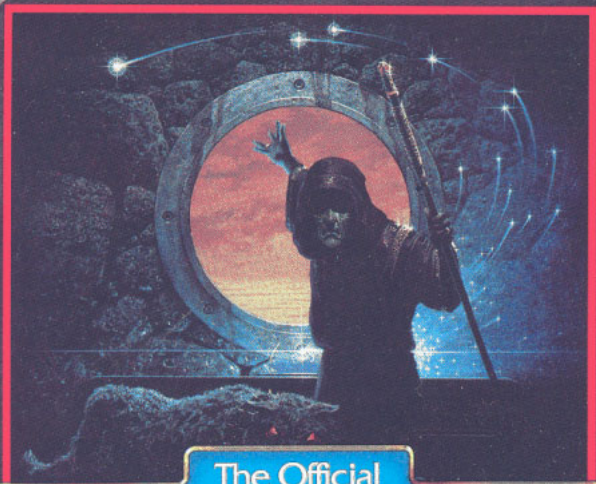


Advanced Dungeons & Dragons
2nd Edition



The Official
DUNGEON MASTER DECKS™

Game Accessory

Deck of Psionic Powers



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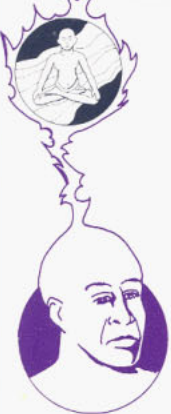
Metapsionics

Science

Aura Alteration

Power Score: Wisdom -4
 Initial Cost: 10
 Maintenance Cost: Not applicable
 Range: Touch
 Preparation Time: 5
 Area of Effect: Individual
 Prerequisites: Psychic surgery, 5th level
 No additional effect
 Roll of Power Score: The full PSP cost of the power must be paid despite the lack of success, and this psionicist can't alter this aura until he achieves a higher experience level
 Roll of 20: CPH page 93

Reference:



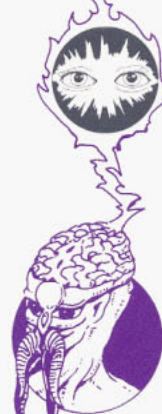
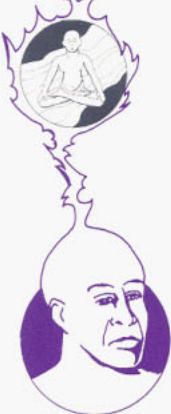
Metapsionics

Science

Empower

Power Score: Wisdom -12
 Initial Cost: Varies
 Maintenance Cost: Not applicable
 Range: Touch
 Preparation Time: 0
 Area of Effect: 1 item
 Prerequisites: 10th level
 Roll of Power Score: No additional effect
 Roll of 20: If three 20s are rolled during the empowering process, the item is a complete and utter failure
 Reference: CPH page 93

Reference:



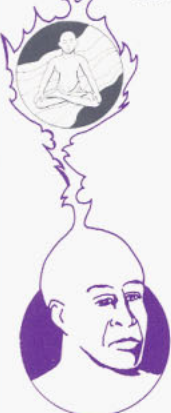
Metapsionics

Science

Psychic Clone

Power Score: Wisdom -8
 Initial Cost: 50
 Maintenance Cost: 5/round
 Range: 60 feet
 Preparation Time: 10 rounds
 Area of Effect: Special
 Prerequisites: Clairaudience, clairvoyance, psychic messenger, 5th level
 Roll of Power Score: Clone can travel through walls and other solid objects
 Roll of 20: No additional effect
 Reference: CPH page 94

Reference:



Metapsionics

Science

Psychic Surgery

Power Score: Wisdom -5
 Initial Cost: Contact
 Maintenance Cost: 10/turn
 Range: Touch
 Preparation Time: 10
 Area of Effect: Individual
 Prerequisites: Mindlink, contact
 Roll of Power Score: Surgery takes only 5 rounds per "implanted" power
 Roll of 20: Surgeon can't use this power successfully for 1d4 days
 Reference: CPH page 95

Reference:



Metapsionics

Science

Split Personality

Power Score: Wisdom -5
 Initial Cost: 40
 Maintenance Cost: 6/round
 Range: 0
 Preparation Time: 1
 Area of Effect: Personal
 Prerequisites: Psychic surgery, 10th level
 Roll of Power Score: The mind splits into three parts instead of two
 Roll of 20: User passes out for 1d6 turns
 Reference: CPH page 96

Reference:



Aura Alteration

With aura alteration, a psionist can temporarily disguise a character's alignment, disguise her level, or remove aura afflictions like curses, geases, and quests.

Disguising a character's alignment or level is the easiest to do. The disguise is temporary, lasting only 1d6 hours. It has no effect on the character's real alignment or class, but a psionist with aura sight will be fooled by the fake aura.

Because curses, geases, and quests are imprinted on the character's aura, they can be removed with this power. A psionist who tries this suffers a -6 penalty to his power score and must expend 20 PSPs instead of 10. If the power check roll is 1, the psionist's patient must make a saving

throw vs. spells to avoid losing one experience level. (A slip of the psychic scalpel can close off vital parts of the brain.)

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Empower

Empower allows a psionist to imbue an item with rudimentary intelligence and psionic ability. See CPH for full details.

The item must be worth 250% to 500% of the normal cost for an item of its type. It must be new, no more than 48 hours since manufacture. If tried on an older item, the user fails Step 1, expending 50 PSPs.

Step 1. Each day, user must first prepare item. Cost: 50 PSPs and a power check. Fail: no progress until next day.

Step 2. User can give prepared item access to one psionic discipline (that user has). Cost: 100 PSPs and a power check.

Step 3. The psionist can attempt to empower the item with any one power he knows within the discipline (on same day it was properly prepared). User makes two power checks; first for the chosen power

(using its score), second, another empower check. If both checks succeed, the item has that psionic power, with a score two points below user's. Success costs 100 PSPs, failure 50.

Step 4. User can add other powers by repeating Step 3. It can acquire one power per day, if it has been properly prepared.

Step 5. When item has acquired all the powers user intends to give it, he can seal those powers. He must prepare the item one more time (expending 50 PSPs), and make a final power check. If the check succeeds, it can never gain or lose any powers. If it is not sealed, it loses one power per month until it becomes normal.

Empowering process must be unbroken. If a day passes in which the user doesn't at least try to prepare the object, it is finished as is. He can't even try to seal the powers.

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Psychic Clone

When this power is initiated, a clone of the psionist steps out of his body. It is in every way identical to the original form, except that it has no substance. The psionist can see and hear what the clone sees and hears. The clone will do anything the psionist wants it to do (as if it were actually him). Furthermore, the user's psyche goes with the clone, thus enabling it to use all of his psionic powers.

This power has a serious drawback. As long as the clone exists, the psionist himself is practically a vegetable. He retains only three senses: smell, taste, and touch. He can't move, see or hear. All his psionic powers are transferred to the clone. In effect, the immobile character is no longer a psionist; not even psionic sense will

reveal his true nature. He can be slain without any combat rolls if an opponent wishes to do so.

The clone can travel up to 60 feet from the psionist. It can go anywhere the psionist himself could go. For example, it can walk down a corridor, walk across acid (the clone has no substance and can't be hurt), and swim (provided the user can). Because the psionist could walk through an unlocked door, so can the clone—although the clone passes through like a ghost. However, a clone can't travel through walls or walk on water, because the psionist can't either.

The clone is impervious to all forms of attack and damage except psionic or mental attack (which will affect the psionist).

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Psychic Surgery

Psychic surgery allows a psionist to repair psychic damage, even on himself (-5 to power score). Phobias, aversions, comas, seizures—these and other psychic ailments can be treated and cured. Curses or magical conditions can't be cured.

This power can't cure possession. It can confirm that the problem really is possession, and can force the possessing entity into psionic combat if the surgeon desires. Psychic surgery could cure the possession indirectly by forcing a weak entity to flee rather than face combat.

Most psychic ailments can be cured in one turn or less. If the power check roll is 1 or 2, the problem is tricky and requires another turn. If the check fails, it is too great for the user to fix. He can try again after gaining another experience level.

This power can help nonpsionics unleash

their wild powers. If the user succeeds, the patient gains a -2 bonus to his wild talent roll (see CPH).

It can also be used to make the effect of any telepathic power permanent with no maintenance cost. The power is not bestowed on the subject, only its effect. A person can be permanently dominated, for example. The following restrictions apply:

1. The power must have a maintenance cost.
2. The power's range must be more than 0.
3. The surgeon must know the power and use it successfully on the patient.
4. This application won't work on the user or another psionist.
5. One power can be made permanent per turn. On a power check roll of 1 or 2, procedure takes two turns.

This procedure can also be reversed; psychic surgery can be used to remove a permanently implanted telepathic effect.

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Split Personality

This power divides one's mind into two independent parts. Each part functions in complete autonomy, like two characters in one body. Both parts communicate fully. Both can use psionic powers, even at the same time. That means a split personality can use twice as many psionic powers per round. (The character's PSP total remains the same, with both personalities drawing from it.) Alternately, one personality can use psionic powers while the other does something else—control the body in melee, for example. Split personality allows a character to physically and psionically battle at the same time.

Mental attacks directed against the psionist affect only half of the mind. Contact must be established separately with each half. If one half is somehow destroyed or subdued,

the other half can continue fighting independently and retains control of the body.

Before he attempts to make his personality whole again, the psionist must make a saving throw vs. paralyzation if any of the following is true: he doesn't control both portions of his mind; he has unrepaired psychic damage; or he is suffering unwanted contact. A successful save means that his mind returns to complete health and throws off all undesired influences. Failure means that the afflicted portion of his mind becomes dominant and he passes out for 1d6 turns. When he awakens, he is free of undesired influences.

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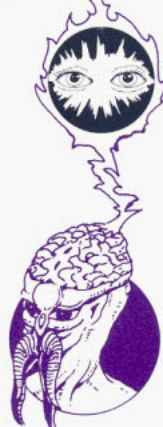
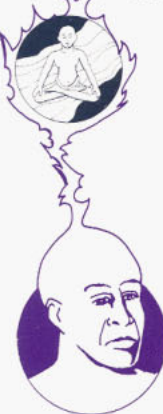
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Metapsionics

Science

Subjective Reality

Power Score: Wisdom -5
 Initial Cost: 35
 Maintenance Cost: 7/round
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: 8th level
 Roll of Power Score: Psionicist can alter what he is disbelieving from round to round
 Roll of 20: User must save vs. spells or be *plane shifted* to a random Outer Plane
 Reference: WW page 89



Metapsionics

Science

Suppress Magic

Power Score: Constitution -4
 Initial Cost: 30
 Maintenance Cost: 1+/round
 Range: 0
 Preparation Time: 0
 Area of Effect: 20 yard radius
 Prerequisites: 8th level
 Roll of Power Score: User may dispel any enchantment in the area as a wizard of the same level casting *dispel magic*
 Roll of 20: User's magical item (chosen randomly) is permanently drained of all enchantments
 Reference: WW page 89



Metapsionics

Science

Ultrablast

Power Score: Wisdom -10
 Initial Cost: 75
 Maintenance Cost: 0
 Range: 0
 Preparation Time: 3
 Area of Effect: 50-foot radius
 Prerequisites: 10th level
 Roll of Power Score: Creatures of 3 Hit Dice or less die if they fail their save
 Roll of 20: User must save vs. paralyzation or die; if he lives, he loses the use of all his psionic powers for 2d6 days
 Reference: CPH page 96



Metapsionics

Devotion

Cannibalize

Power Score: Constitution
 Initial Cost: 0
 Maintenance Cost: Not applicable
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: 5th level
 Roll of Power Score: User gains 8 PSPs without reducing Constitution
 Roll of 20: User loses 1d4 Constitution points, but can regain them by resting
 Reference: CPH page 97



Metapsionics

Devotion

Cognitive Trance

Power Score: Intelligence
 Initial Cost: 4
 Maintenance Cost: Not applicable
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: User gains +4 bonus to all Intelligence checks for duration of the trance
 Roll of 20: User develops mild headache for 1d6 turns, and power can't be used
 Reference: WW page 90



Subjective Reality

With this power, the user can ignore the reality of an object or category of objects and make them have no existence for him.

The psionist can only disbelieve inanimate objects or effects with this power, since he finds it impossible to ignore living creatures. Some possible uses of the power include:

- Disbelieving a type of weapon, such as hand-held weapons, bows and crossbows, or hurled weapons. No weapon of that type can harm the psionist while power is maintained.
- Disbelieving an entire type of magic, such as priestly or wizardly magic.
- Disbelieving a manifestation of an element, such as a fire or a rock slide.

- Disbelieving any one object (large or small), such as a boulder, an enemy's armor, or an enemy's magical item.

The DM must decide what the exact effects of subjective reality are, but in general the disbelieved objects simply do not exist for the psionist. He can't be harmed by them, nor can he have any effect on them himself.

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Suppress Magic

This power lets psionists draw upon their command of psychic energy to create a field that dampens magic of all types. Within the field, no spells function, weapons lose their enchantments, creatures with magical attacks or powers (such as a basilisk's gaze) can't use them, magically animated monsters (animated dead, golems) stop in their tracks, and magical items don't function.

The field remains as long as the user maintains it. The base maintenance cost is 1 PSP per round, but each spell level or magical power usage within the field adds 1 PSP to the maintenance cost. Effects without a spell level should be equated to a similar spell. If there is no similar spell, the

user pays maintenance PSPs equal to 1 per Hit Die or level of the initiating creature.

This effect will temporarily disrupt enchantments in effect, so a charmed person is temporarily freed, polymorphed creatures return to their original form, and so on. Things that were changed by magic but are no longer magical, such as a stone bench that was created by *stone shape*, don't change in form. A person stoned by a medusa's gaze remains that way. Once the user ceases to maintain the power, all enchantments resume uninterrupted.

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Ultrablast

A character using psionic ultrablast can overwhelm and damage nearby psyches. To do this, she casts thought waves in all directions. In laymen's terms, the user "grumbles" psychically for three rounds. Then her consciousness bursts forth and a horrid, psychic scream penetrates all minds within 50 feet. Victims may never be the same again.

All characters within 50 feet of the ultrablast must save vs. paralyzation. Failure means they pass out for 2d6 turns. Those who pass out must immediately save vs. paralyzation again. If they fail a second time, they lose all psionic power. Only psychic surgery can help them recover this loss.

Although the blast does not affect the user, the risks are great. If the power check fails, she becomes comatose for 1d10 days. Some characters may think she's dead.

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Cannibalize

This power allows the character to cannibalize his own body for extra PSPs. When it is used, the character can take any number of Constitution points and convert them directly to PSPs at a ratio of 1:8. (One Constitution point becomes 8 PSPs.) The psionist can use these points anytime, as if they were part of his total.

The Constitution reduction is not permanent, but is debilitating and long-lasting. The character immediately loses bonus hit points. His system shock and resurrection survival chances are reduced. Most importantly, all of his psionic power scores which are based on Constitution are reduced by the appropriate amount.

A psionist can recover one cannibalized point of Constitution per week of rest. Rest means staying quietly at home (safely indoors). Adventuring is not allowed.

A psionist can cannibalize the body of a victim he has used switch personality on.

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Cognitive Trance

A psionist with this power can place himself in a trance that clears his mind for calm and contemplative thought. Anything the psionist sees, hears, or reads while under the mind-sharpening influence of the cognitive trance can be committed to his memory verbatim, for precise recall at a later time.

The player running the psionist character can use this ability to remember detailed instructions or conversations to the word, even if he himself doesn't remember the exact content. This can be handy to remember detailed instructions to a certain location or the exact wording of a series of intricate passwords.

The psionist can also enter the trance to consider any problem, puzzle, or riddle, gaining a +2 bonus on any Intelligence checks to find a solution.

If used for photographic memory, the trance lasts as long as it takes to completely take in all the information. If used to solve a puzzle, the trance lasts as long as it takes the psionist to make a single attempt to arrive at a solution. An extended trance may last for several hours.

While in a trance, the user suffers a -1 penalty to surprise checks. Combat or even conversation breaks the trance.

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Metapsionics

Devotion

Convergence

Power Score: Wisdom
 Initial Cost: 8
 Maintenance Cost: 0
 Range: 10 yards
 Preparation Time: 1
 Area of Effect: 10 yards
 Prerequisites: Contact, 4th level
 Roll of Power Score: No additional effect
 Roll of 20: Participant loses 1d20 PSPs
 Reference: CPH page 97

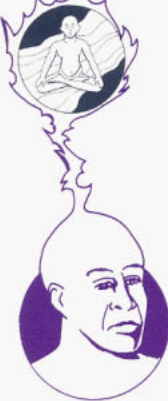


Metapsionics

Devotion

Enhancement

Power Score: Wisdom -3
 Initial Cost: 30
 Maintenance Cost: 8/round
 Range: 0
 Preparation Time: 5
 Area of Effect: Personal
 Prerequisites: 6th level
 Roll of Power Score: Other power scores are not reduced
 Roll of 20: All power scores in the chosen discipline receive a -1 penalty for 24 hours
 Reference: CPH page 98



Metapsionics

Devotion

Fighting Trance

Power Score: Wisdom -1
 Initial Cost: 4
 Maintenance Cost: 1/round
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: Bonus increases to +2; no rear or flank attacks can be made against user
 Roll of 20: User receives a -1 attack roll penalty for 2d6 rounds
 Reference: WW page 91

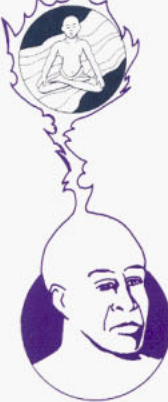


Metapsionics

Devotion

Gird

Power Score: Intelligence -3
 Initial Cost: 0
 Maintenance Cost: 2 x maintenance
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: 3rd level
 Roll of Power Score: No additional effect
 Roll of 20: The gird attempt disrupts the power
 Reference: CPH page 98



Metapsionics

Devotion

Hivemind

Power Score: Wisdom -1
 Initial Cost: 2
 Maintenance Cost: 0
 Range: 60 yards
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: User gains double the normal number of PSPs
 Roll of 20: All other insects within range immediately seek out the psionicist and attack
 Reference: DK page 153



Convergence

When psionics put their heads together, the results can be impressive. Convergence allows psionics to link their minds into one synergetic being—an entity more powerful than the sum of the individual parts. This power can only be used on contacted minds.

There is no limit to the number of psionics who can join minds. Each participating psionist must know the convergence power, however, and each must make a successful power check in the same round. Then they are linked. All their PSPs flow into a single pool, from which each draws his strength. If one participant knows a power, now anyone in the group can use it.

Each participant can use psionic powers at the normal rate per turn: one defense and one other power per round. If the group is attacked psionically, the attack must overcome *every* working defense. If it does, the attack affects every character in the convergence, or as many as possible.

When the convergence is discontinued, PSPs that remain in the pool are evenly divided among all the participants. Fractions are rounded down, and no individual can exceed his usual PSP maximum (extra points are lost).

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Enhancement

This power yields the same results as the meditative focus proficiency, in less time. When a psionist learns this power, she selects one discipline to enhance. As long as she maintains the enhancement power, all of her power scores within the chosen discipline receive a +2 bonus. At the same time, all other power scores receive a -1 penalty.

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Fighting Trance

With this power, the psionist learns how to focus his attention into a razor-sharp weapon for maximum awareness and effectiveness in combat. His reflexes and agility are increased to their absolute sharpest level, and he is able to unconsciously track all combatants in the immediate area. While fighting trance is in effect, the psionist reduces any rear attacks to flank attacks, and any flank attacks are treated as if they were frontal attacks instead. The psionist gains a +1 bonus to all initiative rolls, his Armor Class, all saving throws, and all attack rolls.

The psionist's focus on his physical actions makes it difficult for him to concentrate on initiating any psionic powers. He suffers a -1 penalty to all power checks he attempts while fighting trance is being maintained.

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Gird

Each time a psionist girds another power, he can maintain that power automatically—without concentration. Thus, a psionist who is maintaining only girded powers can sleep without disrupting those powers.

To use gird, the psionist must first initiate and maintain the power he intends to affect. Then he must make a girding power check. If he succeeds, he automatically pays twice the normal maintenance cost for the girded power—or a minimum of 1 PSP per hour. To remove the girding, he must consciously decide to do so (no power check is required). Otherwise, the girding remains in place until the psionist runs out of PSPs. That means a psionist who's unconscious or sleeping could

awaken to find all his psionic strength girded away. If the psionist wishes to reestablish a gird that he discontinued, he must make a new power check.

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Hivemind

This power works best in the DARK SUN® campaign and is only available to thri-kreen characters, other insects with psionic powers, and other psionics who use the insect mind devotion. With hivemind, the psionist can draw upon the mental energies of a host of insects to temporarily increase his PSPs.

Thri-kreen can gain PSPs from other thri-kreen of the same pack within range. Other insects gain PSPs from their own kind within range. Characters using insect mind can choose one variety of insect within range to draw upon. All those within range lend an immediate bonus to the user's PSPs, according to their size.

Size	PSPs
Tiny	0.01
Small	0.1
Human-sized	1
Large	2
Huge	4
Gargantuan	8

Smaller insects contribute fewer PSPs, but their numbers often make up for this. PSPs are gained instantaneously; even if the insects move away before they are all used, the psionist keeps the PSPs. The user is taking advantage of the species-mind common among insects; the insects within range don't lose any psionic PSPs when the psionist uses this power.

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Metapsionics

Devotion

Intensify

Power Score:
Initial Cost:
Maintenance Cost:
Range:
Preparation Time:
Area of Effect:
Prerequisites:
Roll of Power Score:

Affected -3
5/increase
1/round
0

User's ability is raised to the level he intended, but cost is reduced to 3/increase
User must make a system shock roll or the ability decreases by 1 point for 24 hours
CPH page 98

Roll of 20:

Reference:



Metapsionics

Devotion

Iron Will

Power Score:
Initial Cost:
Maintenance Cost:
Range:
Preparation Time:
Area of Effect:
Prerequisites:
Roll of Power Score:

Wisdom
8
3/round
0

User can survive to -15 hit points or automatically make all saving throws to avoid unconsciousness or control (when dropped, wounds greater than -10 hit points kill user)
The power fails to activate
WW page 91

Roll of 20:

Reference:



Metapsionics

Devotion

Magnify

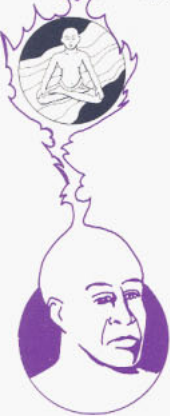
Power Score:
Initial Cost:
Maintenance Cost:
Range:
Preparation Time:
Area of Effect:
Prerequisites:
Roll of Power Score:

Wisdom -5
25 x magnification
Magnification/round
0

5
Personal
6th level
The magnification factor is one greater, with no additional cost
The affected power becomes inoperative for one day
CPH page 100

Roll of 20:

Reference:



Metapsionics

Devotion

Martial Trance

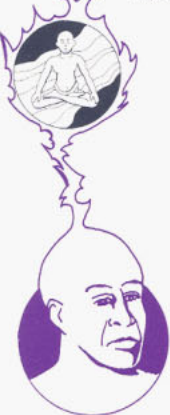
Power Score:
Initial Cost:
Maintenance Cost:
Range:
Preparation Time:
Area of Effect:
Prerequisites:
Roll of Power Score:

Wisdom -3
7
0 (free)
0

1
Personal
3rd level
User maintains enough awareness to dodge melee attacks
No additional effect
CPH page 100

Roll of 20:

Reference:



Metapsionics

Devotion

Probability Manipulation

Power Score:
Initial Cost:
Maintenance Cost:
Range:
Preparation Time:
Area of Effect:
Prerequisites:
Roll of Power Score:

Intelligence -4
10
Not applicable
Special
0

Personal
4th level
User can favorably manipulate chance for the next three die rolls
User suffers the penalties of fouling up probability for the next 1d6 die rolls
WW page 91

Roll of 20:

Reference:



Intensify

This power allows the psionist to improve either her Constitution, Intelligence, or Wisdom score for psionic applications. To improve one (for psionic purposes), she must weaken the other two (for all purposes). Each point of increase in the chosen ability decreases the other two abilities by the same amount. Each point of increase costs 5 PSPs.

For example, Zenita is a psionist with Con 15, Int 16, and Wis 17. She wants to intensify her Intelligence by 4 points. To do so, she must spend 20 PSPs (5 for each bonus point of Intelligence). Her Intelligence score increases to 20 (16 + 4 = 20). Meanwhile, her Constitution and Wisdom scores drop 4 points, to 11 and 13 respectively. The

increase in Intelligence affects psionic powers only. The drop in Constitution and Wisdom affects everything applicable except PSPs: power scores, hit points, system shock rolls, saving throws, spell bonuses, etc.

A psionist can raise an ability score to a maximum of 25, provided she has enough PSPs and no other score is reduced below 0.

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Iron Will

A psionist with this power has the ability to focus her willpower to persevere through conditions that would overcome others. While maintaining this power, the user can temporarily ignore accumulated wounds that would reduce her to 0 hit points or less. Due solely to her mental strength, she can force herself to remain conscious and fully active until reduced to -10 hit points, at which point she dies. Up until that point, though, she can function normally with no interruption except for initiating and maintaining the devotion.

While iron will is in effect, the psionist doesn't lose a hit point every round, as per the normal "-10" rule (see DMG page 75), but she will begin to lose hit points

once the power ends.

The psionist can also use this power to resist losing consciousness or control of herself through other means. If the effect normally allows a saving throw, the psionist gains a +4 on her saving throw. If the effect doesn't usually allow the victim a saving throw, the user gains a saving throw vs. spells with a -4 penalty.

Iron will acts as a reflexive power. It doesn't have to be maintained at all times in order to be effective. If a situation arises in which the psionist needs the iron will power, she can drop what she is doing to initiate it. If she has not yet acted in the round, she has the choice of initiating iron will or of going with her original plan.

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Magnify

This power allows the psionist to magnify the effects of another power in all conceivable ways—double damage, double range, double modifiers, etc. The affected power's initial cost is proportionately magnified, as is its maintenance cost.

The psionist initiates the magnify power first. At that time, he must designate which power he intends to improve. Unless he maintains the magnification, he must immediately use the power he wishes to improve (in the same round). Otherwise he can maintain the magnification until he uses the affected power (a costly endeavor). Once the power has been used, magnify must be reinitiated to use again.

The amount of magnification depends on the psionist's level, as follows:

Psionist's Level	Magnification
6-10	× 2
11-15	× 3
16-20	× 4

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Martial Trance

In some situations, the psionist may find it useful to enter a trance before engaging in psionic combat. This trance focuses the user's complete attention on his psionic activity and tunes out all other distractions. While in the trance, he gains a +1 bonus on all of his telepathy power scores (all powers in the discipline).

The martial trance ends whenever the user chooses to end it. It is not a deep trance; the user is brought out of it by any blow, shake, or slap. His attention is completely occupied, so any melee attack against him hits automatically and causes maximum damage.

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Probability Manipulation

By initiating this power, the psionist attempts to tamper with the laws of chance to affect a specific action. If the psionist succeeds, he gains a bonus of +4 (d20) or +20% (1d100). This can be applied to saving throws, attack rolls, ability checks, thief skills, or spell failure checks. It can't be used to affect the initiation of a psionic power. If the user makes no rolls within one turn of initiation, he loses his chance.

Luck can be fickle. If a psionist manipulates probabilities more than once in a day, there is a 50% chance that he suffers a penalty equal to the bonus he was trying to achieve.

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Metapsionics

Devotion



Power Score:
Initial Cost:
Maintenance Cost:
Range:
Preparation Time:
Area of Effect:
Prerequisites:
Roll of Power Score:
Roll of 20:

Reference:

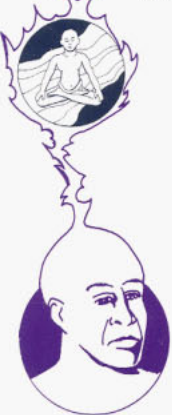
Prolong

Constitution -4
5
2/round
0
0
Personal
4th level
The increase is 100%
All range/areas of effect are halved for 1d4 hours
CPH page 100



Metapsionics

Devotion



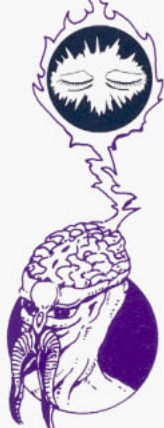
Power Score:
Initial Cost:
Maintenance Cost:
Range:
Preparation Time:
Area of Effect:
Prerequisites:
Roll of Power Score:

Roll of 20:

Reference:

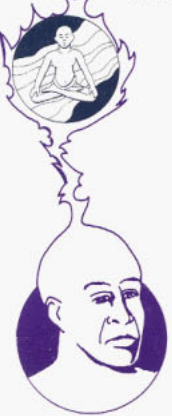
Psionic Inflation

Wisdom -5
20
3/round
0
1
100-foot radius
3rd level
All psionic activity within the area requires three times the normal initial cost and maintenance
User can't recover PSPs for two hours
CPH page 101



Metapsionics

Devotion



Power Score:
Initial Cost:
Maintenance Cost:
Range:
Preparation Time:
Area of Effect:
Prerequisites:
Roll of Power Score:
Roll of 20:

Reference:

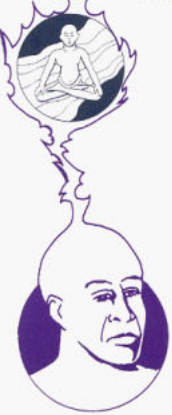
Psionic Residue

Wisdom -3
15
0
0
0
30 yards
None
Psionicist gains a bonus 10 PSPs
Psionicist instead gives back one-tenth of the PSPs spent to the characters who spent them
DK page 153



Metapsionics

Devotion



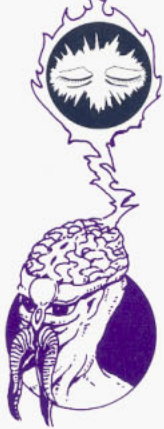
Power Score:
Initial Cost:
Maintenance Cost:
Range:
Preparation Time:
Area of Effect:
Prerequisites:
Roll of Power Score:

Roll of 20:

Reference:

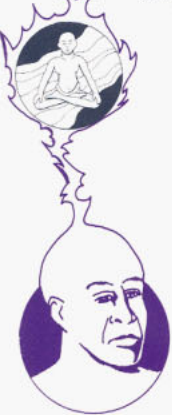
Psionic Sense

Wisdom -3
4
1/round
0
0
200-yard radius
Mindlink
Second-round information is gained in the first round
This power can't be used effectively for one turn
CPH page 101



Metapsionics

Devotion



Power Score:
Initial Cost:
Maintenance Cost:
Range:
Preparation Time:
Area of Effect:
Prerequisites:
Roll of Power Score:
Roll of 20:

Reference:

Psionic Vampirism

Wisdom -3
Contact +8
3/round
10 yards
0
Individual
6th level, psychic drain
User also psychic drains victim
Victim gains full contact into user's mind, while user loses all contact with victim
WW page 92



Prolong

When this power is in effect, the range of all powers is increased by 50%, as is the radius of their areas of effect. This has no effect on powers with ranges of 0 or individual, or single-item areas of effect. It does alter powers that affect a quantity of stuff—prolonged disintegration, for example, destroys up to 12 cubic feet of material instead of 8.

