psionic Warrior** 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.

Psionic Warriors are slightly superior when using this ability compared to their more cerebral counter-parts. The duration for them is 2 hours instead of 1.

Cellular Adjustment

Range: Self or Touch
 Duration: 1 hour

Once activated, this power allows the **Psionic Warrior** to heal themselves or others, restoring a person's body to its cellular perfection. Each use of this **Discipline** grants the **Psionic Warrior** a pool of d6 equal to their level-1 that they can use to heal damage on themselves or others while the duration lasts. The **Psionic Warrior** 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 **Psionic Warrior** is affected by poison or disease, it will automatically react to their situation to cure them or grant them a second **Saving Throw**.

This power is limited to level 7.

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 (after first) 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-1

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.

Imbue Weapon

Range: Touch/Self

Duration: 2 Hours

This **Discipline** is unique to **Psionic Warriors**. Though **Psionic Warriors** lack a unique or custom signature weapon like the **Star Knights**, it does not mean that they cannot be extremely dangerous with a weapon. Those with this **Discipline** can form a psychic connection to a specific weapon. This requires meditating over it for a week, at which point the bond is formed. A character can only have a single bonded weapon at a time. If the bonded weapon is lost or destroyed, the **Psionic Warrior** can bond with a new weapon by spending the week of meditation with it. For obvious reasons, this power will not stack with **Psionic Blade**.

The bonded weapon becomes an intuitive part of their being, something that resonates with their psionic ability and benefits from it. When this power is activated, they have the following benefits while using their bonded weapon.

Level	To Hit	Damage	Special
2	+1		
3			Call to hand instantly, 10' range
4		+1	
5			
6			Sense direction and location of weapon if not on you.
7	+2		
8		+2	Defensive: Sacrifice To Hit bonus for increase in AC on a 1 for 1 basis.
9			

10	+3		Boost Damage: For 30 min during the power's duration, inflict an extra +1d6 damage.
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Meta-portion

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.

This power is limited to level 8.

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

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 $1d6+2$ damage, or half that if they succeed at a **Saving Throw**.



The **Psionic Warrior** 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-1

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.

Psionic Blade

Range: Self

Duration: 2 hours

One of the few **Disciplines** unique to the **Psionic Warriors**, those with this power are consummate and deadly warriors. While this **Discipline** is active, the **Psionic Warrior** focuses their psionic power into a weapon they wield in combat. For the duration of the power, the character can create or dispel the weapon with a thought (taking as much time as drawing a mundane weapon would). The powers of the weapon increase as the **Psionic Warrior** gains levels.



Level	To Hit	Damage	Special
2		$1d6+1$	
3	+1		
4		$1d6+2$	Throw Blade: Attack at 30' range
5			
6		$1d6+3$	
7	+2		
8			Attack Twice a Round
9		$1d6+4$	
10	+3		Parry laser attacks with a <i>Saving Throw</i>

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.

This power is limited to level 7.

LEVEL	RANGE
2	50'
3	100'
4	250'
5	500'
6	1000'
7	1 mile

Speed Burst

Range: Self

Duration: 1 hour

This **Discipline** is unique to **Psionic Warriors**. Using it dramatically increases the character's speed and reflexes to super-human levels.

Level	Movement Bonus	Initiative Bonus	Armor Class Bonus	Special
2	+3			
3	+6			
4	+9	+1		
5	+12		+1	Running Leap: 30' Horizontal, 15' Vertical
6	+12			
7	+15			
8	+15	+2		Two Melee Attacks a Round
9	+18		+2	
10	+18			

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-1. 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.

This power is limited to level 7.

LEVEL	RANGE
2	50'
3	100'
4	250'
5	500'
6	1000'