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Psionic Inflation

When a psionist invokes this power, she sends out a powerful ring of psionic noise (extending to 100 feet). All psionic activity within this area requires twice the normal initial cost and maintenance. The user is not affected (the noise actually begins about an inch beyond his aura, creating a bubble of relative quiet around him).

Another psionist in the area of effect will not realize anything is wrong until he actually uses a power. If he is maintaining a power, he discovers the inflated rate after paying twice the normal maintenance cost.

If two psionists initiate psionic inflation in the same area, the psionists must conduct a psychic contest. The loser's

psionic inflation ceases. If both characters fail, then both cease their power maintenance. Reroll ties.

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Psionic Residue

This power lets a psionist collect PSPs after other characters or creatures expend them. Whenever PSPs are spent, a residue of psionic energy remains in the area, permeating the Prime, Astral, and Ethereal Planes in the vicinity. The residue fades after five rounds. When the power is used, the psionist immediately adds PSPs to her total equal to one-tenth of all PSPs expended by other characters within the area of effect within the preceding five rounds. (Round fractions down.) PSPs expended by the psionist herself aren't counted for purposes of this power.

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Psionic Sense

With psionic sense, a psionist can detect psionic activity anywhere within 200 yards. Any expenditure of PSPs constitutes psionic activity, even if it is only to maintain a power. Use of the mind blank power is psionic activity, too, even though it expends no PSPs.

When the psionist makes his first successful power check, he learns whether or not someone—or something—is psionically active within range. If the psionist makes another successful power check in the following round, he also learns: how many PSPs are being spent, and where the

psionic activity is occurring (direction and distance). If psionic activity is occurring in more than one place, the psionist gets a fix on all of it within 200 yards.

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Psionic Vampirism

Psionic vampirism is the ability to steal another's psionic strength to replenish the user's own. Although it resembles psychic drain, psionic vampirism is different in three ways: PSPs are directly drained; the victim need not be asleep; and the victim need not be humanoid, it only has to have a PSP score.

To begin draining PSPs from the victim, the psionist must establish contact. Once she has access to the victim's mind, she can begin draining PSPs. The power check for psionic vampirism determines the rate of drain.

No permanent damage is caused by this power. Since it only works against creatures with PSPs, victims may know a psionic defense to prevent contact.

Psionic strength drained by this power returns normally, just as if the victim had expended those points himself. If a victim is drained to 0 PSPs, he must make a saving throw vs. death or fall unconscious for 2d6 turns.

Draining a victim is usually an evil act, and those who make extensive use of this power will find their alignments gradually twisting toward evil.

Power Check	Rate of Drain
1-2	3 PSPs/round
3-4	5 PSPs/round
5-9	7 PSPs/round
10-12	9 PSPs/round
13-14	11 PSPs/round
15+	15 PSPs/round

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Metapsionics

Devotion

Psychic Blade

Power Score: Constitution -2
 Initial Cost: 7
 Maintenance Cost: 4+/round
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: 6th level, body weaponry, mind thrust

Roll of Power Score: Damage increases to 1d10; victim receives a -2 penalty to saving throw

Roll of 20: User suffers 1d4 points of damage

Reference: WW page 92



Metapsionics

Devotion

Psychic Drain

Power Score: Wisdom -6
 Initial Cost: 10/person + contact
 Maintenance Cost: None
 Range: 30 yards
 Preparation Time: 0
 Area of Effect: Up to 6 minds
 Prerequisites: Mindlink, contact, 6th level
 Roll of Power Score: User doesn't harm the subject(s) this time, regardless of how much he drains

Roll of 20: Contact broken

Reference: CPH page 101



Metapsionics

Devotion

Receptacle

Power Score: Wisdom -5
 Initial Cost: 0
 Maintenance Cost: 0
 Range: Touch
 Preparation Time: 1 round/point
 Area of Effect: 1 item
 Prerequisites: Empower or valuable gem
 Roll of Power Score: No additional effect
 Roll of 20: No additional effect
 Reference: CPH page 102



Metapsionics

Devotion

Retrospection

Power Score: Wisdom -4
 Initial Cost: 120
 Maintenance Cost: Not applicable
 Range: 0
 Preparation Time: 10
 Area of Effect: Personal
 Prerequisites: Convergence, 7th level
 Roll of Power Score: No additional effect
 Roll of 20: No additional effect
 Reference: CPH page 103



Metapsionics

Devotion

Splice

Power Score: Intelligence $-(2 \times \# \text{ spliced})$
 Initial Cost: $5 \times \# \text{ spliced}$
 Maintenance Cost: $\# \text{ spliced/round}$
 Range: 0
 Preparation Time: $\# \text{ spliced}$
 Area of Effect: Personal
 Prerequisites: 2+ level (see reverse)
 Roll of Power Score: User receives a +2 bonus on power checks when unleashing spliced powers

Roll of 20: No additional effect

Reference: CPH page 103



Psychic Blade

With this power, the psionicist creates a semi-tangible manifestation of his psychic attack that is shaped like a sword and can be wielded as a weapon in physical combat. Any living creature struck by the psychic blade suffers 1d6 points of damage, plus 1 additional point per extra 2 PSPs the psionicist wishes to spend. The victim must also make a saving throw vs. death or be stunned and unable to act for 1d6 rounds. Psychic blade damage is treated as punching damage; 25% is real, and 75% is temporary damage that is recovered within one turn.

The psychic blade is an extension of the psionicist's own life energy, and it is treated as a +2 weapon for purposes of striking

monsters immune to normal weapons. Because the blade is the psionicist's very life, it conveys special touch attacks back to his own body. Creatures that drain energy levels automatically drain a level from the psionicist each time he strikes them with a psychic blade. Monsters without minds can't be harmed by it.

If the victim has a psionic defense mode operating when struck by the psychic blade, the psionicist must win a psychic contest against the victim for this power to cause any harm.

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Psychic Drain

This power allows a psionicist to tap into the personal psychic energy of other characters. Up to six characters can be tapped at one time.

Each subject must be asleep, and the user must establish contact with each. The user then expends 10 PSPs and makes a power check. Success indicates that the subject falls into a trance for 1d6+3 hours.

While the subject is in a trance, the user can siphon psychic energy (Wisdom, Intelligence, and Constitution). A subject must have a combined Wis, Int, and Con score of greater than 30. Subtract 30 from the ability score total to determine a subject's psionic potential.

For every potential (or ability) point drained, the user gains 10 PSPs. These can't be added to the user's total. When the user expends PSPs, he draws them from his sub-

jects unless he specifies otherwise.

A subject begins to suffer ill effects when he loses more than 50% of his psionic potential. Psychic surgery can repair ill effects. Once the potential points are gone, the user starts to drain ability points. Each time an ability score is drained to 2 or less, the subject must save vs. death or die. If all scores reach 0, the subject dies.

51-60% Lost: Temporary amnesia (1d6 weeks);

61-70%: Permanent amnesia

71-80%: Intelligence reduced to 4

81-90%: Intelligence reduced to 4; in coma for 1d12 days; system shock roll every day or die

91-100%: Save vs. death or die; if subject lives Wis, Int, and Con reduced to 3 permanently

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Receptacle

This power allows a psionicist to store psionic energy (PSPs) in a special receptacle. The psionicist can draw upon the energy later to fuel other psionic powers. He can't use these points when his PSP total is at its maximum. He can keep the stored PSPs on hand for when his own total is running low.

Before energy can be stored, a receptacle must be prepared.

Any vessel can serve as a receptacle if it is empowered first. The user must perform the initial preparation and the final sealing described in the empower science (no other steps needed). It can hold PSPs equal to the user's psionic potential (the number of PSPs he had at 1st level) multiplied by his experience level.

A gem can hold 1 PSP for every 100 gold pieces of its worth, rounded down. The gem must be prepared by slowly filling it with PSPs

(1/turn) until it reaches maximum capacity. The user can do nothing else while filling the gem. When complete, the user must make a receptacle power check. Failure indicates that only one-half of the gem's capacity can be used.

The psionicist can automatically place 1 PSP into a prepared container per round. When finished, he makes a power check. Failure indicates that only half the points were stored (the rest are spent).

The user can retrieve stored PSPs automatically. The receptacle must be in contact with him. He can never retrieve more than it holds, nor can he retrieve so many that it raises his current total above his maximum. Only the psionicist who placed the points can use them.

If the receptacle is damaged or destroyed, its PSPs are subtracted from the user's total possible points. This loss is temporary, but until he fills back up he recovers at half the normal rate.

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Retrospection

This power allows a psionicist to delve into the past and locate memories that have been loosed from other minds. A psionicist must join at least two other psionicists in a convergence before she can use this power. She (or one of the other participants) then poses a question regarding a specific event in the past. To find the answer, the psionicist must make a successful power check.

When retrospection succeeds, the psionicists tap into a universal, pervasive memory. They have access to any information that ever existed in anyone's memory regarding the event. The amount of detail that comes to mind depends on the power check result:

Check Result	Detail
1	Extremely vague and fragmentary
2	Vague or incomplete
3-5	Complete but not very specific
6+	reasonably complete and specific

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Splice

With this power, a psionicist splices together two or more separate powers into one psionic release.

The user must make a successful splice check. He receives a -2 penalty for each power being spliced. The initial cost is 5 PSPs for every power being spliced.

If the user makes the check, he must then initiate each spliced power in succession —without interruption. He doesn't have to make separate power checks, but he must pay their initial costs. Each spliced power has no effect at this time.

Once all powers have been initiated, the user must make a second splice check. If failed, the PSPs are spent and none of the powers work. If succeeds, splice can be

maintained by expending 1 PSP per spliced power per round.

The spliced powers can be unleashed at any time simultaneously. He must make a separate power check for each, but does not have to pay their initial costs.

The maximum number of powers that can be spliced equals the user's XP level. The most common use is for splicing contact with another power.

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Metapsionics

Devotion

Stasis Field

Power Score: Constitution -3
 Initial Cost: 20
 Maintenance Cost: 20/round or 1/round
 Range: 0
 Preparation Time: 3
 Area of Effect: Maximum 1 yard/level
 Prerequisites: 8th level
 Roll of Power Score: No additional effect
 Roll of 20: User pays the full initial PSP cost
 Reference: CPH page 104



Metapsionics

Devotion

Wrench

Power Score: Wisdom -4
 Initial Cost: 15
 Maintenance Cost: 8/round
 Range: 30 yards
 Preparation Time: 0
 Area of Effect: 1 undead
 Prerequisites: None
 Roll of Power Score: Creature is momentarily dazed; receives a -2 initiative penalty in the first subsequent round
 Reference: No additional effect
 CPH page 105



Attack Mode

Defense Mode

Psionic Combat Battle Cards



Attack Mode

Defense Mode

Psionic Combat Battle Cards



Attack Mode

Defense Mode

Psionic Combat Battle Cards



Stasis Field

A stasis field is a region in which time slows and energy is reduced to a fizzle. It surrounds the psionicist like a bubble. It can have any radius she desires, up to a maximum of 1 yard per level.

From the outside, it looks like a slightly shimmering, smooth silver globe. Objects meet slight resistance but pass through.

Inside is murky and dim. Light filters through but turns gray, and a light inside is only one-fourth as bright as usual.

Time is 60 times slower in the field. For every round (or minute) that passes inside, an hour elapses outside. Each round the user stays inside, she pays 20 PSPs to maintain the field.

The field protects the occupant from certain attacks. Energy magic (*fireball*, *magic missile*, *cone of cold*, etc.) has no effect. Movement is slowed, and swift objects are affected more than slow objects. Character and creature movement rates are halved. Pushing a dagger into a foe will work, but a sword slash won't. Missile weapons are useless.

The user can center the field on herself (it moves with her) or on anything she touches. If she leaves the field, the maintenance cost is reduced to 1/round. She can maintain it in this fashion from up to a distance of 100 yards.

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Wrench

This power affects only creatures which exist simultaneously on the Prime Material Plane and another plane of existence. This includes most undead creatures. It excludes gods, demigods, and avatars. When such a creature is wrenched, it is forced entirely into one plane or the other, at the user's option.

If the creature is forced out of the Prime Material Plane, it is trapped in the other plane for 2d6 turns. It can return to the Prime Material when that time has elapsed. If the creature is wrenched entirely into the Prime Material, it is trapped only as long as the user pays the maintenance cost. As soon as he stops, the creature's dual existence is immediately reestablished.

Except where contradicted by a monster's description, a creature wrenched onto the Prime Material Plane suffers any or all of the following (DM's option): Armor Class penalized 1d6 points; undead loses ability to drain life energy; magical plusses required to hit creature reduced by 1; creature killed permanently if it loses all of its hit points.

The DM should impose other penalties as appropriate to the creature and the other plane involved.

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The Sword (Sw)

This harbinger is a specialized use of the Mind Thrust attack mode. It pierces defenses and slashes away deceit.

Attack Modes	M—				TS				Defense Modes MB				IF				TW			
	Vo	Fr	Sm	Rn	Sd	Re	Ar	Wl	Tr	Wi	Ac	Dn	Um	Rm	Gr	Br	To	Ra	Gt	Cr
Sw	+5	+5	+5	+5	-4	0	-2	-2	-4	-2	-6	-4	-2	-6	-6	-2	-4	-6	-4	-6

Cross-index the harbinger (attack mode) against the construct (defense mode). The result is the modifier to the attacker's power initiation check for that round.

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The Halberd (Hd)

This harbinger is a specialized use of the Mind Thrust attack mode. It circumvents defenses to strike targets. In a DARK SUN® campaign, this harbinger takes the form of the chatkcha.

Attack Modes	M—				TS				Defense Modes MB				IF				TW			
	Vo	Fr	Sm	Rn	Sd	Re	Ar	Wl	Tr	Wi	Ac	Dn	Um	Rm	Gr	Br	To	Ra	Gt	Cr
Hd	+6	+5	+5	+4	0	-4	-4	0	-2	-2	-6	-6	-4	-2	-4	-6	-6	-3	-8	-3

Cross-index the harbinger (attack mode) against the construct (defense mode). The result is the modifier to the attacker's power initiation check for that round.

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The Incantation (In)

This harbinger is a specialized use of the Mind Thrust attack mode. It overwhelms resistance and erodes the will.

Attack Modes	M—				TS				Defense Modes MB				IF				TW			
	Vo	Fr	Sm	Rn	Sd	Re	Ar	Wl	Tr	Wi	Ac	Dn	Um	Rm	Gr	Br	To	Ra	Gt	Cr
In	+8	+3	+4	+5	0	-4	0	-4	-6	-6	-2	-2	-4	-4	-2	-6	-3	-6	-5	-6

Cross-index the harbinger (attack mode) against the construct (defense mode). The result is the modifier to the attacker's power initiation check for that round.

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Attack Mode

Defense Mode

Psionic Combat Battle Cards

Attack Mode

Defense Mode

Psionic Combat Battle Cards

Attack Mode

Defense Mode

Psionic Combat Battle Cards

Attack Mode

Defense Mode

Psionic Combat Battle Cards

Attack Mode

Defense Mode

Psionic Combat Battle Cards

The Flame (Fl)

This harbinger is a specialized use of the Mind Thrust attack mode. It sears defenses with its pure fire.

Attack Modes	M—				TS				Defense Modes MB				IF				TW			
	Vo	Fr	Sm	Rn	Sd	Re	Ar	Wl	Tr	Wi	Ac	Dn	Um	Rm	Gr	Br	To	Ra	Gt	Cr
Fl	+1	+7	+6	+6	-4	0	-2	-2	-4	-6	-2	-4	-6	-4	-4	-2	-7	-5	-3	-5

Cross-index the harbinger (attack mode) against the construct (defense mode). The result is the modifier to the attacker's power initiation check for that round.

The Thief (Tf)

This harbinger is a specialized use of the Ego Whip attack mode. It signifies betrayal, destroying a mind from within. In a DARK SUN® campaign, this harbinger takes the form of the templar.

Attack Modes	M—				TS				Defense Modes MB				IF				TW			
	Vo	Fr	Sm	Rn	Sd	Re	Ar	Wl	Tr	Wi	Ac	Dn	Um	Rm	Gr	Br	To	Ra	Gt	Cr
Tf	+3	+7	+6	+4	0	-2	0	+2	-4	-1	-5	-2	-3	-3	-6	-4	0	-3	-3	-6

Cross-index the harbinger (attack mode) against the construct (defense mode). The result is the modifier to the attacker's power initiation check for that round.

The Noble (Nb)

This harbinger is a specialized use of the Ego Whip attack mode. It uses scorn, exposing weakness to harsh scrutiny.

Attack Modes	M—				TS				Defense Modes MB				IF				TW			
	Vo	Fr	Sm	Rn	Sd	Re	Ar	Wl	Tr	Wi	Ac	Dn	Um	Rm	Gr	Br	To	Ra	Gt	Cr
Nb	+4	+6	+6	+4	+1	-2	-1	+2	-2	-2	-2	-6	-5	-6	-1	-4	-4	-2	-2	-4

Cross-index the harbinger (attack mode) against the construct (defense mode). The result is the modifier to the attacker's power initiation check for that round.

The Slave (Sl)

This harbinger is a specialized use of the Ego Whip attack mode. It uses utter despair as a weapon.

Attack Modes	M—				TS				Defense Modes MB				IF				TW			
	Vo	Fr	Sm	Rn	Sd	Re	Ar	Wl	Tr	Wi	Ac	Dn	Um	Rm	Gr	Br	To	Ra	Gt	Cr
Sl	+6	+4	+4	+6	-1	+2	+1	-2	-3	-5	-2	-2	-4	-2	-3	-7	-4	-3	-3	-2

Cross-index the harbinger (attack mode) against the construct (defense mode). The result is the modifier to the attacker's power initiation check for that round.

The Dragon (Dr)

This harbinger is a specialized use of the Ego Whip attack mode. Grief and horror follow in its wake, swallowing the weak.

Attack Modes	M—				TS				Defense Modes MB				IF				TW			
	Vo	Fr	Sm	Rn	Sd	Re	Ar	Wl	Tr	Wi	Ac	Dn	Um	Rm	Gr	Br	To	Ra	Gt	Cr
Dr	+7	+3	+4	+6	0	+2	0	-2	-3	-4	-3	-2	-4	-5	-6	-1	-4	-4	-4	0

Cross-index the harbinger (attack mode) against the construct (defense mode). The result is the modifier to the attacker's power initiation check for that round.

Attack Mode

Defense Mode

Psionic Combat Battle Cards

Attack Mode

Defense Mode

Psionic Combat Battle Cards

Attack Mode

Defense Mode

Psionic Combat Battle Cards

Attack Mode

Defense Mode

Psionic Combat Battle Cards

Attack Mode

Defense Mode

Psionic Combat Battle Cards

The Wyvern (Wy)

This harbinger is a specialized use of the Id Insinuation attack mode. Fierce and dangerous, it attacks with rage and blinding speed.

Attack Modes	M—				TS				Defense Modes MB				IF				TW			
	Vo	Fr	Sm	Rn	Sd	Re	Ar	Wl	Tr	Wi	Ac	Dn	Um	Rm	Gr	Br	To	Ra	Gt	Cr
Wy	-4	-2	-1	-5	+2	0	+2	+4	+4	+6	+3	+3	-3	+1	+1	-3	-4	-3	-3	-2

Cross-index the harbinger (attack mode) against the construct (defense mode). The result is the modifier to the attacker's power initiation check for that round.

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The Scorpion (Sc)

This harbinger is a specialized use of the Id Insinuation attack mode. It is relentless, never giving up the attack.

Attack Modes	M—				TS				Defense Modes MB				IF				TW			
	Vo	Fr	Sm	Rn	Sd	Re	Ar	Wl	Tr	Wi	Ac	Dn	Um	Rm	Gr	Br	To	Ra	Gt	Cr
Sc	-5	-1	-3	-3	+3	+1	+3	+1	+4	+5	+5	+2	+1	-1	-3	-1	-4	-2	-2	-4

Cross-index the harbinger (attack mode) against the construct (defense mode). The result is the modifier to the attacker's power initiation check for that round.

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The Spider (Sp)

This harbinger is a specialized use of the Id Insinuation attack mode. Its deadly poison can destroy defenses easily. In a DARK SUN® campaign, this harbinger takes the form of the crystal spider.

Attack Modes	M—				TS				Defense Modes MB				IF				TW			
	Vo	Fr	Sm	Rn	Sd	Re	Ar	Wl	Tr	Wi	Ac	Dn	Um	Rm	Gr	Br	To	Ra	Gt	Cr
Sp	0	-4	-5	-3	+2	+4	+2	0	+3	+5	+3	+5	0	-3	-2	+1	-3	-3	-4	-2

Cross-index the harbinger (attack mode) against the construct (defense mode). The result is the modifier to the attacker's power initiation check for that round.

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The Shadow (Sh)

This harbinger is a specialized use of the Id Insinuation attack mode. It is stealth personified, sneaking past defenses to attack. In a DARK SUN® campaign, this harbinger takes the form of the silk wyrm.

Attack Modes	M—				TS				Defense Modes MB				IF				TW			
	Vo	Fr	Sm	Rn	Sd	Re	Ar	Wl	Tr	Wi	Ac	Dn	Um	Rm	Gr	Br	To	Ra	Gt	Cr
Sh	-3	-5	-3	-1	+1	+3	+1	+3	+5	+3	+2	+6	-2	-1	0	-1	-1	-4	-3	-4

Cross-index the harbinger (attack mode) against the construct (defense mode). The result is the modifier to the attacker's power initiation check for that round.

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Sand (Sn)

This harbinger is a specialized use of the Psychic Crush attack mode. Its crushing weight covers all defenses.

Attack Modes	M—				TS				Defense Modes MB				IF				TW			
	Vo	Fr	Sm	Rn	Sd	Re	Ar	Wl	Tr	Wi	Ac	Dn	Um	Rm	Gr	Br	To	Ra	Gt	Cr
Sn	+3	0	+1	0	-1	-4	-2	-5	-1	-1	-2	0	-4	-5	-2	-1	-4	-4	-7	-1

Cross-index the harbinger (attack mode) against the construct (defense mode). The result is the modifier to the attacker's power initiation check for that round.

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Attack Mode

Defense Mode

Psionic Combat Battle Cards

Attack Mode

Defense Mode

Psionic Combat Battle Cards

Attack Mode

Defense Mode

Psionic Combat Battle Cards

Attack Mode

Defense Mode

Psionic Combat Battle Cards

Attack Mode

Defense Mode

Psionic Combat Battle Cards

The Bulette (Bu)

This harbinger is a specialized use of the Psychic Crush attack mode. Strong and relentless, it can't be stopped. In a DARK SUN® campaign, this harbinger takes the form of the mekillot.

Attack Modes	M—				TS				Defense Modes MB				IF				TW			
	Vo	Fr	Sm	Rn	Sd	Re	Ar	Wl	Tr	Wi	Ac	Dn	Um	Rm	Gr	Br	To	Ra	Gt	Cr
Bu	0	+2	0	+2	-5	-4	-2	-1	-1	0	-1	-2	-3	-4	-3	-2	-3	-5	-3	-5

Cross-index the harbinger (attack mode) against the construct (defense mode). The result is the modifier to the attacker's power initiation check for that round.

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The Giant Squid (Sq)

This harbinger is a specialized use of the Psychic Crush attack mode. Its powerful tentacles can drag the strongest defender into death and madness. In a DARK SUN® campaign, this harbinger takes the form of the silt horror.

Attack Modes	M—				TS				Defense Modes MB				IF				TW			
	Vo	Fr	Sm	Rn	Sd	Re	Ar	Wl	Tr	Wi	Ac	Dn	Um	Rm	Gr	Br	To	Ra	Gt	Cr
Sq	+1	0	+3	0	-1	-3	-4	-4	0	-3	0	-1	-3	-1	-3	-5	-6	-4	-2	-4

Cross-index the harbinger (attack mode) against the construct (defense mode). The result is the modifier to the attacker's power initiation check for that round.

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The Boulder (Bd)

This harbinger is a specialized use of the Psychic Crush attack mode. It shatters walls and crushes weak defenses.

Attack Modes	M—				TS				Defense Modes MB				IF				TW			
	Vo	Fr	Sm	Rn	Sd	Re	Ar	Wl	Tr	Wi	Ac	Dn	Um	Rm	Gr	Br	To	Ra	Gt	Cr
Bd	0	+2	0	+2	-5	-1	-4	-2	-2	0	-1	-1	-2	-2	-4	-4	-3	-3	-4	-6

Cross-index the harbinger (attack mode) against the construct (defense mode). The result is the modifier to the attacker's power initiation check for that round.

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The Tarrasque (Ta)

This harbinger is a specialized use of the Psionic Blast attack mode. Its insane rage sweeps frail minds before it like dust. In a DARK SUN® campaign, this harbinger takes the form of the so-ut.

Attack Modes	M—				TS				Defense Modes MB				IF				TW			
	Vo	Fr	Sm	Rn	Sd	Re	Ar	Wl	Tr	Wi	Ac	Dn	Um	Rm	Gr	Br	To	Ra	Gt	Cr
Ta	+3	0	+1	+4	+3	0	+4	+5	0	+2	-1	-1	0	-3	0	-1	-1	-1	-1	-5

Cross-index the harbinger (attack mode) against the construct (defense mode). The result is the modifier to the attacker's power initiation check for that round.

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The Owlbear (Ow)

This harbinger is a specialized use of the Psionic Blast attack mode. Its slashing claws and relentless tenacity carve defenses to pieces. In a DARK SUN® campaign, this harbinger takes the form of the sloth.

Attack Modes	M—				TS				Defense Modes MB				IF				TW			
	Vo	Fr	Sm	Rn	Sd	Re	Ar	Wl	Tr	Wi	Ac	Dn	Um	Rm	Gr	Br	To	Ra	Gt	Cr
Ow	+2	+4	+2	0	+4	+2	+4	+2	+1	0	0	-1	-1	0	+1	-4	-2	-3	-1	-2

Cross-index the harbinger (attack mode) against the construct (defense mode). The result is the modifier to the attacker's power initiation check for that round.

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Attack Mode

Defense Mode

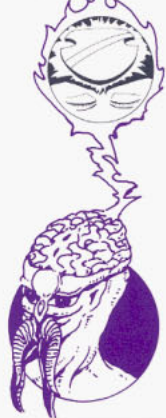
Psionic Combat Battle Cards



Attack Mode

Defense Mode

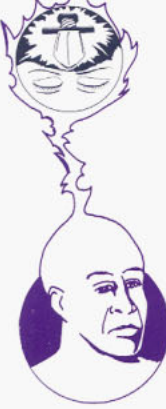
Psionic Combat Battle Cards



Attack Mode

Defense Mode

Psionic Combat Battle Cards



Attack Mode

Defense Mode

Psionic Combat Battle Cards



Attack Mode

Defense Mode

Psionic Combat Battle Cards



The Lion (Li)

This harbinger is a specialized use of the Psionic Blast attack mode. Graceful and strong, the lion fights with honor and skill. In a DARK SUN® campaign, this harbinger takes the form of the kirre.

Attack Modes	M—				TS				Defense Modes MB				IF				TW			
	Vo	Fr	Sm	Rn	Sd	Re	Ar	Wl	Tr	Wi	Ac	Dn	Um	Rm	Gr	Br	To	Ra	Gt	Cr
Li	+1	+3	+2	+2	+3	+5	+2	+2	+1	0	0	-1	-2	0	-2	0	-3	-2	-3	0

Cross-index the harbinger (attack mode) against the construct (defense mode). The result is the modifier to the attacker's power initiation check for that round.

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The Mind Flayer (Mf)

This harbinger is a specialized use of the Psionic Blast attack mode. Its malice and guile can defeat skill and honor with ease. In a DARK SUN® campaign, this harbinger takes the form of the tembo.

Attack Modes	M—				TS				Defense Modes MB				IF				TW			
	Vo	Fr	Sm	Rn	Sd	Re	Ar	Wl	Tr	Wi	Ac	Dn	Um	Rm	Gr	Br	To	Ra	Gt	Cr
Mf	+2	+1	+3	+2	+2	+5	+2	+3	-2	-2	+1	+3	-1	-1	-3	+1	-2	-2	-3	-1

Cross-index the harbinger (attack mode) against the construct (defense mode). The result is the modifier to the attacker's power initiation check for that round.

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The Void (Vo)

This construct is a specialized use of the Mind Blank defense mode. Empty of substance, it is unassailable and can't be harmed.

Defense Modes	MT				EW				Attack Modes II				PsC				PB			
	Sw	Hd	In	Fl	Tf	Nb	Sl	Dr	Wy	Sc	Sp	Sh	Sa	Bu	Sq	Bd	Ta	Ow	Li	Mf
Vo	+5	+6	+8	+1	+3	+4	+6	+7	-4	-5	0	-3	+3	0	+1	0	+3	+2	+1	+2

Cross-index the harbinger (attack mode) against the construct (defense mode). The result is the modifier to the attacker's power initiation check for that round.

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The Forest (Fr)

This construct is a specialized use of the Mind Blank defense mode. A wealth of life misdirects the attacker, leading him astray.

Defense Modes	MT				EW				Attack Modes II				PsC				PB			
	Sw	Hd	In	Fl	Tf	Nb	Sl	Dr	Wy	Sc	Sp	Sh	Sa	Bu	Sq	Bd	Ta	Ow	Li	Mf
Fr	+5	+5	+3	+7	+7	+6	+4	+3	-2	-1	-4	-5	0	+2	0	+2	0	+4	+3	+1

Cross-index the harbinger (attack mode) against the construct (defense mode). The result is the modifier to the attacker's power initiation check for that round.

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The Swamp (Sm)

This construct is a specialized use of the Mind Blank defense mode. Liquid mud frustrates the attacker, miring him in the terrain. In a DARK SUN® campaign, this construct takes the form of a mudflat.

Defense Modes	MT				EW				Attack Modes II				PsC				PB			
	Sw	Hd	In	Fl	Tf	Nb	Sl	Dr	Wy	Sc	Sp	Sh	Sa	Bu	Sq	Bd	Ta	Ow	Li	Mf
Sm	+5	+5	+4	+6	+6	+6	+4	+4	-1	-3	-5	-3	+1	0	+3	0	+1	+2	+2	+3

Cross-index the harbinger (attack mode) against the construct (defense mode). The result is the modifier to the attacker's power initiation check for that round.

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Attack Mode

Defense Mode

Psionic Combat Battle Cards

Attack Mode

Defense Mode

Psionic Combat Battle Cards

Attack Mode

Defense Mode

Psionic Combat Battle Cards

Attack Mode

Defense Mode

Psionic Combat Battle Cards

Attack Mode

Defense Mode

Psionic Combat Battle Cards

The Ruins (Rn)

This construct is a specialized use of the Mind Blank defense mode. Utter anarchy and destruction surround the mind with a pathless barrier.

Defense Modes	MT				EW				Attack Modes II				PsC				PB			
	Sw	Hd	In	Fl	Tf	Nb	Sl	Dr	Wy	Sc	Sp	Sh	Sa	Bu	Sq	Bd	Ta	Ow	Li	Mf
Rn	+5	+4	+5	+6	+4	+4	+6	+6	-5	-3	-3	-1	0	+2	0	+2	+4	0	+2	+2

Cross-index the harbinger (attack mode) against the construct (defense mode). The result is the modifier to the attacker's power initiation check for that round.

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The Shield (Sd)

This construct is a specialized use of the Thought Shield defense mode. It swiftly moves to block any blow.

Defense Modes	MT				EW				Attack Modes II				PsC				PB			
	Sw	Hd	In	Fl	Tf	Nb	Sl	Dr	Wy	Sc	Sp	Sh	Sa	Bu	Sq	Bd	Ta	Ow	Li	Mf
Sd	-4	0	0	-4	0	+1	-1	0	+2	+3	+2	+1	-1	-5	-1	-5	+3	+4	+3	+2

Cross-index the harbinger (attack mode) against the construct (defense mode). The result is the modifier to the attacker's power initiation check for that round.

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The Rune (Re)

This construct is a specialized use of the Thought Shield defense mode. Mystic defense halts the most determined attack with a word.

Defense Modes	MT				EW				Attack Modes II				PsC				PB			
	Sw	Hd	In	Fl	Tf	Nb	Sl	Dr	Wy	Sc	Sp	Sh	Sa	Bu	Sq	Bd	Ta	Ow	Li	Mf
Re	0	-4	-4	0	-2	-2	+2	+2	0	+1	+4	+3	-4	-4	-3	-1	0	+2	+5	+5

Cross-index the harbinger (attack mode) against the construct (defense mode). The result is the modifier to the attacker's power initiation check for that round.

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The Armor (Ar)

This construct is a specialized use of the Thought Shield defense mode. Its impenetrable protection surrounds the psyche.

Defense Modes	MT				EW				Attack Modes II				PsC				PB			
	Sw	Hd	In	Fl	Tf	Nb	Sl	Dr	Wy	Sc	Sp	Sh	Sa	Bu	Sq	Bd	Ta	Ow	Li	Mf
Ar	-2	-4	0	-2	0	-1	+1	0	+2	+3	+2	+1	-2	-2	-4	-4	+4	+4	+2	+2

Cross-index the harbinger (attack mode) against the construct (defense mode). The result is the modifier to the attacker's power initiation check for that round.

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The Wall (Wl)

This construct is a specialized use of the Thought Shield defense mode. This endless barrier is continuously renewed as it is destroyed.

Defense Modes	MT				EW				Attack Modes II				PsC				PB			
	Sw	Hd	In	Fl	Tf	Nb	Sl	Dr	Wy	Sc	Sp	Sh	Sa	Bu	Sq	Bd	Ta	Ow	Li	Mf
Wl	-2	0	-4	-2	+2	+2	-2	-2	+4	+1	0	+3	-5	-1	-4	-2	+5	+2	+2	+3

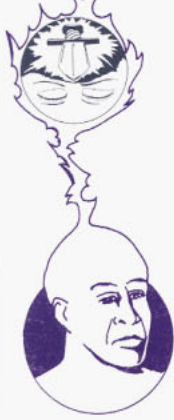
Cross-index the harbinger (attack mode) against the construct (defense mode). The result is the modifier to the attacker's power initiation check for that round.

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Attack Mode

Defense Mode

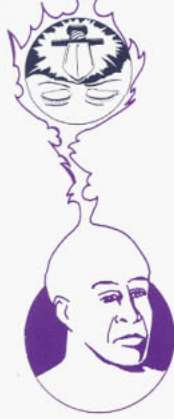


Psionic Combat Battle Cards



Attack Mode

Defense Mode

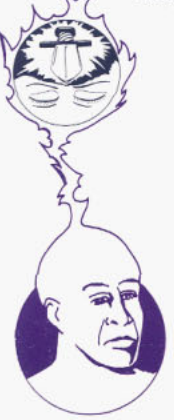


Psionic Combat Battle Cards



Attack Mode

Defense Mode



Psionic Combat Battle Cards

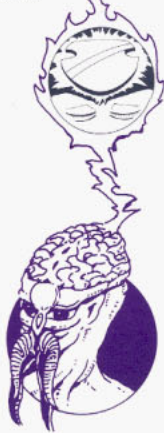


Attack Mode

Defense Mode



Psionic Combat Battle Cards

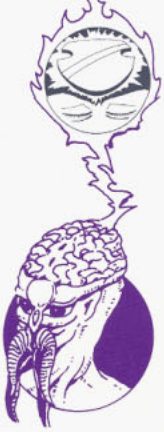


Attack Mode

Defense Mode



Psionic Combat Battle Cards



The Truth (Tr)

This construct is a specialized use of the Mental Barrier defense mode. Lies and deceit can't withstand the purity of truth.

Defense Modes	MT				EW				Attack Modes II				PsC				PB			
	Sw	Hd	In	Fl	Tf	Nb	Sl	Dr	Wy	Sc	Sp	Sh	Sa	Bu	Sq	Bd	Ta	Ow	Li	Mf
Tr	-4	-2	-6	-4	-4	-2	-3	-3	+4	+4	+3	+5	-1	-1	0	-2	0	+1	+1	-2

Cross-index the harbinger (attack mode) against the construct (defense mode). The result is the modifier to the attacker's power initiation check for that round.

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The Will (Wi)

This construct is a specialized use of the Mental Barrier defense mode. Nothing can overcome an unbreakable will.

Defense Modes	MT				EW				Attack Modes II				PsC				PB			
	Sw	Hd	In	Fl	Tf	Nb	Sl	Dr	Wy	Sc	Sp	Sh	Sa	Bu	Sq	Bd	Ta	Ow	Li	Mf
Wi	-2	-2	-6	-6	-1	-2	-5	-4	+6	+5	+5	+3	-1	0	-3	0	+2	0	0	-2

Cross-index the harbinger (attack mode) against the construct (defense mode). The result is the modifier to the attacker's power initiation check for that round.

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Acceptance (Ac)

This construct is a specialized use of the Mental Barrier defense mode. Embracing the attack can often defeat it.

Defense Modes	MT				EW				Attack Modes II				PsC				PB			
	Sw	Hd	In	Fl	Tf	Nb	Sl	Dr	Wy	Sc	Sp	Sh	Sa	Bu	Sq	Bd	Ta	Ow	Li	Mf
Ac	-6	-6	-2	-2	-5	-2	-2	-3	+3	+5	+3	+2	-2	-1	0	-1	-1	0	0	+1

Cross-index the harbinger (attack mode) against the construct (defense mode). The result is the modifier to the attacker's power initiation check for that round.

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Denial (Dn)

This construct is a specialized use of the Mental Barrier defense mode. If the attack doesn't exist, it can't harm.

Defense Modes	MT				EW				Attack Modes II				PsC				PB			
	Sw	Hd	In	Fl	Tf	Nb	Sl	Dr	Wy	Sc	Sp	Sh	Sa	Bu	Sq	Bd	Ta	Ow	Li	Mf
Dn	-4	-6	-2	-4	-2	-6	-2	-2	+3	+2	+5	+6	0	-2	-1	-1	-1	-1	-1	+3

Cross-index the harbinger (attack mode) against the construct (defense mode). The result is the modifier to the attacker's power initiation check for that round.

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The UMBER Hulk (Um)

This construct is a specialized use of the Intellect Fortress defense mode. Its thick, scaly hide makes it impervious to attack. In a DARK SUN® campaign, this construct takes the form of the cha'thrang.

Defense Modes	MT				EW				Attack Modes II				PsC				PB			
	Sw	Hd	In	Fl	Tf	Nb	Sl	Dr	Wy	Sc	Sp	Sh	Sa	Bu	Sq	Bd	Ta	Ow	Li	Mf
Um	-2	-4	-4	-6	-3	-5	-4	-4	-3	+1	0	-2	-4	-3	-3	-2	0	-1	-2	-1

Cross-index the harbinger (attack mode) against the construct (defense mode). The result is the modifier to the attacker's power initiation check for that round.

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Attack Mode

Defense Mode

Psionic Combat Battle Cards

Attack Mode

Defense Mode

Psionic Combat Battle Cards

Attack Mode

Defense Mode

Psionic Combat Battle Cards

Attack Mode

Defense Mode

Psionic Combat Battle Cards

Attack Mode

Defense Mode

Psionic Combat Battle Cards

The Remorhaz (Rm)

This construct is a specialized use of the Intellect Fortress defense mode. Its rock-hard scales deflect even the strongest blows. In a DARK SUN® campaign, this construct takes the form of the beetle.

Defense Modes	MT				EW				Attack Modes II				PsC				PB			
	Sw	Hd	In	Fl	Tf	Nb	Sl	Dr	Wy	Sc	Sp	Sh	Sa	Bu	Sq	Bd	Ta	Ow	Li	Mf
Rm	-6	-2	-4	-4	-3	-6	-2	-5	+1	-1	-3	-1	-5	-4	-1	-2	-3	0	0	-1

Cross-index the harbinger (attack mode) against the construct (defense mode). The result is the modifier to the attacker's power initiation check for that round.

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The Gargantuan (Gr)

This construct is a specialized use of the Intellect Fortress defense mode. Sheer strength and mass shrug off the most dire wounds. In a DARK SUN® campaign, this construct takes the form of the drake.

Defense Modes	MT				EW				Attack Modes II				PsC				PB			
	Sw	Hd	In	Fl	Tf	Nb	Sl	Dr	Wy	Sc	Sp	Sh	Sa	Bu	Sq	Bd	Ta	Ow	Li	Mf
Gr	-6	-4	-2	-4	-6	-1	-3	-6	+1	-3	-2	0	-2	-3	-3	-4	0	+1	-2	-3

Cross-index the harbinger (attack mode) against the construct (defense mode). The result is the modifier to the attacker's power initiation check for that round.

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The Bramble (Br)

This construct is a specialized use of the Intellect Fortress defense mode. Razor-sharp thorns bar the passage of any attacker, guarding the psyche.

Defense Modes	MT				EW				Attack Modes II				PsC				PB			
	Sw	Hd	In	Fl	Tf	Nb	Sl	Dr	Wy	Sc	Sp	Sh	Sa	Bu	Sq	Bd	Ta	Ow	Li	Mf
Br	-2	-6	-6	-2	-4	-4	-7	-1	-3	-1	+1	-1	-1	-2	-5	-4	-1	-4	0	+1

Cross-index the harbinger (attack mode) against the construct (defense mode). The result is the modifier to the attacker's power initiation check for that round.

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The Tower (To)

This construct is a specialized use of the Tower of Iron Will defense mode. Strong and tall, the tower is unassailable.

Defense Modes	MT				EW				Attack Modes II				PsC				PB			
	Sw	Hd	In	Fl	Tf	Nb	Sl	Dr	Wy	Sc	Sp	Sh	Sa	Bu	Sq	Bd	Ta	Ow	Li	Mf
To	-4	-6	-3	-7	0	-4	-4	-4	-4	-4	-3	-1	-4	-3	-6	-3	-1	-2	-3	-2

Cross-index the harbinger (attack mode) against the construct (defense mode). The result is the modifier to the attacker's power initiation check for that round.

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The Rampart (Ra)

This construct is a specialized use of the Tower of Iron Will defense mode. Layers of defense upon defense can trap and destroy any attack.

Defense Modes	MT				EW				Attack Modes II				PsC				PB			
	Sw	Hd	In	Fl	Tf	Nb	Sl	Dr	Wy	Sc	Sp	Sh	Sa	Bu	Sq	Bd	Ta	Ow	Li	Mf
Ra	-6	-3	-6	-5	-3	-2	-3	-4	-3	-2	-3	-4	-4	-5	-4	-3	-1	-3	-2	-2

Cross-index the harbinger (attack mode) against the construct (defense mode). The result is the modifier to the attacker's power initiation check for that round.

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Attack Mode

Defense Mode

Psionic Combat Battle Cards

Attack Mode

Defense Mode

Psionic Combat Battle Cards

The Gate (Gt)

This construct is a specialized use of the Tower of Iron Will defense mode. The path to the mind is barred by locks of steel and gates of stone.

Defense Modes	MT				EW				Attack Modes II				PsC				PB			
	Sw	Hd	In	Fl	Tf	Nb	Sl	Dr	Wy	Sc	Sp	Sh	Sa	Bu	Sq	Bd	Ta	Ow	Li	Mf
Gt	-4	-8	-5	-3	-3	-2	-3	-4	-3	-2	-4	-3	-7	-3	-2	-4	-1	-1	-3	-3

Cross-index the harbinger (attack mode) against the construct (defense mode). The result is the modifier to the attacker's power initiation check for that round.

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The Crag (Cr)

This construct is a specialized use of the Tower of Iron Will defense mode. Lonely and strong, the crag resists all attacks.

Defense Modes	MT				EW				Attack Modes II				PsC				PB			
	Sw	Hd	In	Fl	Tf	Nb	Sl	Dr	Wy	Sc	Sp	Sh	Sa	Bu	Sq	Bd	Ta	Ow	Li	Mf
Cr	-6	-3	-6	-5	-6	-4	-2	0	-2	-4	-2	-4	-1	-5	-4	-6	-5	-2	0	-1

Cross-index the harbinger (attack mode) against the construct (defense mode). The result is the modifier to the attacker's power initiation check for that round.

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Devotion

Science

Deck of Psionic Powers

Credits

Design: L. Richard Baker III, Timothy B. Brown, Steve Winter

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Border and Icons: Dana Knutson

Art Coordination: Peggy Cooper

Graphics Coordination: Sarah Feggstad

Typography: Nancy J. Kerkstra

Attack Mode

Defense Mode

Attack vs. Defense Modes

	Mind Blank	Thought Shield	Mental Barrier	Intellect Fortress	Tower of Iron Will
Mind Thrust	+5	-2	-4	-4	-5
Ego Whip	+5	0	-3	-4	-3
Id Insinuation	-3	+2	+4	-1	-3
Psychic Crush	+1	-3	-1	-3	-4
Psionic Blast	+2	+3	0	-1	-2

Clairsentience

Science

Aura Sight

Power Score: Wisdom -5
 Initial Cost: 9
 Maintenance Cost: 9/round
 Range: 50 yards
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: Can examine up to four auras per round instead of two
 Roll of 20: This power can't be used again for 24 hours
 Reference: CPH page 28

Clairsentience

Science

Clairaudience

Power Score: Wisdom -3
 Initial Cost: 6
 Maintenance Cost: 4/round
 Range: Unlimited
 Preparation Time: 0
 Area of Effect: Special
 Prerequisites: None
 Power Score: Gains clairvoyance of the area as well
 Roll of 20: Psionicist is deaf for 1d12 hours
 Reference: CPH page 30

Clairsentience

Science

Clairvoyance

Power Score: Wisdom -4
 Initial Cost: 7
 Maintenance Cost: 4/round
 Range: Unlimited
 Preparation Time: 0
 Area of Effect: Special
 Prerequisites: None
 Roll of Power Score: Gains clairaudience for duration of vision
 Roll of 20: Psionicist is blind for 1d4 hours
 Reference: CPH page 30

About the Deck of Psionic Powers

This deck features all of the psionic powers originally presented in *The Complete Psionics Handbook (CPH)*, *Dragon Kings (DK)*, and *The Will and the Way (WW)* on easy to reference cards.

There are 288 cards in the deck. All of the cards are numbered for your convenience. The majority of the cards (246) contain the many psionic powers. The front of these cards shows the name of the power, the power's game statistics, an icon identifying the governing discipline, an icon identifying the power as either a science or devotion, and sometimes an icon defining the power as an attack or defense mode (if appropriate). The back features the power's

description.

One complete set (40 cards) of the attack and defense modes combat system described in *The Will and the Way* is also provided (please refer to that for detailed instructions). One attack/defense mode summary card rounds out the total.

To use the AD&D® psionics rules, you still need to have copies of the books listed above. These cards simply provide a convenient method for players with psionist or wild talent characters to keep track of the powers they can use.

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Telepathic Combat

Turn to page 25 of *The Complete Psionics Handbook* for full details about psionic attack and defense modes.

There are five attack modes, as shown on the table on the reverse side. These attack modes have specific effects against minds open to contact. Against closed minds, they erode resistance.

There are five defense modes, as shown on the table on the reverse side. Defense modes only help a psionist against attack modes.

Each attack mode is more effective against certain defense modes, and vice versa. This is represented by modifiers to an attacker's power score, as shown on the table. Cross-index the attack mode with

the defense mode and apply the resulting modifier to the attacker's power score.

When an attack mode overcomes a defense mode, the attacker establishes a partial contact called a *tangent*. Three tangents equal full contact. It costs 1 PSP per round to maintain tangents. Tangents can be maintained with only one mind at a time, but full contact can be maintained with any number of minds.

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Aura Sight

With this power, a psionist can see auras (the normally invisible glowing envelope of colored light that surrounds all living things). Each use of the power gives the psionist one piece of information—either the subject's alignment or experience level, but not both simultaneously.

A psionist can examine up to two auras per round, though both subjects must be in sight. Alternately, the same aura can be examined twice. A new power check must be made with each separate examination.

The psionist using this power can be reasonably discreet, but he does need to gaze at his subject. Using the power from a

distance is less noticeable than using it up close.

The level of the character being examined affects the power check. The higher the subject's experience level, the tougher it is to interpret the aura. Power checks receive a -1 penalty for every three levels the subject has, rounded down. So, an 8th level subject would produce a -2 penalty.

On a power check roll of 1, the reading is incomplete or slightly incorrect. For example, the psionist may learn only the chaotic portion of a chaotic neutral alignment, or he may interpret a level as higher or lower by one or two levels.

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Clairaudience

This power allows the user to hear sounds from a distant area. The psionist picks a spot, makes a power check, then gets to hear everything that he would be able to hear normally if he was standing in that spot. If the user has enhanced senses, these apply to the use of clairaudience as well.

Clairaudience doesn't screen out noise around the user. A racket near him will make it difficult to hear sounds somewhere else. The power does not give the ability to understand languages or interpret the sounds the user hears.

The distance of the listening spot determines the difficulty of the power check, as shown below:

Range	Power Score Modifier
100 yards	0
1,000 yards	-2
10 miles	-4
100 miles	-6
1,000 miles	-8
10,000 miles	-10
Interplanetary*	-12

* Clairaudience only works within a given plane or crystal sphere.

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Clairvoyance

This power allows the user to see images from a distant area. The psionist picks a spot, makes a power check, then gets to see everything that he would be able to see normally if he was standing in that spot.

Clairvoyance doesn't replace normal vision. The user can still see what's around him, with the distant scene superimposed. Closing one's eyes helps block out the double vision.

The power doesn't enhance vision, so hidden or invisible objects remain hidden. It also provides no sound. It can't be dispelled, repelled, or blocked by any form of magic.

The distance of the viewing spot determines the difficulty of the power check, as shown below:

Range	Power Score Modifier
100 yards	0
1,000 yards	-2
10 miles	-4
100 miles	-6
1,000 miles	-8
10,000 miles	-10
Interplanetary*	-12

* Clairvoyance only works within a given plane or crystal sphere.

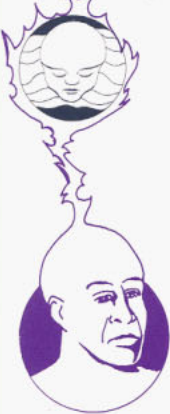
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Clairsentience

Science

Cosmic Awareness (High Science)

Power Score: Wisdom -6
 Initial Cost: 20
 Maintenance Cost: 10/round
 Range: 0
 Preparation Time: 5
 Area of Effect: Varies
 Prerequisites: Clairvoyance, detection, all-round vision, 10th level
 Roll of Power Score: User begins with perception radius of 30 feet
 Roll of 20: User must save vs. spells or be struck deaf and blind for 1d4 hours
 Reference: WW page 65

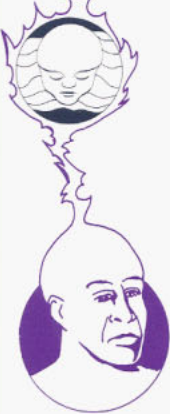


Clairsentience

Science

Detection

Power Score: Wisdom -2
 Initial Cost: 15
 Maintenance Cost: 6/round
 Range: 0
 Preparation Time: 1
 Area of Effect: Special
 Prerequisites: None
 Roll of Power Score: User detects all sources within range and gets rough idea of their numbers and concentration
 Roll of 20: User imagines a concentration of what he is looking for in a random direction
 Reference: WW page 66



Clairsentience

Science

Object Reading

Power Score: Wisdom -5
 Initial Cost: 16
 Maintenance Cost: Not applicable
 Range: 0
 Preparation Time: 1
 Area of Effect: Touch
 Prerequisites: None
 Roll of Power Score: Learns all information on table
 Roll of 20: Psionicist becomes obsessed with object and keeps it to read again
 Reference: CPH page 31

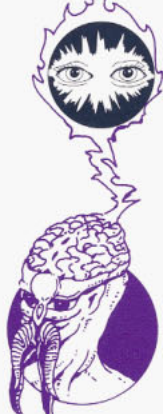


Clairsentience

Science

Precognition

Power Score: Wisdom -5
 Initial Cost: 24
 Maintenance Cost: Not applicable
 Range: 0
 Preparation Time: 5
 Area of Effect: Not applicable
 Prerequisites: None
 Roll of Power Score: May reroll three die rolls to maintain the precognition's validity
 Roll of 20: As above, but not optional
 Reference: CPH page 31



Clairsentience

Science

Sensitivity to Psychic Impressions

Power Score: Wisdom -4
 Initial Cost: 12
 Maintenance Cost: 2/round
 Range: 0
 Preparation Time: 2
 Area of Effect: 20-yard radius
 Prerequisites: None
 Roll of Power Score: Gains an unusually clear understanding of each event
 Roll of 20: An angry ghost attempts to *magic jar* the user
 Reference: CPH page 32



Cosmic Awareness

Cosmic awareness is the High Science of Clairvoyance. It allows a user to perceive all things within the area of effect. The character is essentially gifted with x-ray vision that extends into the Astral and Ethereal Planes. She sees all inanimate features; she can see what is over the hill, detect hidden caves, see secret doors and traps, and even detect lodes of minerals or geological phenomena.

In addition to inanimate objects, the user also perceives forces—winds, water currents, or spell effects such as *glyphs of warding*, and so forth.

All living creatures larger than a microbe are perceived. Cosmic awareness *detects invisibility*, *detects evil/good*, and *detects magic* without fail. Illusions are perceived for what they

are. Creatures who are *shape-changed* or *polymorphed* are noted and their true forms seen. Ethereal, astral, phased, ectoplasmic, or gaseous beings are seen as well. Details of the being's equipment are detected down to the number of gold pieces in their purses.

The user also hears all sounds and detects all smells within the area.

On the first round, the user perceives everything within a 10-foot radius around her. For each round the power is maintained, she may extend her perception radius by 10 feet.

Before a psionist can select this power, she must engage in research by intense meditation to gain a High Science, as described in Chapter Seven of *The Will and the Way*.

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Detection

Detection is the art of finding substances or items by their psychic vibrations. It can be used to dows for water, find lost items, or prospect for gold. To use this power to locate a substance, the psionist must have a sample of what he is searching for. To locate an item, he must have seen the item himself or successfully used object reading on its owner.

The initial range is 30 yards, but by maintaining the power the psionist can expand the radius of the search by 10 yards per round. At first, the character only detects the nearest location of what he is seeking, but by maintaining the power he can detect more sources at the rate of one per round, working from the nearest to the farthest.

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Object Reading

This power allows the user to detect psychic impressions left on an object by a previous owner, such as the owner's race, sex, age, and alignment. It can also reveal how the owner came to possess the item, and how he lost it. The amount of information gained depends on the result of the power check. A successful check, gains the psionist the information listed beside the result, plus all results above it.

An object can only be read once per experience level of the psionist. Additional readings at the same level reveal no new information.

Power Check

Result	Information Gained
1-2	Last owner's race
3	Last owner's sex
4	Last owner's age
5	Last owner's alignment
6-7	How last owner gained and lost the item
8+	All this information about all owners

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Precognition

This power allows the user to foresee the probable outcome of a course of action. This foresight is limited to the near future—no more than several hours from the time the power is used. The player must describe the intended course of action in detail.

The DM makes the power check secretly. If the check fails, the user gains no information. If the roll is 20, the user sees his own death and must make a saving throw vs. petrification. A failed save indicates that the user is shaken up and all power scores receive a -3 penalty for 1d6 hours.

If the check succeeds, the user sees the most likely outcome of the action described. The DM has some liberty in

describing the scene but should roll 1d20 as a guide to how much detail to include. The higher the roll, the more details provided.

Even successful, precognition offers no guarantees. The user sees only one possible (albeit likely) outcome to a specific course of action. If characters deviate from the actions described, then they are changing the lines of time.

This power is tiring. Use of this power requires a full turn of rest before another clairvoyant power can be used.

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Sensitivity to Psychic Impressions

This power allows the user to gain a sense of history. He perceives the residue of powerful emotions that were experienced in a given area, offering a picture of the area's past.

Only events that elicit strong emotional or psychic energy leave impressions on an area (battles, betrayals, marriages, murders, etc.). Everyday occurrences leave nothing to detect.

To determine how far into the past a psionist can delve, divide the result of the power check by two and round up. This is the number of strong events the user can sense. Only one event can be noted per round, however, beginning with the most

recent and proceeding backward through time.

The psionist's understanding of these events is vague and shadowy, as if he were viewing a dream. Dominant emotions come through very clearly, however—anger, hate, fear, love, etc.

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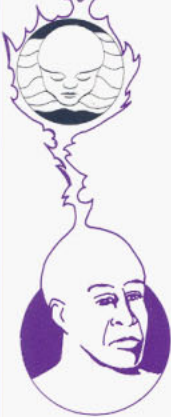
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Clairsentience

Science

Spirit Lore

Power Score: Intelligence -3
 Initial Cost: 30
 Maintenance Cost: 8/round
 Range: 0
 Preparation Time: 3
 Area of Effect: Personal
 Prerequisites: Spirit sense
 Roll of Power Score: Knowledgeable and helpful spirit is contacted
 Roll of 20: Malicious entity is contacted, who tries to *magic jar* psionist out of his body
 Reference: WW page 66



Clairsentience

Science

True Sight

Power Score: Wisdom -4
 Initial Cost: 15
 Maintenance Cost: 9/round
 Range: Self
 Preparation Time: 0
 Area of Effect: 60 foot path, 10 feet wide
 Prerequisites: Clairvoyance
 Roll of Power Score: User gains powers of the *true seeing* spell
 Roll of 20: User sees through and believes everything is illusory for 3d6 turns
 Reference: WW page 67



Clairsentience

Devotion

All-Round Vision

Power Score: Wisdom -3
 Initial Cost: 6
 Maintenance Cost: 4/round
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: Infravision is also gained
 Roll of 20: Psionist is blind for 1d4 hours
 Reference: CPH page 33



Clairsentience

Devotion

Bone Reading

Power Score: Wisdom -1
 Initial Cost: 15
 Maintenance Cost: Not applicable
 Range: 0
 Preparation Time: 1
 Area of Effect: One item
 Prerequisites: Object reading
 Roll of Power Score: User can view last 10 minutes of the deceased's life from his perspective
 Roll of 20: User angers the spirits; DM determines exact effects
 Reference: WW page 67



Clairsentience

Devotion

Combat Mind

Power Score: Intelligence -1
 Initial Cost: 5
 Maintenance Cost: 4/round
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: Psionist (not companions) also gains a +1 AC bonus
 Roll of 20: Psionist and companions receive a +1 initiative penalty
 Reference: CPH page 33



Spirit Lore

Psionics must ask very specific questions when using this power; the spirits never volunteer information and often seek to distort or confuse the truth.

When this power is initiated, the DM rolls the power check in secret. The result of the check determines the quality of the information received. The DM should try to be mysterious and vague in his answers, and while spirits possess a lot of knowledge they are not omniscient.

If the result is a failure, the psionist finds no spirits to contact. The psionist may ask one question per round of the spirit world.

Check	Result
1-2	Spirit doesn't know the answer and lies
3-4	Spirit knows only part of the answer and embellishes, hoping to deceive the psionist
5-6	Spirit doesn't know, but admits its ignorance
7-8	Spirit knows the answer, but tries to disguise the truth in deceptive riddles
9+	Spirit knows the answer and answers truthfully

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True Sight

The psionist can pierce any normal or magical obscurement to a range of 60 feet. Creatures or objects that are invisible are detected, unless someone is using psionic invisibility against the psionist. The user can pierce illusions and detect anything phased, displaced, or ethereal.

Unlike the clerical spell *true seeing*, the true sight power doesn't confer the ability to see alignments, enchantments, *polymorphed* items, or secret doors.

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All-Round Vision

This power gives the psionist "eyes in the back of his head"—and in the sides and top as well. (This is figurative: the user does not literally sprout eyeballs.) In effect, the user can see in all directions simultaneously. In addition to its obvious application, when combined with the clairvoyance power all-round vision prevents anyone from sneaking up on the user without some sort of concealment.

On the negative side, the psionist receives a -4 penalty against all gaze attacks while using and maintaining this power.

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Bone Reading

The psionist can use a creature's remains to form an impression of who it was and what it was doing when it perished. Fragments of bone are usually used, but the power works on any corpse or portion thereof. Information gained depends on user's power check.

Power Check	Information Gained
1-2	Deceased's race
3	Deceased's sex
4	Deceased's age
5	Deceased's identity
6	Appearance, alignment
7	Date of death
8+	Method of death

The information is cumulative, so a result of 4 yields the deceased's race, sex, and age. This power is difficult to use on very old remains (resulting in a power check penalty). The more recently a creature died, the more accurate the reading will be.

Time Since Death	Penalty
1 day	0
1 week	-1
1 month	-2
1 year	-3
10 years	-4
100 years	-6
1,000 years	-12

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Combat Mind

A psionist using this power receives an unusually keen understanding of his enemies and their fighting tactics. As a result, the psionist's side in combat gains a -1 bonus when making initiative die rolls. This bonus is cumulative with any other modifiers that may apply.