Telekinesis

Range: 100' per level

Duration: 2 hours

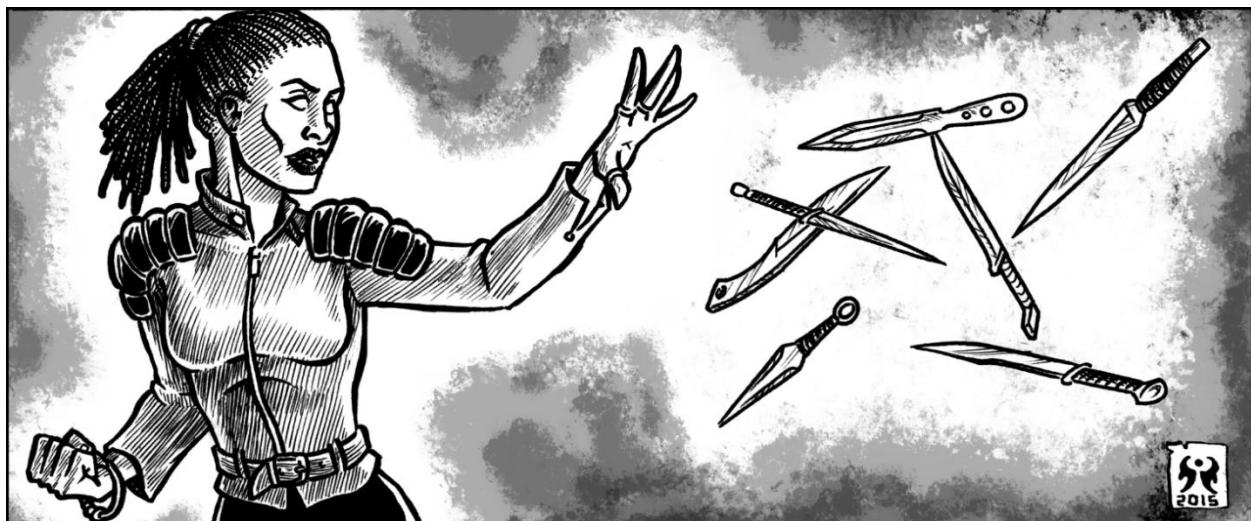
The character can lift objects with the power of their mind. The weight maximum is shown on the table below. If lifting an object from a target, or attempting to lift a target, they are allowed a **Saving Throw** to resist the power and if successful, it cannot be used to move them or the object again 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+2 damage. Objects can similarly be thrown at targets, who receive a **Saving Throw** to avoid the attack or else suffer 1d6+2 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.

This is a rare ability that **Psionic Warriors** are better at than normal **Psions**. See the table below for details.

LEVEL	Weight
2	100 lbs
3	300 lbs
4	1000 lbs
5	5 Tons
6	50 Tons
7	500 Tons
8	1000 Tons
9	10000 Tons
10	50000 Tons



Appendix

Wild Talents

Some campaigns like to feature the idea that occasionally otherwise normal people are born with innate psionic ability. These rules allow for introducing such options into play in both an 'Old School' and 'New School' fashion.

If not using *Psionics*, some powers in this book do not have full levels from 1 to 10. When a **Wild Talent** gains a **Discipline** lacking level 1 abilities (such as *Remote Viewing*, *Telekinesis*, or *Telepathy*) simply treat their level 2 ability as level 1 and progress from there. Powers will either cap out when they reach the maximum level, or the **Referee** can extrapolate higher level abilities if they wish.

New School

In New School style games, a great attempt is made to keep characters as balanced as possible. Extra powers or abilities should therefore be paid for in some fashion. In addition, players have greater control over their character's development and choice of potential abilities. This method allows players to, with **Referee** approval, add a template to any existing class. This will cause their development to be much slower compared to non-psychic characters, but give them a handful of useful psionic powers.

Wild Talent

LEVEL	XP	Powers Known	Uses per Day
1	0	1	1
2	+500	1	1
3	+1000	1	1
4	+2000	2	2
5	+4000	2	2
6	+8000	2	2
7	+16000	2	3
8	+32000	3	3
9	+64000	3	3
10	+128,000	3	3

WILD TALENT CLASS FEATURES

WEAPON/ARMOR RESTRICTIONS: *Wild Talents* are proficient in whatever weapons and armor their base class uses.

PSIONICS: *Wild Talents* are able to use a limited number of *Psionics* as indicated in the table above. They use all the rules for **Disciplines** that a *Psionic Warrior* does. They are considered half their actual level when determining level of power effects (so a 10th level **Wild Talent** uses their **Disciplines** as though they were a 5th level *Psionic Warrior*).

CLASS BOND: *Wild Talents* are not a full class in and of themselves. Instead, they are a template added to another class. The benefits they bring are represented in an increased **Experience** cost for their primary class to advance.

*For example: Speaker Timas Dinklen is a 3rd level **Aristocrat**- **Wild Talent**. In order to advance to 4th level, he will need 6,000 + 2,000=8,000 **Experience**. He will have all the benefits of both his **Aristocrat** class and know two **Disciplines**, which he can use once a day.*

Any class, even alien races, can be **Wild Talents**, except those who already have ability with **Psionics** (unless, perhaps, the **Referee** wants to allow some sort of 'Chosen' one who was simply better than other similar users of **Psionics**, in which case this template might facilitate that).

SAVING THROW: **Wild Talents** receive a +1 to all **Saving Throws** to resist **Meditations**, **Psionics** and **Gifts**.

XP BONUS FOR INTELLIGENCE: A **Wild Talents** receives **Bonus XP** for both their **Intelligence** and whatever ability their base class benefits from. However, their base class cannot benefit from an ability that gives it double the attribute bonus (they can only receive 5% from a score not matter how high it is).

old school

The old school method of governing rare and special abilities was with randomness. Much like high attributes, special powers such as psionics were governed by a roll of the dice. If you were lucky, you ended up with weird and strange powers. If you weren't, you didn't and you moved on. Since **White Star** is definitely Old School, let's talk about that method.