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Clairsentience

Devotion

Danger Sense

Power Score: Wisdom -3
 Initial Cost: 4
 Maintenance Cost: 3/round
 Range: Special
 Preparation Time: 0
 Area of Effect: 10 yards
 Prerequisites: None
 Roll of Power Score: Psionicist learns how far away the danger is
 Roll of 20: Psionicist can't sense danger successfully for 1d6 hours
 Reference: CPH page 33

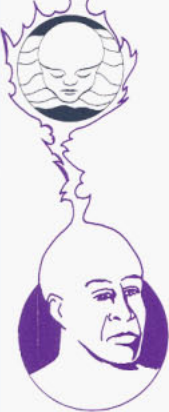


Clairsentience

Devotion

Environment

Power Score: Intelligence -2
 Initial Cost: 5
 Maintenance Cost: 0
 Range: Unlimited
 Preparation Time: 0
 Area of Effect: Not applicable
 Prerequisites: None
 Roll of Power Score: Psionicist receives a full minute of observation, getting all the same sensory images as listed
 Roll of 20: Psionicist gets images from a similar item, but not the one he wishes
 Reference: DK page 139

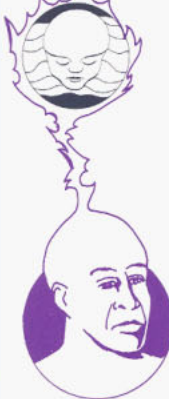


Clairsentience

Devotion

Feel Light

Power Score: Wisdom -3
 Initial Cost: 7
 Maintenance Cost: 5/round
 Range: 0
 Preparation Time: 0
 Area of Effect: Special
 Prerequisites: None
 Roll of Power Score: User can feel light in all directions
 Roll of 20: Exposure to light causes 1 point of damage per round for 1d10 rounds, and user can't see
 Reference: CPH page 34



Clairsentience

Devotion

Feel Moisture

Power Score: Wisdom -3
 Initial Cost: 5
 Maintenance Cost: 1
 Range: 0
 Preparation Time: 0
 Area of Effect: 90-yard sphere
 Prerequisites: None
 Roll of Power Score: Psionicist retains the power without a maintenance cost for the next four hours
 Roll of 20: Psionicist receives false feelings that most likely don't indicate water
 Reference: DK page 139



Clairsentience

Devotion

Feel Sound

Power Score: Wisdom -3
 Initial Cost: 5
 Maintenance Cost: 3/round
 Range: 0
 Preparation Time: 0
 Area of Effect: Special
 Prerequisites: None
 Roll of Power Score: Can detect noise like a thief of the same experience level
 Roll of 20: For 1d4 rounds, sound causes 1 point of damage per round and is garbled
 Reference: CPH page 34



Danger Sense

This power produces a slight tingling sensation at the back of the user's neck when a hazard or threat is near. The DM must make a successful power check for the user before danger is detected. The power doesn't give any specific details about the type of danger. The user doesn't learn how or when it will strike, but does learn the general direction of the threat.

The power check determines how much warning the user gets. If the roll is 12 or more, the user knows whether or not danger is lurking anywhere in the immediate area. On a roll of 8 or more, the user gets a full round of warning before the danger strikes. On a roll of 7 or less, the user isn't alerted until moments before the

danger strikes. On a roll of 1, the user still gets several moments' warning, but the direction the danger is coming from is wrong.

With one round or more of warning, the user and his companions can prepare—taking defensive positions, preparing spells, fleeing, etc. If they have less than one round of warning, the DM decides how much preparation is possible. They always gain a +2 bonus on their own surprise rolls, however.

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Environment

This power lets the psionicist get a sensory image of the present surroundings of a particular unliving item. The psionicist need not have any idea where the object is when the power is used, but he must concentrate on a specific, familiar item. For instance, "my friend's metal dagger" is fine, but "the nearest metal dagger" is not.

The psionicist receives an all-round sensory "snapshot" from the item's surroundings: visual, olfactory, aural, and temperature signals. The power itself gives no notion of direction or distance to the item in question, though the character can often deduce its location from the sensory signals.

If the item has been destroyed before the power is used, the check automatically fails. A concealed item (for example, in a pocket) gives a black visual image and insignificant olfactory, aural, and temperature signals.

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Feel Light

This power gives the psionicist the ability to experience light through tactile sensations (by touch). The user's entire body becomes a receiver for light waves. In effect, his body replaces his eyes, revealing what his eyes would normally see. (Field of vision doesn't change.)

This power doesn't allow the user to see in the dark, since there must be light to feel. It doesn't counter magical darkness, either, which actually destroys or blocks light waves.

The psionicist gains a +4 bonus to saving throws made against gaze attacks.

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Feel Moisture

This power allows the psionicist to feel the presence of water within the area of effect. The power indicates all characters, creatures, and plants in the area as having moisture, plus any concentration of one gallon or more. The psionicist can feel the rough nature of the water, plus its direction and distance. The amount and its accessibility depends on the terrain and what the DM knows about the local water supply.

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Feel Sound

This power gives the psionicist the ability to experience sound through tactile sensations (by touch). The user's entire body becomes a receiver for sound waves. In effect, his body replaces his ears, revealing what his ears would normally hear.

Feel sound allows the user to continue to hear when his ears are disabled. The power doesn't detect sound where there is none, nor is it effective inside magical silence.

The psionicist gains a +2 bonus against sonic attacks or effects while the power is in use, including a siren's song.

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Clairsentience

Devotion



Hear Light

Power Score: Wisdom -3
 Initial Cost: 6
 Maintenance Cost: 3/round
 Range: 0
 Preparation Time: 0
 Area of Effect: Special
 Prerequisites: None
 Roll of Power Score: Can "hear" in the dark, as if user has infravision
 Roll of 20: Bright light causes deafness, and all other light is just a buzz
 Reference: CPH page 34



Clairsentience

Devotion



Know Course

Power Score: Intelligence -2
 Initial Cost: 5
 Maintenance Cost: 4/hour
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: User can retrace her steps as if using radial navigation
 Roll of 20: User becomes obsessed with minor landmark along the way and forgets where she is going
 Reference: WW page 68



Clairsentience

Devotion



Know Direction

Power Score: Intelligence
 Initial Cost: 1
 Maintenance Cost: Not applicable
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: Power automatically maintained for one day
 Roll of 20: Psionically disoriented; can't use this power again for 1d6 hours
 Reference: CPH page 34



Clairsentience

Devotion



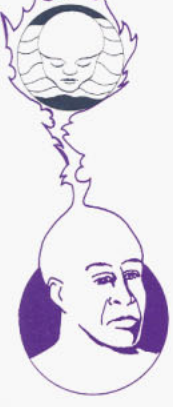
Know Location

Power Score: Intelligence
 Initial Cost: 10
 Maintenance Cost: Not applicable
 Range: 0
 Preparation Time: 5
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: User learns the exact location he is trying to determine
 Roll of 20: Nothing within 100 miles can be located with this power for 24 hours
 Reference: CPH page 36



Clairsentience

Devotion



Poison Sense

Power Score: Wisdom
 Initial Cost: 1
 Maintenance Cost: Not applicable
 Range: 0
 Preparation Time: 0
 Area of Effect: 1-yard radius
 Prerequisites: None
 Roll of Power Score: Can determine the exact type of poison
 Roll of 20: Poison mentally overwhelms user, causing effects equal to actual exposure
 Reference: CPH page 36



Hear Light

This power gives the psionicist the ability to experience light through the sense of hearing. A character who has been blinded—either artificially, naturally, or because of an injury—can “see” with his ears. Any light waves that reach the user are converted to sound, and the user can then “hear” the image. The image the mind perceives is just like an image offered by normal sight. The user receives no penalties for anything requiring vision.

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Know Course

This power allows the psionicist to hold an accurate course without deviation. To use this devotion, the psionicist must know where she is going. This can be any place she has been before or can reference to a place she has been. For example, if she knows that the village of Kled is 35 miles northeast of Tyr, she can use this power to get to Kled even though she had been only to Tyr before.

The user must also know her current location. Once initiated, the user gets a strong feeling of which way to go. (“Tyr is that way ...”) The user’s direction bump continually updates as long as she maintains this power, so she is certain to arrive at her destination eventually.

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Know Direction

With the use of this power, the psionicist becomes his own compass. By paying 1 PSP and making a successful power check, the psionicist knows which way is north.

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Know Location

This power aids characters who frequently travel by using gates, teleportation, or via other planes. With a successful power check, know location reveals general information about the user’s current location. This information is usually no more detailed than the response of a simple farmer when asked, “Where am I?” Typical answers include, “a few miles west of Waterdeep as the crow flies,” or “in the vicinity of the Silt Sea.”

The higher the result of the power check, the more precise the location will be. If the roll is 8 or more, the location is specified within a mile or less. If the roll is 7 or less, the location is specified within 10 miles.

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The user can get additional information that is *less* specific than the initial answer if the player asks for it. (No additional power check is required.) For example, if the DM’s first response is, “You’re in the Happy Hurrum Inn,” the player might ask where the inn is. The DM might answer that the Inn is in the Hill District in the city-state of Nibenay.

Poison Sense

This power enables a psionicist to detect the presence of poison and identify its location within one yard of his body (or his presence, if he is using clairvoyance or astral travel).

The type of poison is not revealed, only its presence. Any poison, including animal venom, can be detected.

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Clairsentience

Devotion

Predestination

Power Score: Wisdom -3
 Initial Cost: 20
 Maintenance Cost: 5/year
 Range: Touch
 Preparation Time: 1 hour
 Area of Effect: 1 creature
 Prerequisites: Precognition
 Roll of Power Score: Psionician may peer twice as far into the future as normal
 Roll of 20: User sees either great fortune or certain death (DM's option) regardless of present campaign situation
 Reference: DK pages 139



Clairsentience

Devotion

Radial Navigation

Power Score: Intelligence -3
 Initial Cost: 4
 Maintenance Cost: 7/hour
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: Can automatically retrace steps to the starting point
 Roll of 20: Forgets where he is for 1d4 rounds
 Reference: CPH page 36

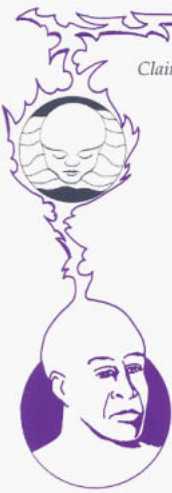


Clairsentience

Devotion

Safe Path

Power Score: Wisdom -4
 Initial Cost: 8
 Maintenance Cost: 5/round
 Range: Special
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: Danger sense
 Roll of Power Score: First saving throw or ability check succeeds
 Roll of 20: User suffers penalties equal to the bonuses this power would have provided if successful
 Reference: WW page 68

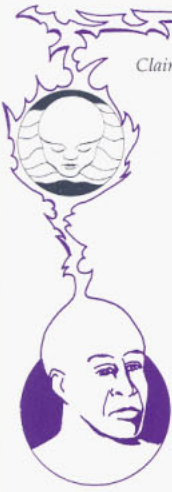


Clairsentience

Devotion

See Ethereal

Power Score: Wisdom -5
 Initial Cost: 4
 Maintenance Cost: 2/round
 Range: Special
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: User can see out to the full range of his normal vision
 Roll of 20: User can see only gray vapors for 1d4 hours
 Reference: WW page 68

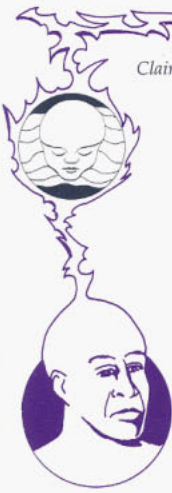


Clairsentience

Devotion

See Magic

Power Score: Wisdom -3
 Initial Cost: 6
 Maintenance Cost: 6/round
 Range: 20 feet
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: User discerns type of enchantment on an item or area (knows a fire trap is a trap of some kind, for example)
 Roll of 20: User mistakenly believes a random item is magical
 Reference: WW page 68



Predestination

This power lets the psionist predict the general destiny of a single creature. That destiny is based on the current situation only—future actions may change the target's predicted destiny.

Before making the power check, the psionist must spend a full hour alone with the subject (or isolated if he is using the power on himself). The two converse about the past and present, and the subject makes known his plans for at least the immediate future. If the subject is not completely honest with the psionist, the power check automatically fails.

The DM makes the power check secretly. If successful, the psionist gains a broad understanding of the target creature's

prospects for one year into the future. The DM evaluates the target and gives a general statement of one or two words. "Favorable" or "great riches" are appropriate responses, as are "little change" or even "possible death." The power gives no greater detail.

Spending additional PSPs gives a greater time span, though accuracy is still vague. Each 5 additional PSPs extends the prediction range by one year.

The subject creature and the psionist are both aware that these predictions are subject to change. The user's impressions are based solely on "plot inertia" generated by past and present events.

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Radial Navigation

As long as this power is in use, the psionist knows where he is in relation to a fixed starting point. No matter how or where he moves, the user still knows the exact direction and distance to his starting point.

The user can't necessarily tell someone how to get back to that starting point, however. In a maze, for example, the user knows the starting point is 500 yards north, but he can't retrace his steps automatically. The power does enhance the chance to do so, however. Every time the user comes to a decision point (turn left or right, for example), the DM makes a power check for him. A success indicates that he knows the way he came, a failure means he isn't sure.

If the user stops maintaining the power, he loses his fix on the location. He can get it back by resuming the power and making a successful power check within six hours. After six hours the location is lost. Only one location can be fixed at a time unless the user pays the maintenance cost for each individually.

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Safe Path

This power enables a psionist to use her danger sense abilities to help guide her steps. By listening for the warning tingle of her danger sense at work, she knows when to duck, when to dodge, and when to move forward. This ability is more tactical than danger sense, provided the user trusts her instincts and moves when she is supposed to.

A psionist using this ability to attempt a dangerous feat of climbing, balance, or coordination gains a +4 (d20) or +25% (d100) to whatever rolls are required. The character could use this ability to walk blindly across a room she knows to be full of traps and still receive the bonus on her chances to avoid the traps by Dexterity

checks or saving throws. In combat, the psionist gains a -2 bonus to her Armor Class and a +4 bonus to saving throws each round she maintains the power.

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See Ethereal

By using this power, the psionist extends his vision to the Border Ethereal with a range of 120 feet. He is able to detect any ethereal characters, objects, or monsters. When the power is in use, the character sees both the Ethereal Plane and the Prime Material Plane simultaneously.

In addition to ethereal creatures, the psionist can see phased or displaced creatures. Dimension walkers are revealed, and dimensional doors show as bright threads linking two portals. This power is useful when fighting ethereal or phased monsters such as ghosts and phase spiders.

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See Magic

A psionist can use this power to perceive wizardly magic, including magical items, effects, and potential. Any enchanted items, scrolls, potions, or spellbooks glow faintly in the user's vision. He can see continuing spell effects such as a *fire trap*, *wall of stone*, or even a character under the influence of a *charm person* spell. See magic doesn't give the user the ability to determine what kind of magic is being used; all he would know is that the item or person radiates magical energy.

If the psionist passes his power check with a roll of 10 or better, he also can see the spell potential of a magic-using character. A high-level wizard who has used up all of his spells would not have much

potential, but one who had not expended any memorized spells would glow very brightly. This ability can't detect priestly magic of any kind.

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Clairsentience

Devotion

See Sound

Power Score: Wisdom -3
 Initial Cost: 6
 Maintenance Cost: 3/round
 Range: Special
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: User can maintain this power for 1 PSP per round
 Loud sounds cause "blindness"
 Reference: CPH page 37

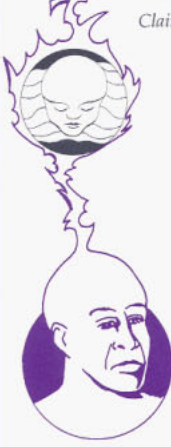


Clairsentience

Devotion

Sensitivity to Observation

Power Score: Wisdom
 Initial Cost: 5
 Maintenance Cost: Not applicable
 Range: 0
 Preparation Time: 0
 Area of Effect: Special
 Prerequisites: None
 Roll of Power Score: User immediately determines location of watcher
 User suffers paranoia for 1d3 days
 Reference: WW page 69



Clairsentience

Devotion

Spirit Sense

Power Score: Wisdom -3
 Initial Cost: 10
 Maintenance Cost: Not applicable
 Range: 0
 Preparation Time: 0
 Area of Effect: 15-yard radius
 Prerequisites: None
 Roll of Power Score: User knows exact location of the spirits he senses
 User has aggravated the spirits
 Reference: CPH page 37



Clairsentience

Devotion

Trail of Destruction

Power Score: Wisdom -2
 Initial Cost: 10
 Maintenance Cost: 3
 Range: 0
 Preparation Time: 0
 Area of Effect: 90-yard radius
 Prerequisites: Aura sight
 Roll of Power Score: Psionicist gets a clearer picture, including the type of spell cast and its effects
 Roll of 20: Gets an impression of all the defiling magic ever cast in area and can't pick out most recent
 Reference: DK page 140

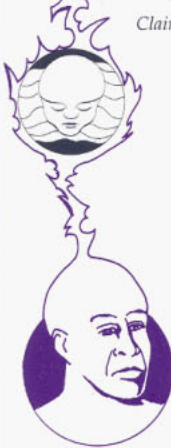


Clairsentience

Devotion

Watcher's Ward

Power Score: Intelligence -2
 Initial Cost: 6
 Maintenance Cost: 2/hour
 Range: 0
 Preparation Time: 1
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: User instantly determines exact location and type of any intruders
 Roll of 20: User believes watch is faultless, but can be surprised normally
 Reference: WW page 69



See Sound

This power allows a psionist to perceive sound waves visually (with his or her eyes) by converting the sound waves to light impulses. (It works like the power feel light.)

Only a character who can see normally can use this power. The user can see sound even in darkness, as sound waves do not require light. The user can still be "blinded" by silence, however.

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Sensitivity to Observation

Sensitivity to observation is a devotion that is triggered by the intense attention of another person or creature. Any time the psionist is under such scrutiny, he may attempt a power check to see if he notices the attention. This power is always active unless consciously suppressed.

A successful power check doesn't reveal the location of the watcher; it merely confirms the user's suspicion that he is being observed. If the observer is using clairvoyance or clairaudience to monitor the psionist, the psionist may attempt to obscure the watcher's scrying by winning a psychic contest against his watcher. If successful, the watcher can't scry against the psionist for 1d4 hours.

Since the player will know his character is under observation when called upon to make this check, the DM should occasionally provide false alarms or make the character's power check in secret.

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Spirit Sense

This power allows a user to sense the presence of "spirits" within 15 yards of his or her location. Spirits includes ghosts, banshees, wraiths, haunts, and other noncorporeal undead. If a spirit frequently haunts the location in question, the user will know it.

The psionist also knows when a spirit is within 15 yards of his or her location, but the user won't be able to pinpoint the spirit's exact location.

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Trail of Destruction

This power is specific to the DARK SUN® campaign world. Using this power, the psionist can detect the past use of defiling magic in the area. The Athasian winds and sands can blur the ash of defiler destruction in a matter of hours, but this power shows where defiling magic has been used within the past month.

The sites illuminate for the psionist's eyes only. The psionist gets an accurate impression of the magic's power (the level of the defiler spell cast) and how long ago it was cast (to the nearest day). The psionist learns nothing about the spell type or the caster.

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Watcher's Ward

By using this power, the psionist attunes herself to her surroundings and becomes extremely sensitive to any disturbances. The area covered can be as small as a single door or as large as a circle 60 feet in radius, centered on the psionist. If the psionist moves out of the area after initiating the power, she must reinitiate it if she wants to continue the watcher's ward.

While this power is in effect, the psionist can't be surprised by the approach of any creature or force. She is instantly aware of any changes in the area, but doesn't automatically spot the invaders—she only knows that something is coming.

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Clairsentience

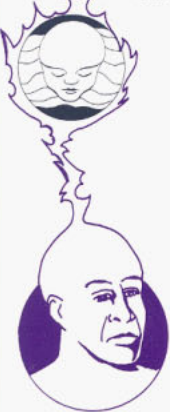
Devotion

Weather Prediction

Power Score: Intelligence -2
 Initial Cost: 10
 Maintenance Cost: Not applicable
 Range: 0
 Preparation Time: 0
 Area of Effect: Not applicable
 Prerequisites: Precognition
 Roll of Power Score: Psionicist receives accurate information one week in advance, but for present location only

Roll of 20: Psionicist receives completely erroneous information that he believes is accurate

Reference: DK page 140



Psychokinesis

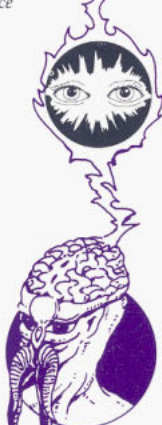
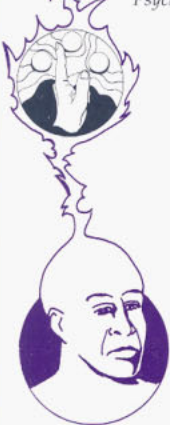
Science

Create Object

Power Score: Intelligence -4
 Initial Cost: 16
 Maintenance Cost: 3/round
 Range: 20 yards
 Preparation Time: 0
 Area of Effect: Special
 Prerequisites: Telekinesis
 Roll of Power Score: Object is permanent; no cost is required to maintain it

Roll of 20: Power backfires and personal belonging disintegrates (at random)

Reference: CPH page 38



Psychokinesis

Science

Detonate

Power Score: Constitution -3
 Initial Cost: 18
 Maintenance Cost: Not applicable
 Range: 60 yards
 Preparation Time: 0
 Area of Effect: 1 item, 8 cubic feet
 Prerequisites: Telekinesis, molecular agitation
 Roll of Power Score: Damage, range double to 2d10 and 20 feet

Roll of 20: Air around user detonates, attacking everyone within 10 feet

Reference: CPH page 38



Psychokinesis

Science

Disintegrate

Power Score: Wisdom -4
 Initial Cost: 40
 Maintenance Cost: Not applicable
 Range: 50 yards
 Preparation Time: 0
 Area of Effect: 1 item, 8 cubic feet
 Prerequisites: Telekinesis, soften
 Roll of Power Score: Affects 16 cubic feet and saves receive a -5 penalty

Roll of 20: User affected instead of target (save with +5 bonus)

Reference: CPH page 40



Psychokinesis

Science

Kinetic Control

Power Score: Intelligence -3
 Initial Cost: 15
 Maintenance Cost: 7/round
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: Any object struck by discharge is detonated; living targets suffer an additional 1d10 damage

Roll of 20: User saves vs. spells or detonate an object he is holding or wearing (taking 1d10 damage)

Reference: WW page 69



Weather Prediction

With this power a psionist can accurately predict the weather conditions for his present location. The forecast reaches 24 hours into the future, giving the psionist precise knowledge of temperature, wind speed and direction, cloud cover, and any natural storms. The psionist also becomes aware of any changes in the weather pattern during that period.

This power only predicts naturally occurring weather, not magically induced conditions.

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Create Object

This power allows a user to assemble matter from air and the surrounding area to create a solid object. The object remains in existence as long as the user pays the maintenance cost. When the power is no longer maintained, the object breaks into its constituent parts.

Created objects can have any shape, color, and texture the user desires, provided at least one of the following conditions is fulfilled:

- Fits within a sphere no more than 4 feet in diameter;
- Fits within a cylinder no more than 20 feet long and 1 foot in diameter;
- Fits within a cylinder no more than 2 feet high and 6 feet in diameter;

- Weighs no more than 10 pounds.

Only available materials within 20 yards of the psionist can be used to create the object. These materials can be rearranged or restructured as the user also has the power of molecular rearrangement.

On a power check result of 1, the object contains a flaw.

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Detonate

Using this power, a psionist can harness, focus, and explosively release the latent energy inside plants and inanimate objects. The power works against animated undead (skeletons and zombies), but does not affect noncorporeal undead. It can't be used against animals, intelligent creatures (including humans), or undead with free will.

The power inflicts 1d10 points of damage upon all vulnerable objects within 10 feet of the target detonation. A saving throw vs. breath weapon reduces explosive damage to half. To determine the percentage of the target object is destroyed, multiply the user's power check by 10. If the product is 100% or more, the target is

completely destroyed. Monsters targeted by detonation (golems, skeletons, etc.) take damage based on the percentage of their mass that was destroyed, losing an equal percentage of hit points. Magically animated material (like golems) receive a save vs. spells to resist detonation.

No more than 8 cubic feet of material can be destroyed by a single use of this power.

If used against weapons or armor, assign penalties of -1 to attack rolls or Armor Class for each 10% destroyed. Magical items gain a saving throw vs. disintegration to resist detonation damage.

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Disintegrate

This power reduces an item or creature (or a part thereof) to microscopic pieces and scatters them. Items or creatures can be protected by magical shielding such as a minor or regular *globe of invulnerability* or an inertial barrier. No more than 8 cubic feet of material can be disintegrated with one use of this power.

If the target is an inanimate object, it must save vs. disintegration; success means it is unaffected. If the target is a living creature, character, or free will undead, it must make a save vs. death magic. Success indicates that the creature feels a slight tingle but is unaffected. Failure indicates that the creature is disintegrated (or 8 cubic feet out of its center, which kills most

creatures).

Some monsters are so huge that losing 8 cubic feet of mass will not kill them. If creatures of great size fail their save, they sustain 10d10+20 points of damage.

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Kinetic Control

Kinetic energy is the energy of motion—the energy contained in the swing of a sword or the fall of a rock. The user can remove kinetic energy from one object by touch, stopping it instantly, and bestow it on another object immediately or at a later point.

While maintaining this power, the user is immune to all physical impacts. A sword slash stops instantly when it touches his skin, arrows drop harmlessly at his feet, etc. The user absorbs the damage of the blow and saves it for later use. The user can still be hurt by attacks that inflict damage by contact, such as the energy-draining touch of an undead creature or the slow, crushing attack of a giant python.

Using the stored energy requires the psionist to make a physical attack. He can deliver any damage he has absorbed previously by touch, punches, or even through a hand-held weapon. If he hits, the absorbed damage is added to any other damage he causes.

If the psionist ceases to maintain kinetic control while he still has energy to dissipate, he immediately suffers 2 hit points of damage for every point of absorbed damage he did not expend.

This power can't be used to absorb damage from a fall. To do so, the psionist would have to absorb his own kinetic energy (in this case, he is the moving object) which is something that the power is not capable of doing.

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Psychokinesis

Science

Megakinesis (High Science)

Power Score: Wisdom -4
 Initial Cost: 30+
 Maintenance Cost: 15+/round
 Range: 60 yards
 Preparation Time: 1
 Area of Effect: 1 object or creature
 Prerequisites: 10th level, telekinesis
 Roll of Power Score: Initial cost is halved
 Roll of 20: User suffers 2d10 points of damage; save vs. death or fall unconscious for 2d6 days (permanently burning out this power)
 Reference: WW page 71



Psychokinesis

Science

Molecular Rearrangement

Power Score: Intelligence -5
 Initial Cost: 20
 Maintenance Cost: 10/hour
 Range: 2 yards
 Preparation Time: 2 hours
 Area of Effect: 1 item
 Prerequisites: Telekinesis, molecular manipulation
 Roll of Power Score: New material is extraordinary (DM's arbitration)
 Roll of 20: Item is seriously flawed and useless
 Reference: CPH page 40

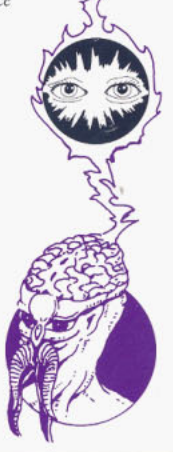


Psychokinesis

Science

Project Force

Power Score: Constitution -2
 Initial Cost: 10
 Maintenance Cost: Not applicable
 Range: 200 yards
 Preparation Time: 0
 Area of Effect: Not applicable
 Prerequisites: Telekinesis
 Roll of Power Score: Knocks down human-sized or smaller targets
 Roll of 20: Blow strikes the user
 Reference: CPH page 41



Psychokinesis

Science

Telekinesis

Power Score: Wisdom -3
 Initial Cost: 3+
 Maintenance Cost: 1+/round
 Range: 30 yards
 Preparation Time: 0
 Area of Effect: 1 item
 Prerequisites: None
 Roll of Power Score: User can lift a second item of equal or lesser weight simultaneously for same cost
 Roll of 20: User "fumbles" the item
 Reference: CPH page 41

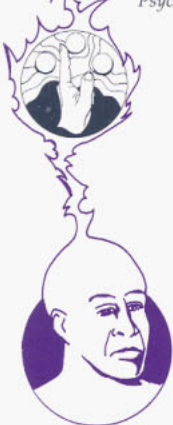


Psychokinesis

Science

Telekinetic Barrier

Power Score: Constitution -3
 Initial Cost: 18
 Maintenance Cost: 10/round
 Range: 20 yards
 Preparation Time: 0
 Area of Effect: Special
 Prerequisites: Telekinesis, inertial barrier
 Roll of Power Score: Maintenance cost is free for 3 rounds
 Roll of 20: An uncontrolled surge of force knocks down user and all within 10 feet of him
 Reference: WW page 71



Megakinesis (High Science)

Megakinesis is telekinesis on a grand scale. The user can perform amazing feats of psychokinesis, moving objects that weigh thousands of pounds with the power of his mind.

The user may move an object weighing up to 500 pounds for the initial cost of 30 PSPs and the maintenance cost of 15/round. For each 25 pounds of additional weight, the user must pay 1 more PSP for the initial cost. Maintenance is always one-half of the initial cost (round up).

Objects can be moved at the rate of 60 feet per round—too slow to be used as weapons in combat. Living creatures picked up by megakinesis get a saving throw vs. spells to avoid the effect if they don't wish to be moved.

The user may also use this power to

open doors, pin an enemy, or break things. For these purposes, he has an effective Strength score that varies with the amount of weight being moved.

Megakinesis is a High Science. It requires meditation and research to learn (see Chapter Seven in *The Will and the Way*).

Initial Cost	Wgt	Effective Str
30	500 lbs	18/00
36	650	19
38	700	20
43	825	21
49	975	22
56	1,150	23
68	1,450	24
80	1,750	25

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Molecular Rearrangement

With this power, a psionist can change the fundamental nature or properties of an object. The power can't create mass or matter from nothing, however. Nor can it change a material's state from liquid to solid, or gas to liquid, and so on. It is best suited to converting one element into another, but can be used for more complex operations—neutralizing a poison, for example.

Converting one element to another is usually a simple task in which one ounce of material can be changed in one hour (metal to gold, for example). More complex rearrangement takes four times longer (metal to glass).

This power is often used to create superi-

or weapons. A psionically tempered weapon may receive a +1 on damage rolls (see DMG pg. 37). This is not automatic. The user must have the weaponsmithing proficiency and make a successful proficiency check.

When the process is complete, the user makes a power check. If the check fails, take the difference between the user's die roll and power score, and multiply it by 10. This equals the percentage of work that must be redone.

On a roll of 1, the item seems perfect but contains a hidden flaw that will cause it to break or fail.

It has no effect on living creatures weighing more than one ounce. Those of one ounce or less are killed if their molecules are rearranged.

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Project Force

This power allows a user to focus a psychokinetic "punch" against a target up to 200 yards away.

If used offensively, this punch causes damage equal to 1d6 points plus the target's Armor Class (negative Armor Classes reduce the damage). A successful save vs. breath weapon reduces the damage by half.

This psionic blow can also be used to trigger traps, throw levers, open doors (if they aren't locked or latched), break windows, etc.

No attack roll (other than the power check) is required with this power.

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Telekinesis

"TK" for short, this power lets a user move objects through space without touching them. Telekinetic efforts tend to be physically taxing, because they involve real work. Moving small, light objects is relatively easy. As objects become more massive, the task becomes more difficult.

The costs listed on the reverse side assume the object being moved weighs 3 pounds or less. For heavier objects, these rules apply:

- The initial cost equals the object's weight in pounds;
- The maintenance cost is half the initial cost, rounded down;
- User's power score is decreased by one-third of the object's weight, rounded down.

TK can be used to move an object 60 feet per round. When using an object as a weapon, the user attacks with his own THACO score, with a penalty equal to the object's weight modifier (one-third its weight, rounded down).

TK can be used for very fine work, such as writing or sewing. The user must be capable of performing the work himself, and a second power check is needed to complete fine work.

To pull an object away from someone, use the defender's Strength score against the psionist's power score.

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Telekinetic Barrier

The telekinetic barrier is an immobile field of mental force that resembles the wizard spell *wall of force*. The user creates an invisible barrier of force up to 60 feet in length and 10 feet in height (or any other vertical surface of 600 square feet or less) at a range of up to 20 yards, or a dome of force with a 10-foot radius, centered on himself.

No physical object or any form of energy can penetrate the barrier, although it is possible to circumvent the barrier by using abilities such as teleport or dimensional door. Magical or psionic disintegration destroys the telekinetic barrier, but the power or spell is canceled in the process.

The telekinetic barrier is immobile once created. If the psionist moves more than 20 yards from the barrier (outside the power's range), it collapses.

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Psychokinesis

Science

Telekinetic Flight

Power Score: Wisdom -4
 Initial Cost: 15
 Maintenance Cost: 4/round
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: Telekinesis, levitation
 Roll of Power Score: User can fly at a rate of 24, with a maneuverability class of A
 Roll of 20: Failure hurls the user 1d4 x 10 feet in a random direction (including straight up)
 Reference: WW page 72



Psychokinesis

Devotion

Animate Object

Power Score: Intelligence -3
 Initial Cost: 8
 Maintenance Cost: 3/round
 Range: 50 yards
 Preparation Time: 0
 Area of Effect: 1 item, 100 pounds
 Prerequisites: Telekinesis
 Roll of Power Score: Animation is smooth and lifelike
 Roll of 20: No additional effect
 Reference: CPH page 42

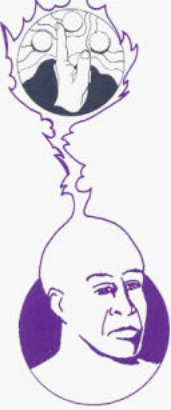


Psychokinesis

Devotion

Animate Shadow

Power Score: Wisdom -3
 Initial Cost: 7
 Maintenance Cost: 3/round
 Range: 40 yards
 Preparation Time: 0
 Area of Effect: 100 square feet
 Prerequisites: None
 Roll of Power Score: Range increases to 100 yards
 Roll of 20: Shadow disappears completely for one round
 Reference: CPH page 42



Psychokinesis

Devotion

Ballistic Attack

Power Score: Constitution -2
 Initial Cost: 5
 Maintenance Cost: Not applicable
 Range: 30 yards
 Preparation Time: 0
 Area of Effect: 1 item, 1 pound
 Prerequisites: Telekinesis
 Roll of Power Score: Damage increases to 1d12
 Roll of 20: Ballistic boomerang; user becomes the object's target
 Reference: CPH page 42



Psychokinesis

Devotion

Compact

Power Score: Wisdom -1
 Initial Cost: 4
 Maintenance Cost: Not applicable
 Range: 10 yards
 Preparation Time: 0
 Area of Effect: Special
 Prerequisites: None
 Roll of Power Score: Material is compacted by 20 times instead of the normal 10 times
 Roll of 20: Material doesn't compact, but instead becomes extremely hot, possibly destroying itself and causing burn damage to those around it
 Reference: DK page 141



Telekinetic Flight

By using this power, the psionicist can use her abilities of levitation to fly at a movement rate of 18. She can maneuver horizontally or vertically in any fashion desired, with a maneuverability class of B. Using telekinetic flight requires as much concentration as walking, so the psionicist can initiate other powers while flying and she can even attempt physical attacks.

When the psionicist fails to maintain the power or runs out of PSPs, she drops like a rock.

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Animate Object

This power allows the user to control the movement of an inanimate object, giving it the appearance of life. (For example, making a chair walk.)

Objects being animated must weigh 100 pounds or less. The material the object is made of affects the difficulty of the task. Once animated, all materials become flexible to some extent.

Fluid motion is not common. Animated items move like puppets (jerky and clumsy). If the item was rigid to begin with, it makes loud creaking, groaning, or grating sounds as it moves. An animated object can move 60 feet per round (movement rate 6). It can attack as a club with a THAC0 of 20.

Material Power Score Modifier

Cloth, paper	0
Live wood, dead animal	-1
Dead wood	-2
Water	-3
Thin metal	-4
Thick metal	-5
Stone	-6

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Animate Shadow

With this devotion, a psionicist can animate the shadow cast by anyone or anything and make it seem to have life of its own. The shadow can even be made to move away from the person or thing that cast it. It must, however, remain flatly cast along a surface. It can never be more than two-dimensional.

An animated shadow can't do anything other than startle or amuse someone. It can't attack or disrupt a mage's concentration. In this regard, it is similar to a *cantrip's* effect. It can serve as a diversion by entertaining someone or attracting a guard's attention.

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Ballistic Attack

Instead of moving an object slowly (as with telekinesis), this power allows the user to hurl small items at a target. The object, no more than 1 pound in weight, can achieve deadly speeds. It must be within sight of the user, and it can't be anchored or attached to anything. A rock is the most common item used as a ballistic attack weapon.

The psionicist first makes a power check to call up the devotion, then uses his regular THAC0 to determine whether he hits the target. If he succeeds, the missile inflicts 1d6 points of damage.

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Compact

With this power the psionicist can take any nonliving material and compact it into a smaller size. The material retains its original mass, but its substance is compressed. Each use of this power can compact 10 cubic feet of material into one cubic foot of space (volumes smaller than 10 cubic feet are reduced by nine tenths). The material can be gaseous, liquid, or solid, and reacts to temperature changes normally while compacted. It will remain compact for 24 hours. Then it quickly expands to its original size, exerting tremendous force.

When expanding, the material forces its way around existing things. For instance, an expanding boulder on a surface of sand causes no damage, but compacted water

poured into the cracks of stone severely damages the stone when it expands. If carefully applied, each cubic foot of compacted material can cause as much as 25 points of structural damage on expansion. A creature that ingests compacted material takes 1d20 points of damage per ounce taken in when the material expands. Expansion is quick, but not explosive.

Most creatures can tell if something has been compacted. Even compacted water is obvious as it weighs 10 times what it should. Only extremely hungry creatures will eat compacted material.

As a side effect of compaction, the material receives a +4 bonus to all item saving throws.

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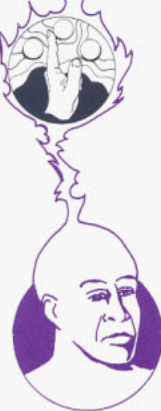
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Psychokinesis

Devotion

Concentrate Water

Power Score: Constitution -3
 Initial Cost: 10
 Maintenance Cost: 0
 Range: 0
 Preparation Time: 0
 Area of Effect: 10-yard sphere
 Prerequisites: Telekinesis
 Roll of Power Score: Area of effect is increased, effectively doubling the amount of water collected
 Roll of 20: Power also collects a large portion of water from the user's own body, inflicting an immediate loss of half his hit points
 Reference: DK page 141



Psychokinesis

Devotion

Control Body

Power Score: Constitution -2
 Initial Cost: 8
 Maintenance Cost: 8/round
 Range: 80 yards
 Preparation Time: 0
 Area of Effect: Individual
 Prerequisites: Telekinesis
 Roll of Power Score: User automatically wins the initial psychic contest
 Roll of 20: User suffers partial paralysis (an arm or leg) for 1d10 turns
 Reference: CPH page 43



Psychokinesis

Devotion

Control Flames

Power Score: Wisdom -1
 Initial Cost: 6
 Maintenance Cost: 3/round
 Range: 40 yards
 Preparation Time: 0
 Area of Effect: 10 square feet
 Prerequisites: Telekinesis
 Roll of Power Score: Size can increase up to 200% or decrease to 0% (fire extinguished)
 Roll of 20: User burns himself, suffering 1d4 points of damage
 Reference: CPH page 43

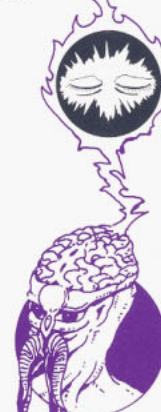


Psychokinesis

Devotion

Control Light

Power Score: Intelligence
 Initial Cost: 12
 Maintenance Cost: 4/round
 Range: 25 yards
 Preparation Time: 0
 Area of Effect: 400 square feet
 Prerequisites: None
 Roll of Power Score: Maintenance cost reduced to 1/round
 Roll of 20: Effect is opposite of what is desired, and maintenance fails
 Reference: CPH page 44



Psychokinesis

Devotion

Control Sound

Power Score: Intelligence -5
 Initial Cost: 5
 Maintenance Cost: 2/round
 Range: 100 yards
 Preparation Time: 0
 Area of Effect: Not applicable
 Prerequisites: None
 Roll of Power Score: Maintenance cost reduced to 1/round
 Roll of 20: A loud boom erupts from the user's location
 Reference: CPH page 44



Concentrate Water

This power lets the psionicist collect all moisture within the area of effect as water in a single container. The amount collected depends on the local terrain type (in DARK SUN® campaign terms).

Sandy wastes, dust sink, or salt flats: 1d3 -2 gallons (minimum 0).

Rocky badlands, stony barrens, or boulder fields: 1d4 -1 gallons.

Mountains or scrub plains: 1d6 -1 gallons.

Verdant belts or forest: 1d8 +1 gallons.

The psionicist must hold the container while using the power. If the container is too small to hold the water collected, or if it is leaky, the excess spills onto the ground.

The power only collects uncollected vapor and droplets around the caster. Free-standing water in a glass, pool, or other container is not collected. It doesn't adversely affect plants or animals in the area. The drying effect on any local flora becomes evident in the next few days, but most Athasian plants can survive the temporary loss of ground moisture.

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Control Body

This power allows the user to take psychokinetic control of another person's body. In effect, the victim becomes a marionette. The victim knows someone else is pulling his strings, but is powerless to resist.

First, the user must engage in a psychic contest, pitting his power score against the victim's Strength. If the victim wins, he breaks free (user still pays power cost). In a tie, contest continues into the next round, provided the user maintains the power. The victim can't do anything else during the contest; all his effort is focused on retaining control of his body.

If the power works, the user gains rudimentary control over the victim's limbs.

He can make the victim stand up, walk, etc. The body can be forced to attack physically, but with a -6 attack roll penalty (using the victim's own THAC0). The victim keeps control of his own voice and can say whatever he likes.

The victim must stay within 80 yards of the user or control is broken. If the victim is forced to do something obviously suicidal, the victim can fight another contest to regain control.

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Control Flames

This power allows a user to make a normal fire bigger, smaller, hotter, or colder. He can even make it move around as if it were a living creature.

A fire's size can be increased by 100% or decreased by 50%. If the fire's heat is increased, it causes double damage. If the heat is reduced, the damage is halved. This applies to flaming torches, burning oil, and other normal fires, but not to magical fires such as *fireball* or *burning hands*.

An animated fire can move up to 90 feet per round (movement rate 9). It can be shaped like an animal or person, as long as it covers no more than 10 square feet of ground. If the fire moves away from its fuel, it survives for one round before dying out.

An animated fire can attack by engulfing an opponent. The user must make an attack roll using his regular THAC0. A successful attack causes 1d6 points of damage.

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Control Light

The psionicist can manipulate existing light with this devotion. He can't create light from darkness, but he can create darkness from light. This power can accomplish the following, and anything else the DM allows:

- Deepen existing shadows. A thief hidden in these shadows gets a 20% bonus to his ability roll.
- Lighten existing shadows, reducing a thief's hiding ability by 20%.
- Brighten a light source until it hurts to look at. Everyone exposed to this light receives a -2 penalty to attack rolls.
- Dim a light source so it resembles twilight. This does not affect attacks.

- Extend shadows into areas that are otherwise well lit. Only an existing shadow can be extended, but its size is increased by 200%.
- Extend light into areas that are otherwise in shadow. Shadows can be reduced by 50%.

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Control Sound

This power allows the user to shape and alter existing sounds. The user could change a speaking woman's words into a lion's roar, or even different words. Or he could disguise the sound of 20 men marching past a guard as falling rain. Sounds can also be layered, so that one singing person sounds like an entire choir.

If the user's power check is a 1, something about the sound he altered isn't quite right, so it arouses suspicion. If he is trying to exactly duplicate another voice, this fault occurs on a roll of 1 or 2.

This power can also dampen a sound. The player must specify which sound his character intends to eliminate (the power has no area of effect). For example, the user might quiet the sound of a hammer, muffle the words from someone's mouth, or eliminate the creaking of a door. He could not do all three simultaneously, however.

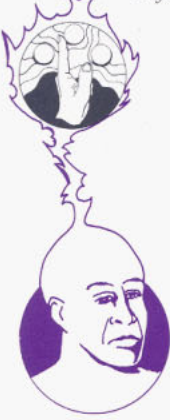
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Psychokinesis

Devotion

Control Wind

Power Score: Constitution -4
 Initial Cost: 16
 Maintenance Cost: 10/round
 Range: 500 yards
 Preparation Time: 2
 Area of Effect: 1,000 yards
 Prerequisites: Telekinesis
 Roll of Power Score: User gains total direction control, and can change speeds by up to 25 mph or 50% (whichever is greater)
 Roll of 20: No additional effect
 Reference: CPH page 44

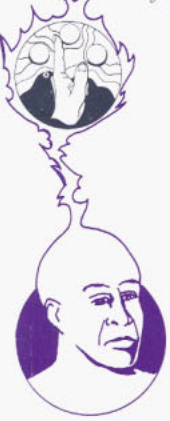


Psychokinesis

Devotion

Create Sound

Power Score: Intelligence -2
 Initial Cost: 8
 Maintenance Cost: 3/round
 Range: 100 yards
 Preparation Time: 0
 Area of Effect: Not applicable
 Prerequisites: Telekinesis, control sound
 Roll of Power Score: Sound volume can be up to that of a dragon's roar
 Roll of 20: A loud boom erupts near the user
 Reference: CPH page 46

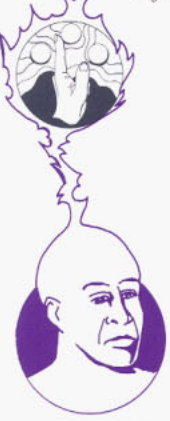


Psychokinesis

Devotion

Cryokinesis

Power Score: Wisdom
 Initial Cost: 8
 Maintenance Cost: 7/round
 Range: 30 yards
 Preparation Time: 0
 Area of Effect: 1 object or creature
 Prerequisites: None
 Roll of Power Score: After first round, rate of freezing doubles
 Roll of 20: User suffers 1d4 points of damage from mild hypothermia
 Reference: WW page 72

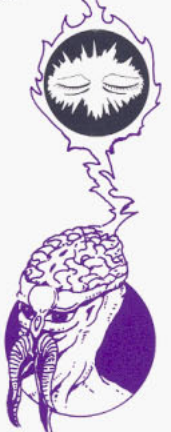
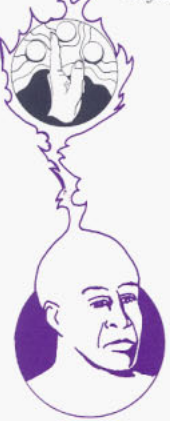


Psychokinesis

Devotion

Deflect

Power Score: Intelligence
 Initial Cost: 4
 Maintenance Cost: Not applicable
 Range: 60 yards
 Preparation Time: 0
 Area of Effect: 1 weapon
 Prerequisites: Telekinesis
 Roll of Power Score: Defense is involuntary; user may make a separate attack in the same combat round
 Roll of 20: No additional effect
 Reference: WW page 72



Psychokinesis

Devotion

Ghost Writing

Power Score: Wisdom -2
 Initial Cost: 8
 Maintenance Cost: 3
 Range: Unlimited
 Preparation Time: 0
 Area of Effect: Single page
 Prerequisites: Molecular manipulation
 Roll of Power Score: Psionist can write 15 words per round
 Roll of 20: Psionist believes the power is working correctly, but is actually writing gibberish; initial cost and maintenance points are lost
 Reference: DK page 142



Control Wind

The psionist gains limited control over wind speed and direction with this devotion. The speed of any existing wind can be increased or decreased by 10 miles per hour or 25% (whichever is greater). The direction of the wind can also be changed by up to 90 degrees.

These changes are temporary, lasting only as long as the user pays the maintenance cost. The changes occur within moments of activating the power, and die out in less than a minute after maintenance ends.

Winds above 19 miles per hour prevent anything smaller than a man or a condor from flying and impose a -4 modifier on missile fire. They also whip up waves on

the sea and make sailing difficult. Winds gusting at over 32 miles per hour cause minor damage to ships and buildings. These gusts also kick up clouds of dust and prevent all but the largest creatures from flying. Winds over 55 miles per hour prevent all flight, knock down trees and wooden buildings, and threaten to swamp ships. Winds over 73 miles per hour are hurricane gales.

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Create Sound

This power allows a psionist to create sound from silence. The user can choose the source or location of the sound. For example, he can make weapons shout insults. The sound can be as soft as a whisper or as loud as several people shouting in unison. Once sound is created, the user can control it without expending additional PSPs (other than normal maintenance).

If the power check is 1, the sound is not quite true and may arouse suspicion in listeners. If a specific human voice is being mimicked, this occurs on a roll of 1 or 2.

Created sounds can't have any magical effect. The psionist may duplicate a banshee's wail, for example, but the sound won't harm anyone.

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Cryokinesis

Cryokinesis is the opposite of molecular agitation. Instead of increasing the energy of the target's molecules to raise its internal heat, molecular motion is suppressed to lower the object's heat. Objects may freeze, become brittle, crumble, shatter, or explode from extreme drops in temperature, depending on how long the power is maintained.

One Round: Embers and coals are extinguished, metal becomes cold to the touch, skin becomes clammy, water condenses on object.

Two Rounds: Small fires are reduced to cold embers, bone and chitin become brittle, skin becomes frostbitten (1d3 points of damage), liquids freeze.

Three Rounds: Large fires reduced to embers, metal and wood become brittle, flesh freezes (1d8 points of damage). Damage doesn't increase after this round, but does continue at the rate of 1d8 per round.

Four Rounds: Stone and obsidian become brittle.

Most items are not automatically destroyed by being frozen and then thawing out, but they may become more susceptible to breakage. Armor and weapons that become brittle due to cryokinesis must make saving throws vs. crushing blows each time they deliver or receive blows in combat. (Thri-kreen in a DARK SUN® campaign who are struck while their chitin is brittle suffer double damage from physical blows.)

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Deflect

This defensive power allows a psionist to deflect a missile in flight or a weapon in mid-swing in order to make it miss its target. He may attempt this on a weapon targeted at himself or someone else. The psionist must have a better initiative than the attacker and hold his action until the attacker actually fires a missile or swings a weapon. If the psionist successfully initiates deflect, the weapon misses its target automatically.

Deflect can be used on any thrown, fired, or hand-held weapon, including giant-thrown boulders or ballista bolts. It has no effect on creatures attacking with their own natural weaponry, such as teeth or claws.

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Ghost Writing

With this power a psionist can write messages on blank paper, parchment, or papyrus at a distance. The sheet can lie by itself, among many others, be rolled into a scroll, etc. The psionist must know of the sheet's existence and its present location. (If the sheet is no longer where the psionist remembers it, the power automatically fails.) The user mentally darkens the sheet in a thin, continuous line, forming, with time and effort, letters, words, and sentences. After a successful power check, the user can form up to five words per round.

The psionist receives no clairvoyance during the power's use—she doesn't get an impression of whether or not the intended people read her message, only that it has been written. Anyone can read the message once transmitted.

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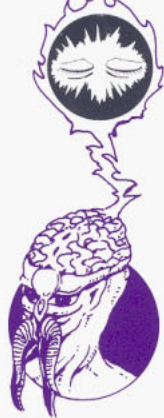
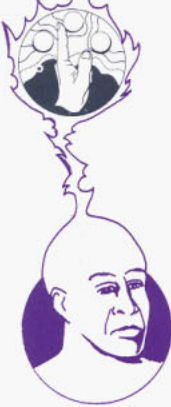
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Psychokinesis

Devotion

Inertial Barrier

Power Score: Constitution -3
 Initial Cost: 7
 Maintenance Cost: 5/round
 Range: 0
 Preparation Time: 0
 Area of Effect: 3-yard diameter
 Prerequisites: Telekinesis
 Roll of Power Score: Blocks an additional point per die
 Roll of 20: Creates a bizarre wind pocket that knocks user to the ground
 Reference: CPH page 46



Psychokinesis

Devotion

Levitation

Power Score: Wisdom -3
 Initial Cost: 12
 Maintenance Cost: 2/round
 Range: 0
 Preparation Time: 0
 Area of Effect: Individual
 Prerequisites: Telekinesis
 Roll of Power Score: Rate of levitation is doubled (120 feet/round)
 Roll of 20: User doubles his weight for one round; if he falls, damage is increased by 1d6
 Reference: CPH page 47

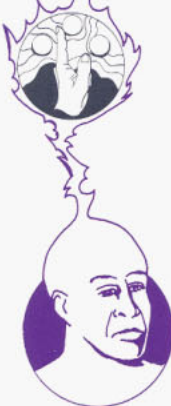


Psychokinesis

Devotion

Magnetize

Power Score: Intelligence -1
 Initial Cost: 2+
 Maintenance Cost: Not applicable
 Range: 30 yards
 Preparation Time: 0
 Area of Effect: 1 object
 Prerequisites: None
 Roll of Power Score: All Strength checks made by opponents fail
 Roll of 20: All of user's metal objects are scattered 2d10 feet in random directions
 Reference: WW page 72

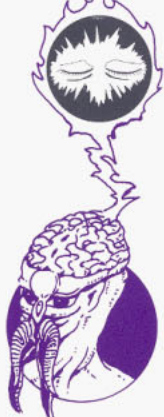


Psychokinesis

Devotion

Mass Manipulation

Power Score: Intelligence -3
 Initial Cost: 9
 Maintenance Cost: 9/round
 Range: 20 yards
 Preparation Time: 0
 Area of Effect: 1 object
 Prerequisites: Telekinesis
 Roll of Power Score: Item can be reduced to 10% or increased to 400% of its normal weight
 Roll of 20: User increases his own mass and collapses under his own weight; he can't move or attack for 2d10 turns
 Reference: WW page 73

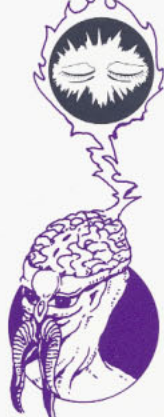
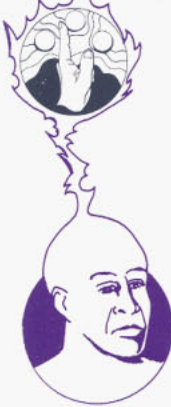


Psychokinesis

Devotion

Molecular Agitation

Power Score: Wisdom
 Initial Cost: 7
 Maintenance Cost: 6/round
 Range: 40 yards
 Preparation Time: 0
 Area of Effect: 1 item, 20 pounds
 Prerequisites: None
 Roll of Power Score: After one round, the rate of agitation doubles (3 rounds of damage in 2)
 Roll of 20: An item of the user (chosen at random) is affected for one round
 Reference: CPH page 48



Inertial Barrier

An inertial barrier is a defense. The user creates a barrier of "elastic" air around herself and anyone within 3 yards. Like an unpopable, semipermeable bubble, this barrier helps soften missile blows and can shield those inside from many forms of damage.

Specifically, the barrier helps protect against the following by absorbing some of the potential damage:

Any nonmagical missile weapon, any physical missile that was created with magic, any missile with magical pluses, flames (including *fireball*), some breath weapon attacks (including a red dragon's), acid, gas, all forms of disintegration, and falling (damage halved).

Inertial barrier has no effect against the following: missiles conjured from pure magic, raw heat or cold, pure energy or light, gaze weapons.

A barrier can't keep enemies out, but it does slow them down. Anyone trying to cross a barrier must stop moving when he hits it. He can then cross it in the next round.

Attack rolls from missiles are handled normally. The defender rolls the same type of die and subtracts the result from the damage. If anything remains, the defender loses that many hit points. If a missile is fired from the inside, the same penalties apply.

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Levitation

This power allows a psionicist to float. It is the use of telekinesis on oneself.

A user can lift himself at the rate of 1 foot per second, or 60 feet per round. The user can descend as quickly as he wants by simply letting himself fall, then slowing down as he nears the ground.

Levitation is not flying; it doesn't provide any horizontal movement. The user can hover motionless, and will drift with the wind, however. He can also push off a wall or other fixed object and drift up to 60 feet per round in a straight line. He can't stop until he meets another solid object or lowers himself to the ground.

Control wind and project force can help a levitating psionicist propel himself for-

ward. Control wind allows him to determine the direction in which he drifts. Project force allows him to create a "wall" wherever it's needed. Each change of direction or speed is a distinct use of the power, however, and costs PSPs.

A psionicist can always levitate his own weight. Additional weight, such as equipment or passengers, is a hindrance. Every 25 pounds of added weight reduces the user's power score by one point.

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Magnetize

This power changes the magnetic orientation of a metal object, strongly magnetizing it. The initial cost is 2 PSPs per pound of metal so affected, so a four-pound long sword requires 8 PSPs to magnetize. The item remains magnetized for a number of rounds equal to the psionicist's level.

The psionicist can make the item attracted to other metal objects or repelled by other metal objects. Any metal objects within 20 feet of the magnetized object are within its magnetic influence. Metallic creatures gain a saving throw vs. spells to avoid being magnetized.

In deciding how magnetism affects an object, remember that a heavier object remains stationary, while a lighter object

moves toward or away from it. A creature holding or wearing an object under magnetic influence may make a Strength check to retain the item.

A character wearing metal armor can be immobilized if he fails his Strength check. Small objects such as daggers can reach impressive speeds when attracted or repelled by magnetism.

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Mass Manipulation

This power influences the way gravity affects an item. The weight of the item can be increased to 200% normal or reduced to 25% normal. The effect lasts as long as the power is maintained.

Creatures that are burdened by extra-heavy armor suffer a -2 penalty to attack rolls and Armor Class and are reduced to one-fourth of their normal movement. Weapons that are made heavier or lightened suffer a -2 attack penalty and inflict -2 damage.

Light objects can be thrown or fired twice as far as normal. Very heavy objects can be lightened to make them easier to move.

The more massive the object the power

is used upon, the more difficult it is to affect. Apply the following power check modifiers for heavy objects.

Weight of Object	Power Check Penalty
20 lbs or less	0
21 to 50 pounds	-2
51 to 100 pounds	-4
101 to 500 pounds	-6
501 pounds or more	-8

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Molecular Agitation

This power enables the user to excite the molecules of a substance: paper ignites, wood smolders, water boils, etc. Possibilities are listed below, depending on how many rounds of agitation occurs.

One Round: Readily flammable materials (paper, dry grass) ignite, skin becomes red and tender (1 point of damage), wood becomes dark.

Two Rounds: Wood smolders, metal becomes hot to the touch, skin blisters (1d4 points of damage), hair smolders, paint shrivels.

Three Rounds: Wood ignites, metal scorches (1d4 points of damage), skin burns away (1d6 points of damage), water

boils, lead melts (damage does not increase after this round, but does continue).

Four Rounds: Steel grows soft.

Five Rounds: Steel melts.

Items are not required to make saving throws until the round when they could actually be damaged. Magical items get a saving throw against destruction, but add a +10 penalty to the number. (The heat generated by molecular agitation is quite destructive, as it comes from inside rather than outside.)

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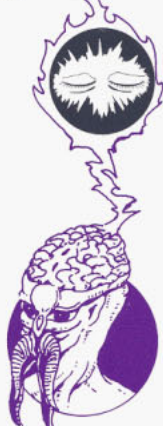
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Psychokinesis

Devotion

Molecular Bonding

Power Score:	Intelligence -1
Initial Cost:	5
Maintenance Cost:	4/round
Range:	10 yards
Preparation Time:	0
Area of Effect:	6 square inches
Prerequisites:	Telekinesis
Roll of Power Score:	Rate increases to 24 square inches per round
Roll of 20:	User bonds boots to ground and becomes stuck
Reference:	WW page 73



Psychokinesis

Devotion

Molecular Manipulation

Power Score:	Intelligence -3
Initial Cost:	6
Maintenance Cost:	5/round
Range:	15 yards
Preparation Time:	1
Area of Effect:	2 square inches
Prerequisites:	Telekinesis
Roll of Power Score:	Weakening occurs at twice the normal rate
Roll of 20:	Item is strengthened, requiring twice the normal effort to weaken
Reference:	CPH page 48



Psychokinesis

Devotion

Momentum Theft

Power Score:	Intelligence -2
Initial Cost:	5+
Maintenance Cost:	Not applicable
Range:	30 yards
Preparation Time:	0
Area of Effect:	1 creature or object
Prerequisites:	Kinetic control
Roll of Power Score:	Immobilizes target for one full round
Roll of 20:	User must save vs. death or be stunned for 1d3 rounds
Reference:	WW page 74



Psychokinesis

Devotion

Opposite Reaction

Power Score:	Constitution -1
Initial Cost:	5
Maintenance Cost:	0
Range:	90 yards
Preparation Time:	0
Area of Effect:	Single missile
Prerequisites:	Project force, ballistic attack
Roll of Power Score:	Blast of energy is so great that, in addition to normal effects, it may break the firing weapon
Roll of 20:	Force is instead added to the original physical missile—if it hits, it inflicts double damage
Reference:	DK page 142



Molecular Bonding

Molecular bonding allows the user to join two surfaces together at the molecular level. An enemy's boots can be joined to the floor, his sword to its sheath, or the joints of his armor fused together into a useless plug of metal. Molecular bonding can also be used to repair damaged items, joining two shards of a sword together or repairing a broken bowstring. The power doesn't affect living creatures.

The rate of joining is approximately 6 square inches per round. If used on someone's armor, this will suffice to freeze one joint or fix one boot to the ground. A character immobilized in this fashion can usually wriggle out or tear free in one round, but a character wearing bonded plate mail is probably stuck for quite some time.

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Molecular Manipulation

This power allows the user to weaken the molecular bonds within an object or structure. When someone stresses the object or strikes it with a blow, it snaps.

The user can create a "breaking point" of approximately two square inches per round. Deterioration occurs across a plane (in two dimensions, not three). One round's work is enough to fatally weaken most small objects (swords, ropes, saddle straps, bows, etc.). Larger objects require more time, and DM discretion.

DMs must decide how vulnerable this power makes larger, oddly shaped items like shields and doors. Keep in mind that an object need not be in two pieces to be

useless. For example, a little boat with a crack in its hull is unsafe at sea.

Molecular manipulation can be used against the body weaponry and flesh armor powers. The target can negate the effects by allowing the power to drop and then reinitiating it later in the combat.

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Momentum Theft

This power allows a psionist to drain a target of its momentum, causing it to stop moving. The stolen momentum is dissipated harmlessly in the ground at the psionist's feet. Arrows, catapult missiles, and even flying creatures can be halted in mid-air and begin to fall. (Winged creatures can usually break their fall after a drop of 10 to 20 feet, however.)

Creatures walking or fighting are temporarily thrown off-balance and must make a Dexterity check to avoid stumbling and losing their action for the round. A running or charging creature must make a Dexterity check with a -4 penalty or take a running tumble for 1d4 points of damage. The victim is stunned for 1-2 rounds.

If this power is used on a falling character, it stops him instantly—and he begins to fall again. However, as his speed was reduced to 0, falling damage is only counted for the distance he falls after his momentum was neutralized.