CHANCE OF PSIONIC ABILITY: When a character is first created, they have a chance of being born with psionic abilities. All characters start with a 1% chance of being psionic. If their **Intelligence** is 13+, they have a +5% to this chance. If their **Wisdom** or **Charisma** are 13+, they gain an additional +2% for each that qualifies. This means that the highest chance a character can have of starting as a **Wild Talent** is 10%.

*Note: Referees who want **Wild Talents** to be a more common part of their setting can increase these numbers as they see fit. They may even wish, in the right kind of setting/game, to simply allow all characters to start as **Wild Talents**.*

DETERMINING WILD TALENTS: If a character succeeds at qualifying for psionic ability, they roll 1d4 (1d4+1 in a psionic heavy setting). This is the number of **Wild Talents** they will eventually possess. They then must roll on the following table to determine which **Disciplines** they can develop. Roll a 1d3 and a 1d5 and consult the table below.

Roll	Discipline
1, 1	Akashic Meditation
1, 2	Biomastery
1, 3	Cellular Adjustment
1, 4	Cloud Minds
1, 5	Emotional Resonance
2, 1	Imbue Weapon
2, 2	Meta-Portation
2, 3	Mind Assault
2, 4	Mind Shield
2, 5	Psionic Blade
3, 1	Remote Viewing
3, 2	Speed Burst
3, 3	Telepathy
3, 4	Telekinesis
3, 5	Player's Choice

DETERMINE MAX LEVEL: Each power will be limited to a maximum level of ability equal to 1d10. The player should roll for each power they will develop and record this somewhere.

CHOOSE DEVELOPMENT ORDER: First level **Wild Talents** begin the game with only a single **Discipline**. If they have rolled more disciplines, then they will develop a new one every two levels (so at level 3, 5, 7 etc) until all their **Wild Talents** are in play. A **Wild Talent** begins at level 1 and grows in power from the point they are developed. So if a power were developed at level 5, it would start at level 1, and when the character reached level 6, it would be usable as a level 2 ability. If a player rolled extremely well determining max level, their development order may cap certain **Disciplines** to a level lower than what they rolled.

For example, if Nagisa the **Wild Talent** started with 4 **Disciplines** (Telepathy, Mind Assault, Cellular Adjustment, and Speed Burst) and rolled 3, 10, 9, and 5 for her four power's maximum level, she would be faced with a difficult choice. Only the power she picks at level 1 will make it to level 10, so if she wants Mind Assault to ever reach 10th level, she must take it at first. Cellular Adjustment will, at most, make it to 8 if she develops it at level 3. Worse would be if Telepathy is the one she most wants to begin the game with. If she chooses it, she is sacrificing power levels from the others so that she begins the game with the power she prefers. Alternatively, she could start with Cellular Adjustment and let it cap out at 9th, while Mind Assault will then lose some of its potential power.

USES PER DAY: **Wild Talents** begin the game able to activate their powers only once a day. At levels 4 and 7 they gain an additional use per day.

*Optional: Alternatively, the **Referee** may make their uses per day random as well. Using this method, players begin with one use at level one, and gain more every other level until they have reached their maximum.*

Roll	Uses per Day
1-15	1
16-50	2
51-85	3
86-100	4

OPTIONAL-WILD FOCI: If the **Referee** wants to allow it, **Wild Talents** may also (or only) start with a **Focus**. This does require the use of **Psionics I**, also from **DYS Games**. A **Wild Talent** will start with a **Focus** at level 1, and then develop their **Disciplines** from there as described above.

Roll	Focus
1	Biometabolic
2	Psycho-Porter
3	Sensitive
4	Telekinetic
5	Telepathic
6	Warrior Focus

Options

There are many ways that **Referees** can modify the above rules to suit their campaigns. Several have already been spelled out. Here are a few more.

- 1) Roll Max Level after choosing the order the powers are developed. This makes it more difficult for **Wild Talents** to end up with high max level abilities, which may or may not serve the **Referees** setting.
- 2) Max Level 5. Cap all **Wild Talents** at level 5. This makes the useful, but not over powered compared to full class **Psions** and **Psionic Warriors**.
- 3) Secret Max levels. Let the players choose the order their powers will develop, but the **Referee** rolls each power's max level secretly and the player won't know how high a power can get until it stops improving.
- 4) **Wild Foci** Only. If a character starts with psionics (or perhaps all characters) but they only have a **Foci**. This would work well for worlds where everyone has some minor psionic abilities.
- 5) No Max Level. Powers will improve and cap out based on what level they were developed (so a 1st level power could reach 10th level, a power developed at 3rd will reach 8th, a power developed at 5th level will reach 6th, a power gained at 7th level will reach 4th, and a power gained a 9th level would reach 2nd). This rule makes **Wild Talents** potentially more powerful, but not by much.

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