It is hard to remove the momentum of heavy and fast-moving objects. The larger and faster an item, the more PSPs it costs to stop. It requires 5 PSPs to stop a human-sized creature (200 pounds) with a movement rate of 12 (walking four miles per hour). Each doubling of speed or weight costs an additional 5 PSPs.

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Opposite Reaction

Acting upon a single missile attack, this power blasts energy of equal power from the missile in the opposite direction, presumably striking the attacker. The missile must be physical, not magical in nature. The psionist must see the missile and use the power as it is being fired. For bow and crossbow weapons, an arrow of force automatically strikes the archer, causing damage as if it were the missile itself. For spears, chatkcha, and other thrown weapons, the missile of force must make a successful attack roll, using the thrower's THAC0 to hit. If it misses, it may strike others standing behind the original thrower, such as ranks in military formation. This power has no effect on the physical missile

fired—the missile functions normally. If the physical missile is flaming or magically enhanced, the blast of energy does not gain those attributes.

On a power check roll of the power score, the energy increases to a point that it may break the firing weapon (the bow or crossbow, or the arm of the thrower). Items may save vs. crushing damage to avoid this effect. Creatures get to make a Constitution check to avoid damage.

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Psychokinesis

Devotion

Return Flight

Power Score: Constitution -1
Initial Cost: 3
Maintenance Cost: Not applicable
Range: 0
Preparation Time: 0
Area of Effect: Single missile
Prerequisites: None
Roll of Power Score: Missile continues to home on its target, making a new attack each round with the user's THAC0, without returning to user
Reference: Missile automatically misses the target and attacks psionist, using his own THAC0
DK page 146

Psychokinesis

Devotion

Soften

Power Score: Intelligence
Initial Cost: 4
Maintenance Cost: 3/round
Range: 30 yards
Preparation Time: 0
Area of Effect: 1 item, 10 pounds
Prerequisites: None
Power Score: All effects are doubled
Roll of 20: Item is strengthened, and can't be affected again until user gains one level
Reference: CPH page 49

Psychokinesis

Devotion

Static Discharge

Power Score: Intelligence -3
Initial Cost: 5
Maintenance Cost: 5/round
Range: 15 yards
Preparation Time: 0
Area of Effect: 1 creature
Prerequisites: Magnetism
Roll of Power Score: Damage increases to 1d6+1/round, and victim's metal items are magnetized
User shocks himself for 1d4 damage, and magnetizes his metal items
Reference: WW page 74

Return Flight

This power lets the psionist make a single missile automatically return if it misses its target. Any common missile weapon may be affected, from an arrow or crossbow bolt to a spear, charkcha, sling stone, or even ballista bolt. The maximum weight of the missile is 10 pounds, so most catapult missiles are ineligible. The power relies on the aerodynamics of the missile, so unbalanced objects (chairs, mugs, small characters) don't work.

The character must touch the missile and then fire it within two rounds—otherwise the power is lost. The psionist must fire the missile, using his THAC0 for the attack roll.

If the missile is usually thrown, it returns to the psionist's hand if it misses its intended target. If the missile is fired from a weapon, such as a bow or ballista, the missile returns and gently lands at the psionist's feet. This power removes the chance for an accidental hit on other enemies near the intended target—once the missile fails to hit the intended victim, it veers off for its return flight.

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Soften

This power resembles molecular manipulation, except that it weakens the entire object instead of a small area across a single plane. The entire object softens, losing rigidity and strength. Specific effects vary, depending on the material being softened.

Metal: For each round of softening, weapons incur a -1 penalty to attack and damage rolls. The armor class of metal increase one point per round. After 10 rounds, metal becomes soft and rubbery, but retains its shape.

Wood: Like metal, weapons with wooden shafts or handles suffer a -1 penalty to attack and damage rolls. After six rounds, wood becomes stringy and rubbery but

retains its shape. After 10 rounds, the grain of the hardest wood can be split easily.

Stone: After two rounds, stone becomes soft to the touch. After five rounds, it can be worked like stiff clay, but this is as soft as it gets.

Magical Items: Save vs. crushing blow to escape effect entirely.

Living Tissue: No effect.

Soften can be used against the body weaponry and flesh armor powers. The target can negate the effects by allowing the power to drop and then reinitiating it later in the combat.

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Static Discharge

A psionist with this ability can use his control of magnetism to accumulate a charge of static electricity and then discharge it in the form of violent electrical shocks. The longer the psionist accumulates the charge, the more damaging the discharge will be; the attack inflicts 1d4+1 points of damage per round of accumulation.

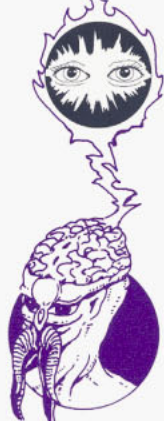
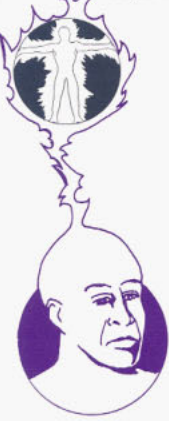
Maintaining this power doesn't count as an attack, but the discharge does. The psionist must make an attack roll to hit his target, but only magical protections apply—armor and Dexterity do not.

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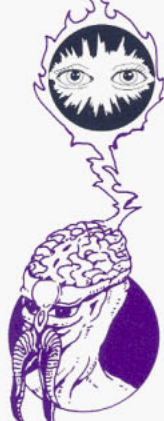
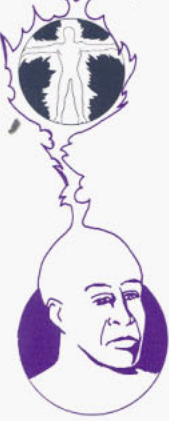
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Animal Affinity

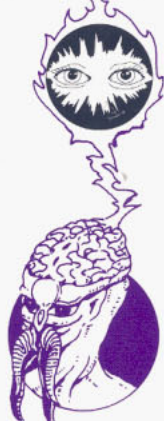
Power Score: Constitution -4
 Initial Cost: 15
 Maintenance Cost: 4/round
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: User gains two abilities instead of one
 Roll of 20: User's skin takes on the appearance of animal's skin until power is used again successfully (no change in AC)
 Reference: CPH page 50

**Complete Healing**

Power Score: Constitution
 Initial Cost: 30
 Maintenance Cost: Not applicable
 Range: 0
 Preparation Time: 24 hours
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: Healing occurs in just one hour
 Roll of 20: User awakens after the full 24 hours to discover attempt failed and he has expended 5 PSPs
 Reference: CPH page 50

**Death Field**

Power Score: Constitution -8
 Initial Cost: 40
 Maintenance Cost: Not applicable
 Range: 0
 Preparation Time: 3
 Area of Effect: 20-yard radius
 Prerequisites: None
 Roll of Power Score: User loses only half the number of hit points specified; victims who fail saving throws lose the full amount
 Roll of 20: Power fails, but user loses hit points anyway
 Reference: CPH page 52

**Elemental Composition (High Science)**

Power Score: Constitution -4
 Initial Cost: 24
 Maintenance Cost: 3/round
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: Metamorphosis, body weaponry
 Roll of Power Score: User gains the combat ability of an elemental of the appropriate type
 Roll of 20: Transformation fails; user must make a system shock roll or take 3d10 damage
 Reference: WW page 74

**Energy Containment**

Power Score: Constitution -2
 Initial Cost: 10
 Maintenance Cost: Not applicable
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: All saves against energy attacks automatically succeed while the power is in effect
 Roll of 20: Psionist becomes an energy attractor for 1 turn; all saves vs. energy attacks fail
 Reference: CPH page 52



Animal Affinity

When a psionist first learns this power, she develops an affinity for a particular type of animal. To determine the nature of the affinity, roll 1d20 and consult the table below. Animals suited to a DARK SUN® campaign are indicated after the slash.

From this point on, when the user invokes this power she can claim one of the animal's attributes as her own—temporarily. She can gain the animal's AC, movement rate and mode, attacks and damage, THAC0, hit points, or any other special ability. Only one of these can be gained at a time. The effect lasts as long as the power is maintained. Switching to a different ability means paying the initial cost again and making a new power check.

The user undergoes a physical change, depending on the animal and ability, like gaining wings or claws.

- 1 Ape/Ankheg
 - 2 Barracuda/Cha'thrang
 - 3 Boar/Erdland
 - 4 Bull/Flailer
 - 5 Crocodile/Inix
 - 6 Eagle, giant/Kirre
 - 7 Elephant/Lizard, minotaur
 - 8 Falcon/Mekillot
 - 9 Griffon/Pterax
 - 10 Grizzly bear/Pulp bee
 - 11 Lion/Rasclinn
 - 12 Panther (black leopard)/Razorwing
 - 13 Percheron (draft horse)/Scorpion, giant
 - 14 Peregrine falcon (hawk)/Silk wyrm
 - 15 Rattlesnake/Snake, giant*
 - 16 Scorpion, giant/Spider, giant
 - 17 Shark/Tempo
 - 18 Stag/Tigone
 - 19 Tiger/Wyvern
 - 20 Wolf/Lion, spotted
- * Constrictor or Poison, player's choice

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Complete Healing

The psionist who masters this power can heal himself completely of all ailments, wounds, and normal disease. The user places himself in a trance for 24 hours to accomplish the healing. The trance is deep. It can't be broken unless the psionist loses 5 or more hit points. As he uses this power, the psionist's body repairs itself at an incredible rate. At the end of the 24 hours, the user awakens, restored to complete health in every regard except for the 30 PSPs he expended to use the power.

If the user's power check fails, he breaks his trance after only one hour, having realized the power is not working. Only 5 PSPs are expended in this case.

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Death Field

A death field is a life-sapping region of negative energy. Only psionists of evil alignments can learn this power without suffering side effects. If any other psionist tries to learn the death field, his alignment will gradually be twisted toward evil as he explores this very dark portion of his psyche.

A successful death field takes its toll on everyone inside it, including the user. Before he initiates the power, the user must decide how many hit points he will sacrifice. If the power works, the loss is inevitable; the user gets no saving throw. Every other living thing within the death field must make a saving throw vs. death. Those who succeed escape damage. Those

who fail lose the same number of hit points as the psionist. For the weak, this can mean death.

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Elemental Composition

This High Science is the ability to transform oneself into any element. The psionist can change his body into dense materials such as iron or obsidian, sand or earth, water, or even air. While he is in elemental form, the user gains any natural immunities or vulnerabilities of that element.

The psionist retains his limbs and senses. Very dense bodies (stone or metal) reduce his Armor Class to 0 and give him an effective Strength of 21. Amorphous bodies give him the ability to slither under doors and elongate limbs. Gaseous bodies can drift with the winds. Normal weapons may be unable to harm some forms, but magical weapons (and monsters capable of striking creatures hit only by magical

weapons) can always harm the user, regardless of his form.

The psionist may change his form once per round without being forced to use an action. If he changes his form a second time, he must forego any other actions for that round.

In addition to the combat abilities of the various forms, the psionist can always move in the element his body is composed of. For example, by changing to sand he can burrow through sand at his normal movement rate.

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Energy Containment

The user of this power can safely absorb and assimilate harmful energy from electricity, fire, cold, heat, and sound. Any physical assault based on these energy types can be drawn into the user's body. The user transforms the energy and safely releases it as visible radiance (light).

This power protects the psionist against energy attacks. If the user makes a successful power check, she can double the result of her die roll when saving against energy attack. If the user makes a successful saving throw, she suffers no damage from the attack. If she fails, she suffers only half damage.

When the psionist absorbs energy, she radiates visible light for a number of rounds equal to the points of damage she absorbed. If she suffered no damage, roll anyway to determine how long she glows. The glow is noticeable but soft, illuminating a 2-yard radius.

Energy containment is reflexive. Whenever subjected to an energy attack, the user may make a power check to avoid damage. She need not state that she is initiating the power before a round begins. If the user has not yet taken her action in a round when she uses this power, she must abort her intended action to do so.

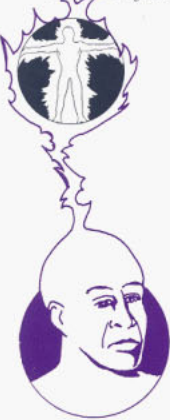
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Psychometabolism

Science

Life Draining

Power Score: Constitution -3
 Initial Cost: 11
 Maintenance Cost: 5/round
 Range: Touch
 Preparation Time: 0
 Area of Effect: Individual
 Prerequisites: None
 Roll of Power Score: Rate of drain increase to 1d20 points per round
 Roll of 20: Power's effects are reversed; target absorbs half of the user's remaining hit points
 Reference: CPH page 52



Psychometabolism

Science

Metamorphosis

Power Score: Constitution -6
 Initial Cost: 21
 Maintenance Cost: 1/turn
 Range: 0
 Preparation Time: 5
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: System shock roll automatically succeeds, and the new form's mass can be up to three times that of the user's body
 Roll of 20: User must save vs. paralyzation or change into new form permanently
 Reference: CPH page 53

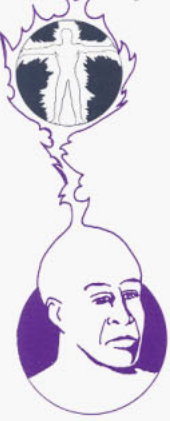


Psychometabolism

Science

Nerve Manipulation

Power Score: Constitution -3
 Initial Cost: 14
 Maintenance Cost: Not applicable
 Range: Touch
 Preparation Time: 0
 Area of Effect: 1 creature
 Prerequisites: Double pain
 Roll of Power Score: If victim makes save, he is still stunned for 1d2 rounds
 Roll of 20: User must save vs. poison or suffer a random effect of the power
 Reference: WW page 75



Psychometabolism

Science

Poison Simulation

Power Score: Constitution -2
 Initial Cost: 16
 Maintenance Cost: Not applicable
 Range: Touch
 Preparation Time: 1
 Area of Effect: Personal
 Prerequisites: Chemical simulation
 Roll of Power Score: Poison is concentrated; victim saves at -2
 Roll of 20: User poisoned for 10-30 points of damage (save vs. poison for half damage)
 Reference: WW page 76

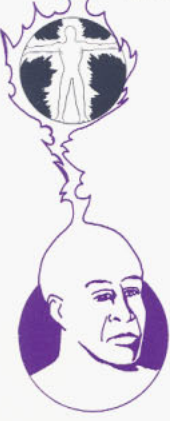


Psychometabolism

Science

Regenerate

Power Score: Constitution -4
 Initial Cost: 18
 Maintenance Cost: 6/turn
 Range: Touch
 Preparation Time: 1
 Area of Effect: 1 creature
 Prerequisites: Cell adjustment
 Roll of Power Score: Healing proceeds twice as fast as expected
 Roll of 20: User suffers 1d12 points of damage but patient is unaffected
 Reference: WW page 76



Life Draining

This power allows the user to drain hit points from another character and use them to recover her own. This transfer occurs at a rate of 1d6 points per round.

The user can absorb up to 10 more hit points than her healthy total, but these bonus points last only one hour. After that, if the psionicist still has more hit points than her healthy total, the excess points vanish.

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Metamorphosis

This science resembles polymorphing, but it has a much wider application. The user can change herself into *anything* with approximately the same mass as her body: a wolf, a chair, a tree. While in this form, she retains her own hit points and THACO, if possible, but gains the Armor Class of the new form. The user also gains all physical attacks that form allows, but no magical or special abilities. (Much depends on the form. A tree can't attack, so THACOs are meaningless.)

Nonmagical movement abilities are included. If the user metamorphs into another character race, she uses the generic MONSTROUS MANUAL™ tome's description for that race.

Some forms may have intrinsic advantages. Changing into a fish or rock renders the user immune to drowning. The user doesn't retain any senses not normally associated with the new form. She can decide to keep some of her own senses when she transforms, but these may give away her position.

Like any massive change of shape, metamorphosis causes great physical stress. The user must make a system shock roll. If the roll fails, the user doesn't die, but the PSPs are expended and she passes out for 2d6 turns.

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Nerve Manipulation

This power allows the user to harm the nervous system of another creature. With a touch, she can inflict wracking pain, unconsciousness, or even death. There is a -2 penalty to the power check if used on a creature of a different species, and a -4 penalty if used on a creature of a different order such as an insect or mollusk.

The psionicist must touch the skin of the victim; in combat, a normal attack roll is required. If the attack succeeds, the effect is determined by the power check roll.

The victim may attempt a saving throw vs. poison to avoid the effects. They can also be neutralized by a *neutralize poison* spell or the successful use of the antidote function of the poison simulation science.

If the user wishes, she can employ a lesser effect than that indicated by the result.

Power Check	Result to Victim
1-3	Spasms: -2 to attacks and AC for 1d3 rounds
4-5	Pain: -4 to attacks and AC for 1d3 rounds
6-9	Stunning: stunned and unable to act for 1d4+1 rounds
10-12	Unconsciousness: out cold for 2d6 full turns
13+	Death: collapses and dies in 1d3 rounds

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Poison Simulation

This power allows the user to produce natural toxins from her own body. The psionicist can only simulate poisons that she has experienced or tasted herself. (If the user purposely tastes or injects a small amount of poison to learn how to simulate it, she suffers half the normal effect and gains a +2 on her saving throw against that dose.)

The psionicist can create the poison in her bloodstream or saliva. If she creates the toxin in her blood, she can nick herself with a blade to get to it. Poisons the psionicist simulates can be used in their normal fashion. If the user has an ingestive poison in her blood and is bitten by a monster, that creature is affected normally by the venom.

An attack roll is required to hit an

opponent with poisoned spittle or an envenomed blade, and the victim gets a saving throw appropriate to that poison type. A dose of the psionicist's poison remains potent for a number of rounds equal to her level or until it has been applied once.

The psionicist also learns how to construct antidotes for poisons she has been exposed to. She gains a +4 on any saving throw against poison, and a +8 bonus on poisons she can manufacture herself. Second, the user can produce an antidote to treat someone else if that person has been poisoned with a toxin that she knows how to create.

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Regenerate

With this power the psionicist can repair permanent injuries that natural healing could not restore. Severed limbs can be regrown, blindness or deafness repaired, and even paralyzing injuries to the brain or spinal cord can be healed. The psionicist is capable of healing such injuries in himself as well as in others if the need arises.

Regeneration is a slow process. It requires one full turn to repair minor damage such as the loss of a finger, a broken bone, or nondestructive loss of eyesight or hearing. Three full turns are required to heal a badly broken bone or regenerate a mangled hand, and as many as six turns to regenerate an arm severed at the elbow or eyes that were physically destroyed. The

DM should decide how long repairs will take.

Regeneration can be used to repair damage caused by a disease, but can't cure a disease. It can also restore lost ability points (Constitution, etc.) that may have been lost to disease or injury. Regenerate can't improve beyond the original condition, so growing extra arms, for example, is not possible.

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Psychometabolism

Science

Shadow-form

Power Score: Constitution -6
 Initial Cost: 12
 Maintenance Cost: 3/round
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: User gains all desirable powers of the "shadow" monster for 1d4 turns

Roll of 20: Make save vs. lightning bolt for user's most valuable item; failure means the item becomes shadow and is lost forever

Reference: CPH page 53



Psychometabolism

Devotion

Absorb Disease

Power Score: Constitution -3
 Initial Cost: 12
 Maintenance Cost: Not applicable
 Range: Touch
 Preparation Time: 0
 Area of Effect: Individual
 Prerequisites: None
 Roll of Power Score: Disease is automatically destroyed by user's immune system

Roll of 20: Disease remains in the victim while spreading to psionicist

Reference: CPH page 53



Psychometabolism

Devotion

Accelerate

Power Score: Constitution -2
 Initial Cost: 10
 Maintenance Cost: 10/round
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: User's movement and attacks are tripled; user strikes first in every melee round

Roll of 20: User suffers 1d4 damage; save vs. death or pass out for 3d10 rounds

Reference: WW page 76



Psychometabolism

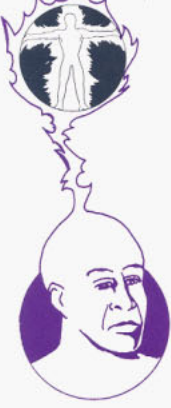
Devotion

Adrenalin Control

Power Score: Constitution -3
 Initial Cost: 8
 Maintenance Cost: 4/round
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: Instead of dividing the 1d6 result, user applies that many points to each of the three attributes

Roll of 20: Psionicist must make a successful system shock roll or suffer a 50% loss of current hit points and pass out for 1d8 hours

Reference: CPH page 54



Psychometabolism

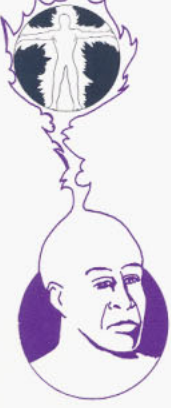
Devotion

Aging

Power Score: Constitution -5
 Initial Cost: 10
 Maintenance Cost: Not applicable
 Range: Touch
 Preparation Time: 0
 Area of Effect: Individual
 Prerequisites: None
 Roll of Power Score: Victim ages 1d20 years

Roll of 20: Psionicist ages 1d10 years

Reference: CPH page 55



Shadow-form

This power actually transforms the user into living shadow, along with his clothing, armor, and up to 20 pounds of equipment. He can blend perfectly into any other shadow and travel with a movement rate of 6. He can only travel through darkness and shadow, however. Areas of open light are impassable.

While in shadow-form, the user can be detected only by life detection, other types of psychic detection, or by a *true seeing* spell. He can't harm anyone physically, or manipulate any corporeal object, but he can use other psionic powers.

If the psionist rolls a 1 on his power check, he becomes shadow but none of his clothing or equipment makes the switch.

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Absorb Disease

This power lets the psionist take the disease from another character's body and absorb it into herself. Presumably, the psionist will then heal herself (using complete healing). This power can absorb magical diseases, but not curses, such as lycanthropy.

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Accelerate

With this power, the user can alter her own metabolisms, doubling her speed for short periods of time. The user is effectively hasted for as long as she maintains the power. Her movement and rate of attack is doubled, and she gains a -2 bonus to initiative rolls while the power is in effect.

Spellcasting and psionics use are not speeded up by this power, although this ability can be used to counter a magical *slow* effect. After the psionist stops maintaining accelerate, she must rest for a number of rounds equal to the time she was accelerated, doing nothing but catching her breath. She doesn't suddenly age a year as the recipient of a *haste* spell would.

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Adrenalin Control

By controlling the production and release of adrenalin in his system, the psionist can give himself temporary physical boosts on demand. When he increases his adrenalin, the user gains 1d6 points to divide among his Strength, Dexterity, and Constitution scores however he chooses, thus increasing them for the duration of the power. He enjoys all the normal bonuses for high physical attributes while the power is in effect.

If used to increase Constitution, the user may gain temporary bonus hit points. Damage suffered is subtracted from these extra hit points first.

When increasing Strength, count each category of 18 as a point gained. Upon

rolling a 5 on 1d6, the user would increase his Strength score from 16 to 18/76, not to 21.

Exceeding racial maximums is dangerous. When the user who increased an attribute beyond his racial maximum stops maintaining the power, he must make a system shock check. A failure indicates that he suffers 1d6 points of damage.

If the psionist's power check is a 1, he overtaxes his system with this adrenalin. He still gets the boost, but he loses twice that many hit points as a result.

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Aging

This power gives an evil psionist the ability to cause unnatural aging by touch. (Other psionist can use the power, too, but their alignments begin to twist toward evil.)

The victim ages 1d4 years instantly and must make a saving throw vs. polymorph. Failure means that the change was traumatic, and the victim ages another year automatically.

If the psionist's power check result is 1, there is a backlash. The psionist also ages 1d4 years.

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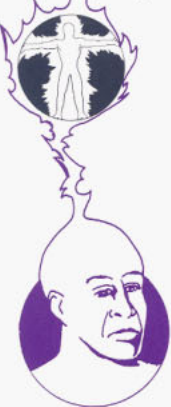
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Psychometabolism

Devotion

Alter Features

Power Score:	Constitution -1
Initial Cost:	6
Maintenance Cost:	3/turn
Range:	0
Preparation Time:	1
Area of Effect:	Personal
Prerequisites:	Cell adjustment
Roll of Power Score:	All power checks succeed to protect disguise
Roll of 20:	User must save vs. polymorph or become stuck in new features
Reference:	WW page 77

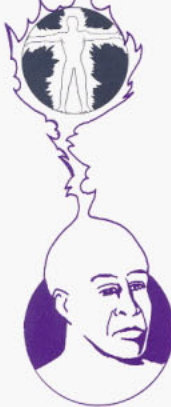


Psychometabolism

Devotion

Biofeedback

Power Score:	Constitution -2
Initial Cost:	6
Maintenance Cost:	3/round
Range:	0
Preparation Time:	0
Area of Effect:	Personal
Prerequisites:	None
Roll of Power Score:	Armor Class is reduced by three
Roll of 20:	Excessive blood flow results in scattered bruises and a 10% hit point loss
Reference:	CPH page 55



Psychometabolism

Devotion

Body Control

Power Score:	Constitution -4
Initial Cost:	7
Maintenance Cost:	5/turn
Range:	0
Preparation Time:	0
Area of Effect:	Personal
Prerequisites:	None
Roll of Power Score:	Can adapt to new environment while maintaining power
Roll of 20:	Becomes more vulnerable, and environment causes 1d4 points of damage per round (a second use halts damage)
Reference:	CPH page 55

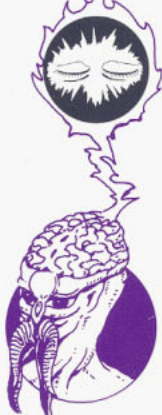


Psychometabolism

Devotion

Body Equilibrium

Power Score:	Constitution -3
Initial Cost:	2
Maintenance Cost:	2/round
Range:	0
Preparation Time:	0
Area of Effect:	Personal
Prerequisites:	None
Roll of Power Score:	Effect lasts up to one day without maintenance
Roll of 20:	User's weight instantly rises by a factor of 10; must use body equilibrium to fix the problem
Reference:	CPH page 55



Psychometabolism

Devotion

Body Weaponry

Power Score:	Constitution -3
Initial Cost:	9
Maintenance Cost:	4/round
Range:	0
Preparation Time:	0
Area of Effect:	Personal
Prerequisites:	None
Roll of Power Score:	"Armament" gives user a +1 attack roll bonus
Roll of 20:	User must make a successful system shock check or pass out for 1d10 rounds
Reference:	CPH page 57



Alter Features

This power allows the psionist to alter his appearance by means of a limited control over his facial features. He can change his skin coloration to any normal variation, alter the appearance of his hair, change the color of his eyes, and even adjust the bone structure of his face. The psionist can't pass for a member of another species.

If the psionist makes his power check with a roll of 10 or better, he can mimic the features of a particular individual well enough to fool anyone who relies on appearance only to identify that person. If he is closely examined, the psionist must make another power check to see if his disguise holds.

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Biofeedback

Biofeedback is the power to control the flow of blood through one's own body. This power has two key effects.

First, the psionist can easily control bleeding. As a result, he suffers two fewer points of damage from every attack against him that causes physical injury.

Second, by flooding key portions of his body with blood, the psionist effectively cushions blows against him and reduces their effect. The user's Armor Class is reduced by one.

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Body Control

This power allows a psionist to adapt her body to a hostile environment. The change must be keyed to a specific surrounding: water, acid, extreme heat, extreme cold, an elemental plane, etc. If the power works, the user not only survives, she fits in like a native organism. She can breathe and move normally, and she takes no damage simply from being in that environment.

An attack in any form doesn't constitute an environment. For example, a psionist who can survive subarctic temperatures is still vulnerable to a *cone of cold* spell.

For characters in a DARK SUN® campaign, this power allows the user to survive a sandstorm or the Silt Sea without taking damage.

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Body Equilibrium

This power allows the user to adjust the weight of her body to correspond to the surface she's standing on. Thus, she can walk on water, quicksand, silt (in a DARK SUN® campaign), or even a spider's web without sinking or breaking through. If the psionist is falling when she uses this power, she will fall 120 feet per round—slow enough to escape injury.

Because of how light the psionist becomes using this power, she must be wary of wind gusts, which can easily sweep her up and blow her away.

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Body Weaponry

This power allows the psionist to convert one of his arms into a weapon. Virtually any sort of weapon can be imitated—except a short bow, hand crossbow, light crossbow, or any weapon the psionist can't normally use. The arm actually becomes wood or metal, and assumes the weapon's form. It behaves in every respect like a normal weapon of the chosen type, with the bonus that it can never be dropped or stolen.

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Psychometabolism

Devotion

Carapace

Power Score: Intelligence
 Initial Cost: 5
 Maintenance Cost: 1/round
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: User suffers no Dexterity loss
 Initial transformation is worse than usual; user must make a system shock roll or die
 Roll of 20: DK page 143

Reference:



Psychometabolism

Devotion

Catfall

Power Score: Dexterity -2
 Initial Cost: 4
 Maintenance Cost: Not applicable
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: Psionicist can jump 50 feet instead of 30 feet
 Roll of 20: No additional effect
 Reference: CPH page 57

Reference:



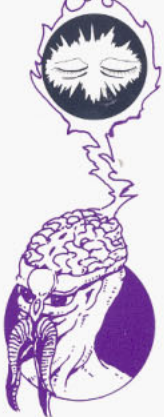
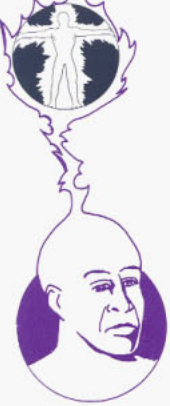
Psychometabolism

Devotion

Cause Decay

Power Score: Constitution -2
 Initial Cost: 4
 Maintenance Cost: Not applicable
 Range: Touch
 Preparation Time: 0
 Area of Effect: 60 pounds
 Prerequisites: None
 Roll of Power Score: The save automatically fails
 One of the user's own items decays (no save)—either the first item touched or an item chosen randomly by DM
 Roll of 20: CPH page 57

Reference:



Psychometabolism

Devotion

Cause Sleep

Power Score: Wisdom -2
 Initial Cost: 9
 Maintenance Cost: 2/round
 Range: 20 yards
 Preparation Time: 0
 Area of Effect: 1 creature
 Prerequisites: None
 Roll of Power Score: Victim doesn't remember being put to sleep and may continue to sleep naturally after maintenance ends
 Roll of 20: User falls asleep for 2d6 rounds or until awakened
 Reference: WW page 77

Reference:



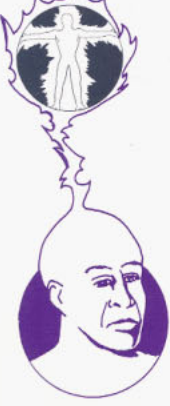
Psychometabolism

Devotion

Cell Adjustment

Power Score: Constitution -3
 Initial Cost: 5
 Maintenance Cost: Up to 20/round
 Range: Touch
 Preparation Time: 0
 Area of Effect: Individual
 Prerequisites: None
 Roll of Power Score: All disease, or up to 10 points of damage, is instantly healed at a cost of 5 PSPs
 Roll of 20: User suffers 1d10 points of damage but patient is unaffected
 Reference: CPH page 57

Reference:



Carapace

The psionicist can change his own or another's physical form with this power, creating a chitinous exoskeleton. However, because the skin is heavily damaged in the process, this is generally a last resort to keep a character alive.

The process causes great discomfort. The outer layer of skin turns to very hard, insectlike material, with a huge carapace that gives more protection to the back and head. Any clothing or armor must be removed before the power is used—clothing is torn and ruined, while armor causes the power to fail. Once changed, the character gains a natural AC 2 on his limbs and front and AC 0 on his back and head. Dexterity immediately drops by 10 points, but after 10

rounds of getting used to the new joints, the penalty is halved to -5. The character can still be recognized from the front, but his features are contorted and twisted.

Once maintenance ends, the character painfully transforms. The exoskeleton breaks away over 5 rounds, taking most of the skin with it. The character emerges bloodied, with hit points equal to his level (or 1 if he was already severely wounded) and needing at least a full day's rest.

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Catfall

A psionicist using this power can spring like a cat in the same round it is activated. The user always lands gracefully on her feet. She still suffers damage from falling, but the damage is halved. The user can jump down 30 feet without risking any injury at all.

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Cause Decay

This power works only against inanimate objects. The psionicist's touch causes instant decay: metal rusts, wood ages and splits, cloth falls to dust. The DM rolls a saving throw vs. acid for the item touched. If the save fails, the item—or a maximum of 60 pounds of it—is consumed by decay within one round.

This power can be used against an opponent's weapons or armor by making a touch attack roll.

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Cause Sleep

A psionicist with this power can cause other characters to fall asleep by manipulating their natural rhythms. The victim receives a saving throw vs. spells to avoid the effect. If the victim fails the saving throw, he or she remains asleep until awakened by injury, water in the face or violent shaking, or until the psionicist ceases to pay the maintenance cost.

The psionicist suffers a -2 penalty to his power check if his victim has a reason to be exceptionally wakeful. He also suffers a -2 penalty if his victim is a monster of some kind. Thri-kreen and other insects can be placed in a temporary state of torpor with this power, but the psionicist suffers a -4 penalty on his power check when trying to affect such creatures.

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Cell Adjustment

This power allows a psionicist to heal wounds and cure diseases. Any sort of wound can be healed, but only nonmagical diseases are affected. For example, this power can't heal mummy rot or cure a lycanthropic curse.

The psionicist can cure a disease in one round by spending 5 PSPs and making a successful power check. If the die roll is 1, the psionicist succeeds but it's doubly taxing (10 PSPs). If the roll is 2, he fails because the disease is too widespread. He must spend another 5 PSPs and try again next round.

A "cure" doesn't automatically restore hit points lost to illness; it merely arrests the disease. However, the user can heal up to 4 points of damage in each subsequent round by spending 5 PSPs per hit point recovered. He can't cure the disease and restore hit points in the same round.

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Psychometabolism

Devotion

Chameleon Power

Power Score: Constitution -1
 Initial Cost: 6
 Maintenance Cost: 3/round
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: User gains a +3 bonus to power score during "hiding" checks
 Colorations clash with the background and user sticks out like a sore thumb
 Reference: CPH page 58

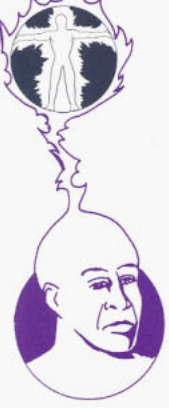


Psychometabolism

Devotion

Chemical Simulation

Power Score: Constitution -4
 Initial Cost: 9
 Maintenance Cost: 6/round
 Range: Touch
 Preparation Time: 1
 Area of Effect: Varies
 Prerequisites: None
 Roll of Power Score: All saves for normal items fail; magical items still get a saving throw
 Roll of 20: Acid oozes from the user's sweat glands; all items touching skin must save vs. acid
 Reference: CPH page 58

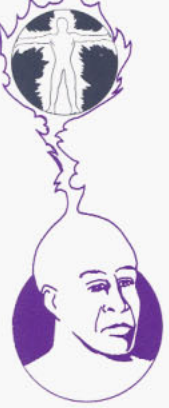


Psychometabolism

Devotion

Displacement

Power Score: Constitution -3
 Initial Cost: 6
 Maintenance Cost: 3/round
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: Armor Class bonus is +4
 Roll of 20: No additional effect
 Reference: CPH page 58

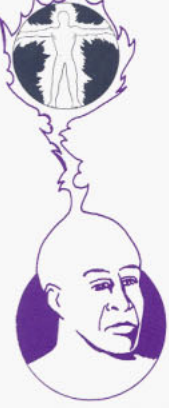


Psychometabolism

Devotion

Double Pain

Power Score: Constitution -3
 Initial Cost: 7
 Maintenance Cost: Not applicable
 Range: Touch
 Preparation Time: 0
 Area of Effect: Individual
 Prerequisites: None
 Roll of Power Score: Victim must make a successful system shock roll upon each hit, or pass out
 Roll of 20: Power backfires and affects the user for one hour
 Reference: CPH page 59



Psychometabolism

Devotion

Ectoplasmic Form

Power Score: Constitution -4
 Initial Cost: 9
 Maintenance Cost: 9/round
 Range: 0
 Preparation Time: 1
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: Maintenance cost reduced to 3/round
 Roll of 20: User's items become ectoplasmic, but user doesn't; must use this power again (successfully) to retrieve them
 Reference: CPH page 59



Chameleon Power

The psionist using this power actually changes the coloration of her skin, clothing, and equipment to match her background. The match is automatic; the user doesn't choose the appearance. The change takes several seconds. As she moves, the coloration changes and shifts to reflect any changes in the surroundings.

In effect, chameleon power makes a psionist very difficult to spot. If the user remains stationary, she can avoid detection simply by making a successful power check. If the user moves, her power score is reduced by three when she makes the check.

The power is most effective in natural surroundings, where one's coloration would logically conceal her. In an urban setting, or in an area without natural cover during broad daylight, the user's chameleon power score is halved (round down).

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Chemical Simulation

With this devotion, a psionist can make his body simulate the action of acids. The user secretes an "acid" through his hand. Any item he touches and holds briefly must make a saving throw vs. acid or be dissolved. If used as a weapon, this acid can't inflict more than two or three points of damage, though it can cause considerable pain.

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Displacement

This power resembles the natural ability of the displacer beast, allowing the user to make herself appear to be up to 3 feet from her actual location. The psionist decides where this false image will appear. This effective means of protection gives the user a two-point bonus to her Armor Class (lowering it two points). The *true seeing* spell will reveal the user's actual location.

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Double Pain

By touching another character, the user greatly lowers that character's pain threshold. (Even a little scrape feels like a serious injury.) The effect lasts one turn. During that time, all damage scored against that character is doubled. However, only half of this damage is real; the other half represents the amplified pain. When the character's total of real damage and pain reduces his hit point total to 0 or less, he passes out. He will regain consciousness 1d10 rounds later. Upon waking, he also regains the "fake" hit points—those lost only to pain.

If the victim doesn't pass out in one turn (the duration of the power's effects), damage scored against him beyond one turn is no longer doubled. However, the points of "pain damage" which he has already incurred remain in effect for another 1d6 rounds.

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Ectoplasmic Form

Using this power, a psionist converts himself to ectoplasm (a fine-spun, smoky substance). The user becomes insubstantial, ghostlike, and able to walk through solid material as if it didn't exist. The psionist is still visible as a wispy outline. He moves at his normal movement rate and in the normal fashion (for example, if he couldn't fly before using the power, he can't fly in ectoplasmic form).

The psionist can also convert the following to ectoplasm: his clothing, armor, and up to 15 pounds of equipment that he is carrying. Equipment must remain ectoplasmic as long as the psionist does.

The user can be struck by magical weapons of +1 or better, and by monsters of 4+1 Hit Dice or more. A psionist in ectoplasmic form falls as if affected by a *feather fall* spell.

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Psychometabolism

Devotion

Enhanced Strength

Power Score: Wisdom -3
 Initial Cost: Varies
 Maintenance Cost: Varies
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: User can raise his Strength score to 18/00, with each 25% increase costing one additional PSP
 Roll of 20: User's Strength score is lowered by 1d6 until arrested by another use of this power
 Reference: CPH page 59



Psychometabolism

Devotion

Expansion

Power Score: Constitution -2
 Initial Cost: 6
 Maintenance Cost: 1/round
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: Maximum expansion becomes 10 times and the rate is 100% per round
 Roll of 20: User shrinks by 50% until arrested by another successful use of this power
 Reference: CPH page 60



Psychometabolism

Devotion

Flesh Armor

Power Score: Constitution -3
 Initial Cost: 8
 Maintenance Cost: 4/round
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: User gains a +1 bonus to the Armor Class listed on the reverse side
 Roll of 20: User grows ugly hair over his body, which must be shaved off or he receives a -2 Charisma penalty
 Reference: CPH page 60

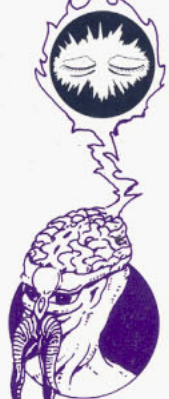


Psychometabolism

Devotion

Forced Symmetry

Power Score: Intelligence -2
 Initial Cost: 12
 Maintenance Cost: 0
 Range: 20 yards
 Preparation Time: 0
 Area of Effect: Individual
 Prerequisites: None
 Roll of Power Score: Change is permanent
 Roll of 20: Psionicist duplicates the wrong half
 Reference: DK page 144

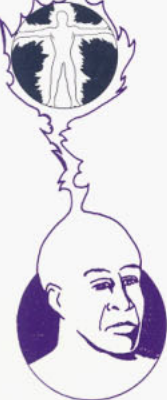


Psychometabolism

Devotion

Graft Weapon

Power Score: Constitution -5
 Initial Cost: 10
 Maintenance Cost: 1/round
 Range: Touch
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: Attack and damage bonuses increase to +4
 Roll of 20: Weapon is weakened; it breaks on any attack roll of 1
 Reference: CPH page 60



Enhanced Strength

A psionist can increase his Strength score to a maximum of 18 (or to his racial Strength maximum in a DARK SUN® campaign). The PSP cost is twice the number of points he adds to his Strength score. If he fails the power check, he loses half this amount of PSPs, as detailed in Chapter One of *The Complete Psionics Handbook*. The maintenance cost per round equals the number of Strength points that were added.

Physical Strength can't be raised above 18 psionically. The psionist doesn't qualify for exceptional Strength bonuses if he raises his Strength score to 18.

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Expansion

This power allows the psionist to expand her own body proportions in any dimension: height, length, width, or thickness. She can increase any or all of these proportions by 50% of their original size per round. Maximum expansion is four times the original size.

This power has no effect on clothing or equipment. Ability scores don't increase, either. In other words, the user doesn't grow stronger simply because she becomes taller. However, being very big often has other advantages.

Note that psionists who expand to a size larger than human-sized (taller than 7 feet) take large-size damage from weapons.

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Flesh Armor

With the use of this power, a psionist transforms his own skin into nonmagical armor. No one can see the change, but it's as if he is actually wearing some type of armor. The type of armor the body mimics depends on the result of the user's power check, as shown on the table below.

As this armor is part of the user's body, he receives its benefits without any of its penalties. It weighs nothing, has no magnetic properties, and does not encumber the user. Its effects may be combined with rings of protection and other magical protection that works with armor. Dexterity bonuses also apply. However, the base AC granted by this power is not cumulative with armor worn—instead use the better AC.

Power Check	Effect
1	left hand functions as shield, AC 9
2	leather, AC 8
3-4	ring mail, AC 7
5-6	scale mail, AC 6
7-8	chain mail, AC 5
9-10	banded mail, AC 4
11+	plate mail, AC 3

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Forced Symmetry

With this power, the psionist can force a creature into perfect symmetry in order to temporarily cause or heal damage. Most creatures, including all PC races, are laterally symmetrical in arrangement; that is, they have two halves that are roughly identical. This power lets the psionist chose one of the halves and make it identical to (a mirror image of) the other. For instance, a psionist can choose to make a one-eyed man completely blind or sighted in both eyes with this power.

In terms of existing combat damage, a creature probably has more damage to one half than the other (generally, 10-100% (1d10 × 10) of combat damage is inflicted to one side of a body); the psionist can take advantage of this and increase the overall damage to the victim,

but can no more than double the original damage. In reverse, the psionist can duplicate the less damaged half, reducing damage possibly to 0. The DM decides how much damage is inflicted or healed.

Once employed, the power affects the creature's entire body—selected portions can't be exempted. After a number of rounds equal to the psionist's level, the creature resumes its normal form, though all damage inflicted remains. Items carried by the creature are unaffected.

This power can have greater effect on creatures that are radially symmetrical (a starfish, for example). The psionist can pick one portion and make all the others duplicate it, temporarily.

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Graft Weapon

Using this power, a psionist can graft any one-handed melee weapon directly onto her body. The user picks up the weapon, activates the power, and the weapon becomes an extension of her arm. Assuming the psionist is proficient with that type of weapon, she gains a +1 bonus to attack and damage rolls. If she is not proficient with the weapon, she suffers the usual nonproficiency penalties, but still receives the +1 bonuses.

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Psychometabolism

Devotion

Enhanced Strength

Power Score: Wisdom -3
 Initial Cost: Varies
 Maintenance Cost: Varies
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: User can raise his Strength score to 18/00, with each 25% increase costing one additional PSP

Roll of 20: User's Strength score is lowered by 1d6 until arrested by another use of this power

Reference: CPH page 59



Psychometabolism

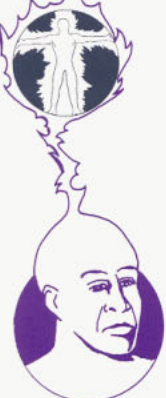
Devotion

Expansion

Power Score: Constitution -2
 Initial Cost: 6
 Maintenance Cost: 1/round
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: Maximum expansion becomes 10 times and the rate is 100% per round

Roll of 20: User shrinks by 50% until arrested by another successful use of this power

Reference: CPH page 60



Psychometabolism

Devotion

Flesh Armor

Power Score: Constitution -3
 Initial Cost: 8
 Maintenance Cost: 4/round
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: User gains a +1 bonus to the Armor Class listed on the reverse side

Roll of 20: User grows ugly hair over his body, which must be shaved off or he receives a -2 Charisma penalty

Reference: CPH page 60



Psychometabolism

Devotion

Forced Symmetry

Power Score: Intelligence -2
 Initial Cost: 12
 Maintenance Cost: 0
 Range: 20 yards
 Preparation Time: 0
 Area of Effect: Individual
 Prerequisites: None
 Roll of Power Score: Change is permanent

Roll of 20: Psionicist duplicates the wrong half

Reference: DK page 144



Psychometabolism

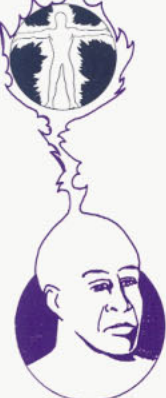
Devotion

Graft Weapon

Power Score: Constitution -5
 Initial Cost: 10
 Maintenance Cost: 1/round
 Range: Touch
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: Attack and damage bonuses increase to +4

Roll of 20: Weapon is weakened; it breaks on any attack roll of 1

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Forced Symmetry

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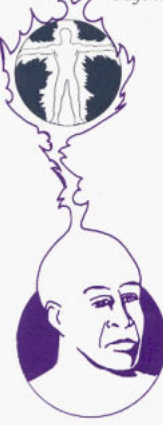
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Psychometabolism

Devotion

Heightened Senses

Power Score: Constitution
 Initial Cost: 5
 Maintenance Cost: 1/round
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: One of the heightened senses (chosen randomly) remains in effect for a full day
 Roll of 20: One of the user's five sense is lost (chosen randomly) for 1d12 hours
 Reference: CPH page 61



Psychometabolism

Devotion

Immobility

Power Score: Constitution -5
 Initial Cost: 9
 Maintenance Cost: 6/round
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: Moving the psionicist becomes impossible
 Roll of 20: Psionicist can't stop the power; he maintains it until he runs out of PSPs
 Reference: CPH page 61



Psychometabolism

Devotion

Lend Health

Power Score: Constitution -1
 Initial Cost: 4
 Maintenance Cost: Not applicable
 Range: Touch
 Preparation Time: 0
 Area of Effect: Individual
 Prerequisites: None
 Roll of Power Score: Every point drained from the user heals two hit points in the beneficiary
 Roll of 20: User suffers all the wounds that the target already has; no one is healed
 Reference: CPH page 62



Psychometabolism

Devotion

Mind Over Body

Power Score: Wisdom -3
 Initial Cost: Not applicable
 Maintenance Cost: 10/day
 Range: Touch
 Preparation Time: 0
 Area of Effect: Individual
 Prerequisites: None
 Roll of Power Score: Psionicist need not rest after using this power
 Roll of 20: Power fails, but user collapses with exhaustion and must rest for 24 hours
 Reference: CPH page 62



Psychometabolism

Devotion

Pheromone Discharge

Power Score: Intelligence
 Initial Cost: 5
 Maintenance Cost: 1/round
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: Psionicist can maintain the power without PSP cost for 4d6 hours
 Roll of 20: Insects are so taken with the user that they cover him with attention, possibly suffocating him if he doesn't receive assistance
 Reference: DK page 144



Heightened Senses

This devotion allows the user to sharpen all five of his normal senses: sight, hearing, taste, touch, and smell. This has several effects, as described below. The DM may allow additional applications as he sees fit.

The user has a good chance to notice thieves hiding in shadows or moving silently. The thief's skill chance is halved when someone with heightened senses is observing him, and he must roll again if he is hiding and the user of this power arrives.

The user can track someone like a bloodhound. He must make an Intelligence check every turn to stay on the trail or to recover it if the trail is lost. The user's movement rate is 6 while tracking.

The trail can be no more than 24 hours old.

The user's hearing and seeing ranges are tripled.

The user can taste poisons or other impurities in quantities that are much too small to cause any harm.

The user can identify almost anything by touch. For example, he can tell two gold pieces apart after previously handling one of them.

The user reduces any darkness-based combat penalties by 2.

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Immovability

A psionicist who becomes immovable is exactly that—a tremendous amount of force is required to uproot him from his spot.

Moving the user requires a combined Strength total that is at least 10 times greater than the user's power score. If a character is pushing the psionicist and makes a successful bend bars roll, that character can double the Strength he's contributing to the total. Even if a group manages to move the psionicist once, they may not be able to move him any easier the next time. The psionicist remains immovable until he stops maintaining the power.

This power has nothing to do with weight. The user will not crash through the

floor because he is immovable. He has instead attached himself to the fabric of the universe, which is considerably more powerful than the strongest castle. He does, however, need a horizontal surface as an anchor.

If the psionicist's power check is a 1, he attaches himself so well that even he can't break free simply by shutting off the power. He must pay the initial cost again (9 PSPs) to free himself.

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Lend Health

Lend health is a power of healing. The user who makes a successful power check can transfer her own hit points to someone else she is touching. Each point transferred heals one point of damage. The user can transfer as many points as she wants to in a single round.

If the psionicist tries to transfer hit points when she has fewer than five remaining, she must make another power check. If this fails, he can't transfer the points. In any case, she can't transfer hit points if she has only one remaining.

The beneficiary of this power can never exceed his normal, healthy total of hit points.

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Mind Over Body

This power allows the user to suppress his body's need for food, water, and sleep. In exchange for one hour of meditation per day, all of the psionicist's physical needs are overcome. He doesn't feel hunger, exhaustion, or thirst, nor does he suffer any ability reductions for privation.

The psionicist can also suppress the basic needs of others while suppressing his own. To do so, he must pay an additional 10 PSPs per person and spend an additional hour in meditation per character. Each character being aided must be in physical contact with the psionicist throughout the entire period of meditation. Usually, all characters hold hands, forming a continuous line or circle.

The psionicist can survive in this fashion for a number of days equal to his experience level, or five days, whichever is more. At the end of that time, he collapses from exhaustion. He must then rest one day for every two days spent sublimating his body's needs. Or he can be restored through 24 hours of complete healing. These rules apply to any characters the psionicist has aided.

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Pheromone Discharge

This power lets the psionicist's skin give off beneficial odors that affect lower insects. Only insects of animal intelligence are so affected, but their impressions of the psionicist can be controlled to a great degree. The psionicist can masquerade as any type of insect, or any class of insect within a society. In a hive, the psionicist can impersonate a worker, soldier, or even a queen, changing whenever he likes. Changing his odor to that of another insect species usually draws an attack, which may be useful to the psionicist as a diversion. Any insect of greater than animal intelligence immediately sees the psionicist for what he really is.

The psionicist can also perform rudimentary communication with controlled pheromone releases. He can send rudimentary information but has no means to interpret the answers received.

In the DARK SUN® campaign, thri-kreen regard this power as most distasteful, a savage abuse of psionics against the near perfect order of common insect life.

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Psychometabolism

Devotion

Photosynthesis

Power Score: Constitution +1
 Initial Cost: 5
 Maintenance Cost: 2/turn
 Range: 0
 Preparation Time: 1
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: User fills his daily requirement for food and water after one turn of rest
 Roll of 20: User lapses into a slight doze and sleeps until roused or darkness falls
 Reference: WW page 77



Psychometabolism

Devotion

Reduction

Power Score: Constitution -2
 Initial Cost: Varies
 Maintenance Cost: 1/round
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: Each PSP spent results in twice the described effect (if desired)
 Roll of 20: User doubles in size and stays this big for an hour or until he uses the power again successfully
 Reference: CPH page 62

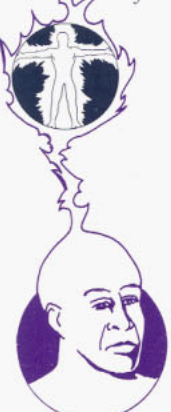


Psychometabolism

Devotion

Rigidity

Power Score: Constitution -2
 Initial Cost: 8
 Maintenance Cost: 3/round
 Range: 30 yards
 Preparation Time: 0
 Area of Effect: Individual
 Prerequisites: Immovability
 Roll of Power Score: Power achieves stage three immediately
 Roll of 20: Power affects the psionicist instead
 Reference: DK page 146

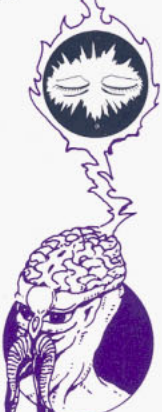
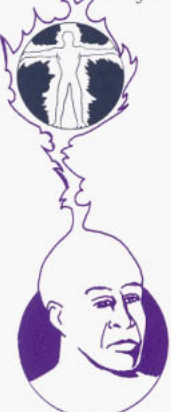


Psychometabolism

Devotion

Shared Strength

Power Score: Constitution -4
 Initial Cost: 6
 Maintenance Cost: 2/round
 Range: Touch
 Preparation Time: 0
 Area of Effect: Individual
 Prerequisites: None
 Roll of Power Score: The point transfer is 1 to 1
 Roll of 20: User loses one Strength point for a day; if she fails a save vs. paralyzation, the loss is permanent
 Reference: CPH page 63

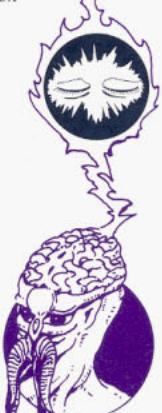


Psychometabolism

Devotion

Spider Touch

Power Score: Dexterity -1
 Initial Cost: 4
 Maintenance Cost: 2/round
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: User gains spiderlike agility and a +2 Dexterity bonus while maintaining power
 Roll of 20: User gets stuck to the surface during climbing and can't get free
 Reference: WW page 77



Photosynthesis

A psionist can gain energy and rejuvenation from the energy of the sun by using this power. For each turn that he rests in a sunny area while using photosynthesis, he heals one hit point from any damage he may have sustained. If the psionist maintains photosynthesis for an hour or more, he satisfies his need for one meal that day and only requires half of the water he would normally have to drink.

The psionist must remain still while using the power or he gains no benefit from it.

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Reduction

This power is the reverse of expansion. The psionist can reduce his body's dimensions along any or all dimensions: height, length, width, or thickness. The change amounts to 1 foot per PSP spent, until the dimension being affected is 1 foot or less. After that, the user can halve his dimensions each time he spends a PSP. The psionist's equipment is not affected.

For example, let's assume a psionist stands 6 feet tall. Five PSPs reduce his height to 1 foot. Three more PSPs halve his size three times: to 6 inches, then 3 inches, and finally to 1.5 inches.

Now let's assume the psionist only wants to make his arm thin enough to slide through a keyhole. At its thickest point, his arm measures 4 inches across. Three PSPs reduce the thickness of his arm to $\frac{1}{2}$ inch (from 4 to 2, then to 1, then to $\frac{1}{2}$) without altering its length at all. He can now slide his arm through the keyhole and unlock the door from the inside.

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Rigidity

This power stiffens the joints and musculature of the affected creature, slowing it gradually until it can barely function. Only human-sized creatures or smaller can be affected. Most undead, such as skeletons and zombies, are affected, but noncorporeal creatures are not.

The power's effectiveness is measured in stages. The first stage is attained after the initial cost and a successful power check. The second stage is reached on the first round that the power is maintained, and the third stage on any rounds maintained after that. After maintenance stops, the creature gradually recovers its agility, one stage per round until normal.

Stage	To Hit Penalty	Initiative Penalty	AC Penalty
1	+1	-2	-1
2	+3	-4	-4
3	+6	-7	-7

Affected creatures have difficulty communicating physically, and their powers of observation are severely impaired. Spellcasters can't perform somatic and verbal components if beyond stage one.

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Shared Strength

The psionist can effectively lend his physical Strength to another character. The psionist sacrifices two of his own Strength points (ability points, not PSPs) for every single point the recipient gains. This transfer remains in effect until the psionist stops maintaining the power—then all points return in one round. If the recipient is killed before the psionist gets his Strength points back, the psionist's Strength score is permanently reduced.

If the psionist's power check roll is 1, he must expend three points for each point the recipient gains (instead of two for one).

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Spider Touch

This power allows the psionist to form strong, sticky pads on her fingers and toes. She can use these pads to adhere to almost any natural surface. While she maintains spider touch, the psionist can climb or move across vertical walls and cliffs at her normal movement rate with no fear of falling.

As a secondary effect, the user's gripping Strength increases to 20 for purposes of keeping hold of items.

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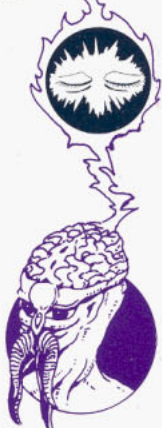
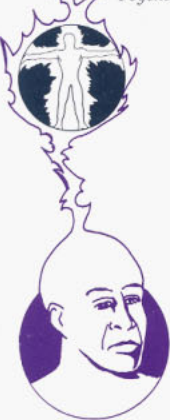
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Psychometabolism

Devotion

Strength of the Land

Power Score: Constitution -2
 Initial Cost: 10
 Maintenance Cost: 2/round
 Range: 10 yards
 Preparation Time: 0
 Area of Effect: Individual
 Prerequisites: Lend health, share strength
 Roll of Power Score: Effects last five rounds beyond maintenance
 Roll of 20: Land has no strength to lend; initial cost is still spent
 Reference: DK page 147

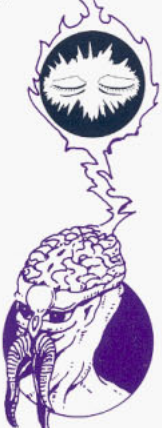
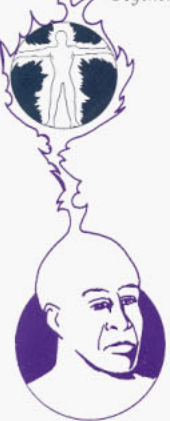


Psychometabolism

Devotion

Suspend Animation

Power Score: Constitution -3
 Initial Cost: 12
 Maintenance Cost: Not applicable
 Range: 0/touch
 Preparation Time: 5
 Area of Effect: Individual
 Prerequisites: None
 Roll of Power Score: User remains aware of his surroundings and can wake at any time
 Roll of 20: User falls unconscious and only violent slapping can revive him
 Reference: CPH page 63



Psychoportation

Science

Banishment

Power Score: Intelligence -1
 Initial Cost: 30
 Maintenance Cost: 10/round
 Range: 5 yards
 Preparation Time: 0
 Area of Effect: Individual
 Prerequisites: Teleport
 Roll of Power Score: Banished one can't return of its own accord; it must wait until it is allowed to return
 Roll of 20: Both the intended victim and the user are banished to the same place
 Reference: CPH page 64



Psychoportation

Science

Planar Transposition (High Science)

Power Score: Intelligence -4
 Initial Cost: 65/130
 Maintenance Cost: 1/turn
 Range: 150 yards
 Preparation Time: 6
 Area of Effect: 30-foot cube
 Prerequisites: Summon planar energies, summon planar creature
 Roll of Power Score: Area of effect doubles if user desires
 Roll of 20: User blasts himself into the plane he was trying to transpose
 Reference: WW page 78

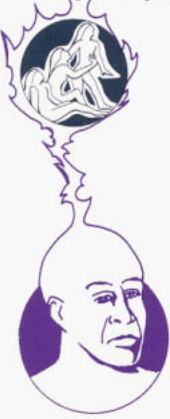


Psychoportation

Science

Probability Travel

Power Score: Intelligence
 Initial Cost: 20
 Maintenance Cost: 8/hour
 Range: Unlimited
 Preparation Time: 2
 Area of Effect: Individual +
 Prerequisites: None
 Roll of Power Score: Color pool is where the user wants it to be
 Roll of 20: User attracts the attention of an astral creature, which may be hostile at DM's discretion
 Reference: CPH page 64



Strength of the Land

This power works best in a DARK SUN® campaign. It lets the psionicist tap into the strength of the local spirit of the land, lending that strength temporarily to one other creature. The affected creature gains 25 "phantom" hit points (the next 25 points of damage taken come off these rather than its own hit points); a +3 bonus to attack and damage rolls, regardless of the weapon used; and automatic 25% magic resistance. These benefits remain in effect until the user ceases maintenance.

There is always the danger of arousing the spirit itself, especially if its strength is being used for destruction of its domain. The base chance of having to explain oneself to the local spirit of the land is 5%. The

DM may modify this chance according to the situation. The encounter itself should be role-played.

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Suspend Animation

This power allows a psionicist to "play dead"—bringing all life functions to a virtual halt. Only the most careful examination will show that the character is still alive. Even psionic powers such as life detection and ESP will not turn up any evidence of life unless those powers are maintained for at least three rounds. Use of the probe power will detect life immediately.

The psionicist can remain in suspended animation for a number of weeks equal to the results of his power check, or less. When he wishes to put himself to sleep, he first decides when he wants to wake. Then he makes his power check. If the number rolled is less than the time he hoped to be "suspended," he awakens prematurely.

Another willing character can also be suspended for the same PSP cost (not at the same time as the psionicist, however). This has a preparation time of one hour and a range of touch.

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Banishment

With this power, a psionicist can teleport a creature against its will to a pocket dimension and hold it there. The creature being banished must be extremely close—within 5 yards of the psionicist. The pocket dimension is a featureless area with a benign environment—hot or cold, dark or light, but not so much to cause injury.

Banishment has a boomerang feature. If the psionicist fails to pay the maintenance cost, the banished creature automatically returns to its original location. The creature can't appear in a location that now contains other matter, however (for example, a doorway that has been closed, or a spot now trapped with sharp stakes). If this happens, the creature returns to the nearest

open space. The psionicist can't rely on the boomerang feature to kill or harm a banished creature.

As long as the psionicist pays the maintenance cost, the creature will not automatically return. If the creature has access to the Astral or Ethereal Planes, or if it can teleport between planes, it could try to return that way. If the user is still maintaining the power, however, a psychic contest takes place. If the user wins, the banished creature can't return.

On a power check roll of 20, the banished creature returns when the user stops maintaining the power. The user must return via some other method, however: teleportation, probability travel, etc.

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Planar Transposition

This High Science allows the psionicist to switch a portion of the Prime Material Plane for a portion of another plane. If the psionicist transposes his surroundings with one of the Inner (Elemental) Planes or the Ethereal or Astral Planes, the initial cost is 65 PSPs. If he actually summons a portion of an Outer Plane, the cost is 130.

The psionicist may attempt to switch a larger area than the normal 30-foot cube. For each additional 30-foot cube he attempts to transfer, he suffers a -1 penalty to his power score. The psionicist may instead transpose a donut-shaped ring 10 feet in diameter. The transposed planes remain switched for as long as the power is maintained.

Inanimate objects can be partially transposed, so a castle may be half in the Prime

Material Plane with the user and half in the Elemental Plane of Fire. However, living creatures are either all in or all out. If a creature wanders from its transposed area, it doesn't return when the user stops the power. Extraplanar creatures may be grabbed along with a chunk of plane.

The planes are not interrupted by their transposition; a piece of the Elemental Plane of Fire remains a source of heat, transposing the base of a tower will not cause its top to fall, etc. However, the new surroundings may affect the transposed areas. A portion of the Prime sent to the Plane of Magma returns a scorched wasteland.

A psionicist can't select this power as part of his normal advancement, but must earn it through research.

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Probability Travel

This power allows a user to physically traverse the Astral Plane as if he's in astral form. It has a distinct advantage over magical astral travel—the user never leaves his physical form. He has no silvery cord to worry about, either.

The Astral Plane contains color pools that serve as highways to the Outer Planes.

A user can travel the Astral Plane at 10 yards per round per Intelligence point. After 1d6+6 hours of travel, the user reaches the color pool he seeks. There is a flat 75% chance that this pool leads to the exact destination the user wants. Otherwise, it is at least 10 miles off target—maybe more.

A user can take other persons (as defined by the *charm person* spell) along on

a probability trip. Each passenger costs 12 extra PSPs initially, plus 4 extra PSPs per hour, and adds one-half hour to the time needed to find the correct color pool. Passengers must travel voluntarily; they can't be dragged along against their wills.

Physical bodies can't affect astral bodies in any way, but psionics works against the minds of astral travelers. Most magical items don't work here.

If the user turns off the power, he does not exit the Astral Plane. Instead, he's stranded, unable to move except by pushing off solid objects. He's also stranded if he runs out of PSPs or is knocked unconscious. The only exit from this plane is via a color pool.

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Psychoportation

Science

Summon Planar Creature

Power Score: Intelligence -4
 Initial Cost: 45/90
 Maintenance Cost: Not applicable
 Range: 200 yards
 Preparation Time: 12
 Area of Effect: 1 creature
 Prerequisites: Teleport
 Roll of Power Score: Summoned creature is not angry with user
 Roll of 20: User attracts the attention of a powerful, extraplanar creature without summoning it
 Reference: CPH page 66

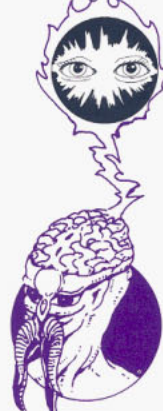


Psychoportation

Science

Summon Planar Energies

Power Score: Intelligence
 Initial Cost: 32
 Maintenance Cost: Not applicable
 Range: 60 yards
 Preparation Time: 1
 Area of Effect: Special
 Prerequisites: Summon planar creature
 Roll of Power Score: User taps potent source; add one die of damage
 Roll of 20: User accidentally summons a planar creature
 Reference: WW page 78



Psychoportation

Science

Teleport

Power Score: Intelligence
 Initial Cost: 10+
 Maintenance Cost: Not applicable
 Range: Infinite
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: PSP cost is reduced by 20%, rounded up
 Roll of 20: No additional effect
 Reference: CPH page 67

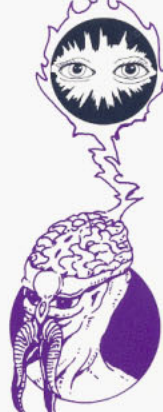


Psychoportation

Science

Teleport Other

Power Score: Intelligence -2
 Initial Cost: 10+
 Maintenance Cost: Not applicable
 Range: 10 yards
 Preparation Time: 0
 Area of Effect: Not applicable
 Prerequisites: Teleport
 Roll of Power Score: PSP cost is reduced by 20%, rounded up
 Roll of 20: Teleporters are seriously disoriented; can't cast spells and receive a -4 penalty on all die rolls for 1d4 turns
 Reference: CPH page 68



Psychoportation

Science

Time Travel

Power Score: Intelligence + special
 Initial Cost: 20+
 Maintenance Cost: 8/hour
 Range: 0
 Preparation Time: 8
 Area of Effect: Special
 Prerequisites: Teleport, time shift
 Roll of Power Score: No additional effect
 Roll of 20: User must save vs. spells or become dislocated in time stream, landing at a random point in journey and assuming it as his native time
 Reference: WW page 79



Summon Planar Creature

This science allows a psionist to reach into another plane, grab whatever creature she happens to find there, and teleport to her own plane. The summoned creature is disoriented for one round, suffering a -2 penalty to initiative, attack, and saving throw rolls.

Psionic summoning doesn't grant control or return the creature automatically. It merely teleports something from there to here. The user can make the summoned creature appear anywhere within 200 yards of her position. If the user's power check roll is 2, this range is reduced to 50 yards. If the check is 1, the range is 10 yards.

The psionist chooses the plane; she doesn't choose the creature. A creature from an elemental plane will usually be an elemental. A creature from an Outer Plane will probably be a native, but it could be a visitor. The Astral and Ethereal Planes are frequented by beings of every imaginable description.

It costs 45 PSPs to summon a creature from the Astral or Ethereal Plane. To summon a creature from an Inner or Outer Plane, the cost is 90 PSPs.

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Summon Planar Energies

This power lets the user summon energy from the planes and use it for attack. The Para-elemental Planes and Quasi-elemental Planes are most useful for summoning harmful energy.

Plane	Attack	Damage	Modifier
Fire	Flame	2d8	0
Sun	Heat Ray	1d12x2	-2
Magma	Lava	3d8	-2
Radiance	Incandescent	1d20x2	-4
Lightning	Lightning	3d8	-4
Salt	Dehydrating	4d4	-4
Ash	Cold	5d4	-4
Positive	Energy	3d12	-6
Negative	Energy	3d12	-6

Regardless of the form of energy used, the victim may attempt a saving throw vs. spells for half damage. This power is very taxing, and if a psionist attempts to summon planar energies more than twice in a single day, she must save vs. spells or fall unconscious for 1d6 turns.

See *The Will and the Way* accessory for specific effects of the energy forms.

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Teleport

This power allows a psionist to teleport to a familiar spot. The destination must be a place the user knows and can picture mentally—even if she's never been there. For example, the user may still know the location via a sight link.

The user can teleport to a place even if it has somehow changed from the way she pictures it (rearranging a room won't affect the teleport).

Teleports always take characters to a fixed location. Teleport is instantaneous. There is a slight audible pop at both ends to signal the event.

Restraints do not affect teleporting. Clothing does accompany the user. She can also carry small items and wear equipment up to one-fifth her body mass. Doubling the amount of PSPs lets the user carry up to three times her body mass, or take along up to two others she has a firm grasp on.

If the power check is 1 or 2, the teleporter(s) may take no actions for one round after arriving. For the next 1d6 rounds, she receives a -2 penalty to initiative, power check, and attack rolls.

Distance	Initial Cost	Power Score Modifier
10 yards	10	+1
100 yards	20	0
1,000 yards	30	-1
10 miles	40	-2
100 miles	50	-3
1,000 miles	60	-4
10,000 miles	70	-5
Interplanetary*	100	-6

* Teleport works only within a given plane or crystal sphere.

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Teleport Other

This power is identical to teleport, except that it is used to teleport characters other than the psionist. The psionist stays where he is while someone else is teleported. The character must be willing to be teleported or unconscious. PSP costs and power score modifications are the same as for teleport. If the psionist pays twice the usual PSP cost, he can teleport up to three characters, provided they are firmly grasping one another.

Distance	Initial Cost	Power Score Modifier
10 yards	10	+1
100 yards	20	0
1,000 yards	30	-1
10 miles	40	-2
100 miles	50	-3
1,000 miles	60	-4
10,000 miles	70	-5
Interplanetary*	100	-6

* Teleport other works only within a given plane or crystal sphere.

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Time Travel

This power allows the user to enter the time stream and journey to different times. The farther a psionist travels in time, the more costly the trip.

If the psionist knows the teleport other power, he may bring along one companion per level for an additional cost of 20 PSPs each. While gone, time keeps running as normal; if he spends eight hours in the past, he returns to a point eight hours after he left.

When traveling to the past, the DM should be guided by two principles: once an event has been changed once, it can never be changed again; and events tend to have a historical inertia. The more important the event, the more difficult it is to

change it.

Like the past, the future is malleable. Once the psionist has glimpsed the future, historical inertia takes over and begins to bend events to follow the revealed timeline. This destiny can only be avoided with great difficulty.

Distance	Cost	Score Modifier
1 day or less	20	0
1 week	30	-1
1 month	40	-2
1 year	50	-3
10 years	60	-4
100 years	70	-5
1,000 years	80	-6
10,000 years +	100	-8

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Psychoportation

Science

Wormhole

Power Score: Intelligence -2
 Initial Cost: 24+
 Maintenance Cost: 8+
 Range: 20 yards
 Preparation Time: 1
 Area of Effect: Special
 Prerequisites: Dimensional door
 Roll of Power Score: Maintenance cost is halved
 Roll of 20: User creates a dimensional vortex; save vs. spells or be transported 10d10 miles in a random, horizontal direction
 Reference: WW page 80



Psychoportation

Devotion

Astral Projection

Power Score: Intelligence
 Initial Cost: 6
 Maintenance Cost: 2/hour
 Range: Not applicable
 Preparation Time: 1
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: First color pool found is precisely where psionicist wants it
 Roll of 20: User attracts the attention of a powerful creature in the astral plane
 Reference: CPH page 68

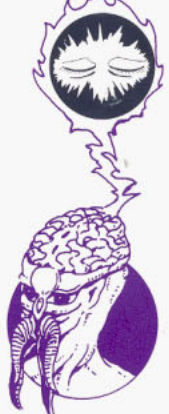
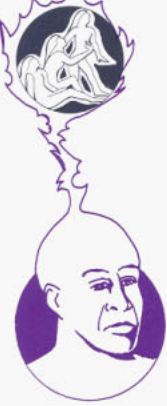


Psychoportation

Devotion

Blink

Power Score: Intelligence +1
 Initial Cost: 7
 Maintenance Cost: 3/round
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: Teleport
 Roll of Power Score: User automatically blinks away before enemies can strike
 Roll of 20: User stunned for 1d4 rounds at a distance of 3d10 feet from starting location
 Reference: WW page 81

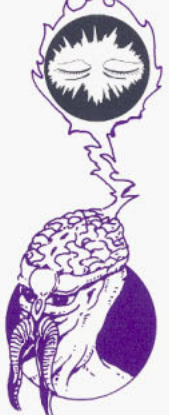
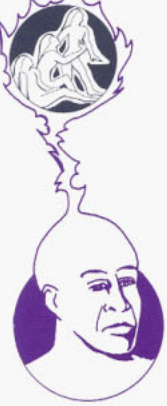


Psychoportation

Devotion

Dimensional Door

Power Score: Constitution -1
 Initial Cost: 4
 Maintenance Cost: 2/round
 Range: 50 yards +
 Preparation Time: 0
 Area of Effect: Not applicable
 Prerequisites: None
 Roll of Power Score: Transit doesn't cause disorientation
 Roll of 20: User is momentarily exposed to the transit dimension and is disoriented as if he had stepped through the portal
 Reference: CPH page 69



Psychoportation

Devotion

Dimensional Screen

Power Score: Constitution -3
 Initial Cost: 9
 Maintenance Cost: 6/round
 Range: 0
 Preparation Time: 0
 Area of Effect: Special
 Prerequisites: Dimensional door
 Roll of Power Score: Large objects or creatures are harmlessly bounced away by the screen
 Roll of 20: User is dimensionally doored 3d10 x 10 yards in random direction; save vs. spells or be stunned for 1d10 rounds
 Reference: WW page 81



Wormhole

With this power, a psionicist can open a door between two points, no matter how far apart they may happen to be. The user must open one end within 20 yards of himself, although the portal may have any orientation and be any size up to 10 feet by 10 feet square. If the user wishes to, he can try to make the wormhole larger; each doubling in portal size adds an additional -2 penalty to the power check.

The other end of the wormhole will be of identical size and can be placed at any point the user has ever seen. It can also be positioned at any place he can reference from where he currently is, whether or not he's ever been there.

The wormhole's entrances remain motionless. Anything can pass through, to be instantly transported to the other side. The

psionicist could conceivably transport an entire army by spending enough PSPs. If an object can't fit within the wormhole's mouth, it can't be transported.

Unwilling creatures gain a saving throw vs. spells to avoid affects.

Distance	Cost	Maintenance
100 yards	24	8/round
1,000 yards	36	12/round
10 miles	48	16/round
100 miles	60	20/round
1,000 miles	72	24/round
10,000 miles	100	30/round
Interplanetary*	150	50/round

* Wormhole works only within a given plane or crystal sphere.

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Astral Projection

This power is similar to probability travel, except the user travels without her physical body. Instead, an astral body is created. This astral body immediately leaps into the Astral Plane, and only creatures or characters on the Astral Plane can see it.

A silvery cord connects the astral body to the physical one. It is visible as a translucent string that stretches 10 feet from the astral body and then becomes invisible. If the cord is severed, both bodies (and the character) die. The silvery cord is nearly indestructible. Usually, it can be severed only by a powerful psychic wind or the *silver swords* of the githyanki.

The Astral Plane is used to get to other destinations—a distant point on the Prime

Material Plane or a location on another plane. When the user reaches her destination, a temporary physical body is formed there. It resembles the user's real body, and the two are connected by the invisible, silvery cord. If either the astral or the temporary physical body is killed, the cord returns the psyche of the user back to her real physical body.

A temporary physical body is not formed if the user travels to another location on the same plane as her real body. She can view that location in astral form, but can't affect it in any physical, magical, or psionic way.

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Blink

By using the blink power, the psionicist initiates a series of random, short-range teleportations that make him very hard to hit in combat. Each round, the psionicist automatically blinks once at a randomly determined time in the initiative order; roll 1d10 and note the initiative number of the blink. In order to strike at the user, his opponents must have a better initiative than his blink time.

Each blink carries the psionicist 3d10 feet in a random direction. (Roll 1d8: 1 = straight ahead, 2 = ahead and to the right, 3 = to the right, and so on.) However, the psionicist's blinks will never carry him into a solid object or any kind of danger, such as a fire or over a cliff edge.

The psionicist may attempt to strike before he blinks, in which case he must beat his own blink initiative, or he can hold his action until the end of the round.

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Dimensional Door

Using this power, a psionicist opens a human-sized portal that leads to the edge of another dimension. The edge acts as a lightning-quick transit system, carrying travelers to a destination chosen by the user.

The vaguely outlined portal appears in front of the user. At the same time, an identical portal appears wherever he wants it (within the power's range). The door can have any orientation the user wants. Stepping into either portal allows a character to immediately step out of the other. Both doors remain in place while the user maintains the power.

Travel via this power is disorienting. A traveler is dazed and can't attack or move for one round after stepping through. Quick transit is advised. Poking a head

through a door requires a system shock roll. Failure means the character loses 50% of his current hit points and passes out.

Attacks made through a door receive a -4 penalty. A door has only one side and no thickness; it doesn't exist from the "back" and can't be used to screen missile attacks. Up to five characters per round can use a door in combat; if a group lines up, 10 can step through per round.

Distance Between Doors	Power Score Modifier
50 yards	0
75 yards	-2
100 yards	-5
150 yards	-8
200 yards	-12

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Dimensional Screen

This power allows the psionicist to wrap a dimensional door around his body to protect him from attacks. The screen is a shimmering cylinder as tall as the psionicist that surrounds him at a range of 2 feet. Any missile or hand-held weapon that strikes the screen is instantly transported to a corresponding point on the other side—so arrows and spears pass through the space occupied by the psionicist without harming him or being impeded in their flight.

The protection also applies to creatures trying to attack with tooth or claw, or other characters trying to grapple the user. They pass through the screen, emerging on the opposite side. Most forms of energy will

also be diverted by the screen.

The dimensional screen has two limitations: the psionicist can't pierce his own screen with any weapon or form of energy; the screen fails if an object larger than the screen moves into contact with it.

Magical spells like *charm person*, *sleep*, or *cloudkill* project no energy. Some psionic powers may also penetrate the screen.

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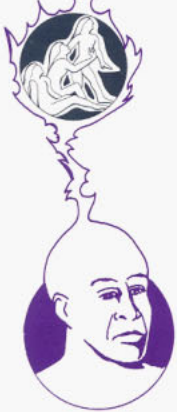
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Psychoportation

Devotion

Dimension Blade

Power Score:	Constitution -1
Initial Cost:	6
Maintenance Cost:	5/round
Range:	0
Preparation Time:	0
Area of Effect:	1 weapon
Prerequisites:	Duo-dimension
Roll of Power Score:	Blade causes double damage in addition to other benefits
Roll of 20:	Weapon shatters, inflicting 1d4 points of damage on psionist
Reference:	WW page 81

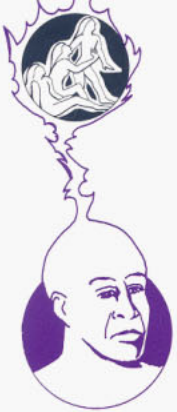


Psychoportation

Devotion

Dimension Walk

Power Score:	Constitution -2
Initial Cost:	8
Maintenance Cost:	4/turn
Range:	Not applicable
Preparation Time:	2
Area of Effect:	Personal
Prerequisites:	None
Roll of Power Score:	User receives a +2 bonus to Wisdom checks
Roll of 20:	Overcome with vertigo, user can do nothing but retch for three rounds
Reference:	CPH page 69

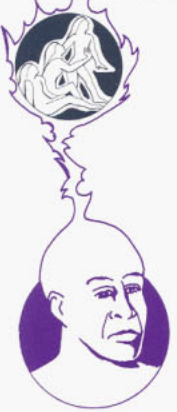


Psychoportation

Devotion

Dream Travel

Power Score:	Wisdom -4
Initial Cost:	1/25 miles
Maintenance Cost:	Not applicable
Range:	500 miles
Preparation Time:	0
Area of Effect:	Personal
Prerequisites:	None
Roll of Power Score:	No additional effect
Roll of 20:	Dream is nightmarish; user must save vs. paralysis or appear dead until violently struck
Reference:	CPH page 70



Psychoportation

Devotion

Duo-Dimension

Power Score:	Constitution -2
Initial Cost:	11
Maintenance Cost:	4/round
Range:	0
Preparation Time:	0
Area of Effect:	Personal
Prerequisites:	None
Roll of Power Score:	User's weapon gains effects of dimension blade at no additional cost
Roll of 20:	Psionist vanishes into a pocket dimension for 1d6 rounds
Reference:	WW page 82

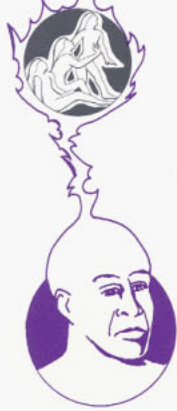


Psychoportation

Devotion

Ethereal Traveler

Power Score:	Wisdom -4
Initial Cost:	15
Maintenance Cost:	2/round
Range:	0
Preparation Time:	0
Area of Effect:	Personal
Prerequisites:	None
Roll of Power Score:	Psionist can maintain ethereal form for 24 hours with no cost
Roll of 20:	Psionist collides unexpectedly with a demiplane in the Ethereal; the power fails and psionist takes 4d4 points of damage
Reference:	DK page 147



Dimension Blade

A psionicist can use her control of dimensions to make her sword into an infinitely sharp blade by making it two-dimensional. Almost any hand-held weapon can be altered with this power, even bludgeoning weapons (such as hammers or maces). Only jointed, chain, or rope weapons (such as whips or flails) can't be made into dimension blades.

While this power is in effect, the psionicist's weapon ignores any armor worn by the victim. Only Dexterity and magical protection apply. In the case of monsters, the DM must decide if the creature's Armor Class is due to thick, armorlike hide or natural quickness. In addition, the blade gains a +2 to attack and damage rolls.

The dimension blade can also be used to cleanly sever inanimate objects, such as an opponent's weapon, a stone pillar, or the axle of a wagon. Any object struck by a dimension blade must make an item saving throw vs. disintegration or be sliced in half.

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Dimension Walk

With this power, a psionicist can travel from place to place in her own dimension by piercing other dimensions at right angles. A dimension walk is not traumatizing, and the range of travel is greater. Only the psionicist can travel this way, and she can easily get lost.

The user opens a vaguely shimmering portal which only she can enter. Upon entering, it closes, engulfing the user in a featureless, inky grayness. The psionicist can travel through this gray realm at a speed of 21 miles per turn. She can't see where she is or where she's going, and has only her instinct to guide her. She must make a Wisdom check every turn. If these checks succeed, she'll find herself at her

chosen destination when she steps out of the realm. If any single Wisdom check fails, the user strays from her course by several miles. The DM can place her in any location within the maximum distance she moved from her starting point. This power doesn't help her get her bearings.

The user can bring along as much as she can carry, but *bags of holding* and other dimensional storage devices spill their contents when taken on a dimension walk.

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Dream Travel

With this powerful but unreliable devotion, a psionicist journeys in his dreams and awakens wherever his nocturnal wandering carried him. The user can take other characters on this journey, but it's more difficult.

The user must be asleep to use this power. In his sleep, he fashions a dream that involves traveling from his present location to his intended destination. The DM secretly makes a power check for the user. If the check succeeds, the user reaches his destination. If it fails, the user falls short 10% for each point that the die roll exceeded the power score. All dream journeys take approximately eight hours to complete, successful or not.

The psionicist can bring other charac-

ters on a dream travel, but his power score is reduced by one point for each passenger he carries. Passengers must also be asleep. A single power check launches everyone on the dream journey. The user must pay the PSP cost of the trip for each character accompanying him in the dream. Normal animals (horses, dogs, etc.) require a separate power check for each, and power scores are halved (rounded down) for these checks.

Dream travelers awaken when they reach their destination. Characters and equipment fade away from the place they lay sleeping to fade into being at the destination—in sleeping posture but fully awake.

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Duo-Dimension

With this power a psionicist can alter her own dimensions so that she has height and width, but no depth. She becomes a two-dimensional image that has no thickness; her third dimension is transferred to another plane and remains there as long as she maintains this power. The advantage of this lies in the fact that she simply does not exist if seen from the side, and is thus completely invisible and immune to any attacks from that direction. She can fit through the thinnest cracks by edging sideways, as long as there is vertical clearance for her.

The psionicist can move and attack as normal, and she isn't invulnerable—she can be attacked normally by any opponent

in front of or behind her. While she is two-dimensional, she suffers double damage from any successful attack.

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Ethereal Traveler

With this power the user can psionically teleport herself to the Ethereal Plane or to any Border Ethereal region. With this psychoporation devotion the psionicist simply ceases to exist on the Prime Material Plane and begins to exist on the Ethereal, but only in ethereal form—the psionicist's physical form is temporarily lost.

In ethereal form, the psionicist can't be harmed—ethereal objects pass through one another easily. The psionicist can't, in turn, harm other creatures or objects, or even pick them up or move them about.

The psionicist can't directly teleport to the Inner Planes beyond the Ethereal, but she can move there in ethereal form by simply crossing the Border Ethereal. Once

she leaves the Ethereal she regains her physical form and the power ends. Otherwise, the power ends when she stops paying maintenance, and her body rematerializes exactly where it was before.

More information on the Prime Material, Ethereal, Border Ethereal, and Inner Planes is given in the *Priests* section of *Dragon Kings*, and in the PLANESCAPE™ campaign setting.

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Psychoportation

Devotion



Power Score:
Initial Cost:
Maintenance Cost:
Range:
Preparation Time:
Area of Effect:
Prerequisites:
Roll of Power Score:

Roll of 20:
Reference:

Phase

Wisdom -1
6
6/round
0
0
Personal
None
User's phased movement rate doubles
User must save vs. death at +4 or be disintegrated
WW page 82



Psychoportation

Devotion



Power Score:
Initial Cost:
Maintenance Cost:
Range:
Preparation Time:
Area of Effect:
Prerequisites:
Roll of Power Score:

Roll of 20:
Reference:

Phase Object

Wisdom -3
10+
5/round
20 yards
0
1 object
Phase
User may disintegrate item if he wants
User must save vs. spells or disintegrate a random item of his own
WW page 82



Psychoportation

Devotion



Power Score:
Initial Cost:
Maintenance Cost:
Range:
Preparation Time:
Area of Effect:
Prerequisites:
Roll of Power Score:

Roll of 20:
Reference:

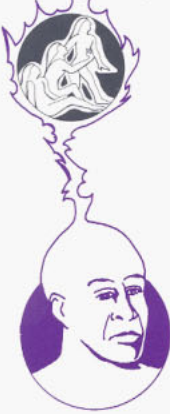
Pocket Dimension

Wisdom
14
3/turn
10 yards
0
Special
None
Pocket dimension may be up to 10 feet on a side
Anything placed in the pocket dimension drifts into an alien dimension and is lost forever
WW page 83



Psychoportation

Devotion



Power Score:
Initial Cost:
Maintenance Cost:
Range:
Preparation Time:
Area of Effect:
Prerequisites:
Roll of Power Score:

Roll of 20:
Reference:

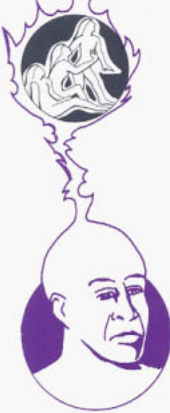
Shadow Walk

Constitution +1
9/18
Not applicable
1,000 yards
0
Personal
None
User may travel to any shadow within 2 miles
User must save vs. spells or summon 1d4 shadows who immediately attack him
WW page 83



Psychoportation

Devotion



Power Score:
Initial Cost:
Maintenance Cost:
Range:
Preparation Time:
Area of Effect:
Prerequisites:
Roll of Power Score:

Roll of 20:
Reference:

Spatial Distortion

Intelligence -4
8+
4+
100 yards
0
Special
None
Psionicist may alter distances from 25-400% normal
Psionicist doubles all distances for himself only for 2d4 hours
WW page 83



Phase

This power allows a psionist to shift his body's molecules into a different frequency of motion, making him ghostly and transparent to the unphased world. The user can walk through solid matter; his enemies' weapons will pass right through him, and no physical force or energy can harm him. He can be affected by other phased objects or creatures.

A phased character is not affected by gravity. He will retain any falling momentum he has, but when he arrives at the ground he is not harmed. He can move over solid ground at his normal movement rate, over water or quicksand at one-half normal, and through solid matter at one-quarter his normal move. He moves verti-

cally at 10 feet per round. If the character fails to maintain phasing while passing through matter, he takes 3d10 points of damage, falls into a coma for 1d6 hours, and is trapped in the Ethereal Plane.

It is difficult to achieve contact with a phased mind. Any psionic attacks suffer a -4 penalty on their power checks, and the psionist saves at +2 vs. any mind-affecting magic or effects. These same penalties affect the psionist's own attacks while phased.

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Phase Object

With this devotion, the psionist can extend her phasing powers to an object. A boulder blocking a tunnel can be phased in order to allow passage, an enemy's sword can be rendered harmless, or a building can be forced to collapse by reducing its supports to an insubstantial form.

The larger an object, the more difficult it is to phase: 1 PSP/10 pounds, with a minimum cost of 10 PSPs. Phasing an object doesn't harm it. An object being phased can't be affected by any physical force, but can be affected by other phased objects. A psionist can use this power on his own sword to make it capable of harming another phased character.

Phased objects retain any momentum

they had when they were affected, so a catapult missile will continue in its trajectory—it just won't do any damage when it strikes its target. Phased objects that were not moving stay where they were.

If the object is being worn or carried by an unwilling subject, the victim may attempt a saving throw vs. spells to avoid the effect.

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Pocket Dimension

This devotion allows a psionist to create a small storage area in extradimensional space. This storage area is a 5 foot cube, and can contain any amount of weight that will fit in the space provided. The storage area is accessed by a glowing doorway or hatch about 2 feet square. The access always stays in the same place relative to the psionist, much like a *Tenser's floating disk* follows a wizard around. The access can be changed in size from fully closed to 5 feet square at will.

Any objects placed in the pocket dimension have no weight or bulk; the psionist could carry 1,000 pounds of rock in his belt pouch, if he desired. However, when the psionist ceases to maintain the

power, the contents of the pocket dimension appear at the location of the access and drop to the ground.

Living creatures in the pocket dimension exhaust the air supply in about 15 minutes; however, the psionist can leave the access partially open to allow air to circulate. The psionist can't enter his own pocket dimension, but can reach in and retrieve anything inside.

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Shadow Walk

Shadow walk is a devotion that allows the psionist to use the Demiplane of Shadow to instantly cross a space between two shadows. The psionist can step into any shadow larger than his own body and teleport to any other shadow in range. If he can see the shadow he is teleporting to, the cost is 9 PSPs; if he is teleporting blindly to a shadow that he can't see from his current location, the cost is doubled. All of the psionist's equipment and anything he is carrying is transported as well.

This power is usually ineffective in bright daylight or on very dark nights. It works best in twilight conditions. The psionist may use his own shadow to shadow walk.

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Spatial Distortion

A psionist with this power can affect the dimensions of an area, making it larger or smaller than it appears. The base area of effect is a 20-foot cube, but the psionist can affect a larger area by paying an initial cost of 4 PSPs per extra 20-foot cube he wishes to affect. The maintenance cost is always half of the initial cost. The area of effect can be tailored to the surroundings; for example, the base area of effect applied to a 10-foot-wide underground passage would affect an 80-foot length of passage.

Within the area of effect, the psionist can choose to make the distance twice or one-half what it should be. In the passage above, he can make it appear to be 40 to 160 feet in length. A chasm could be made

smaller, so as to be easily crossable, or greater to act as a defense. A friend's fall could be shortened to cause less damage.

Objects must be either wholly in or wholly out of the area of effect. The transition into the area of effect is unnoticeable.

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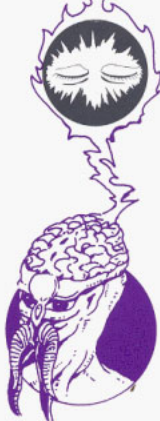
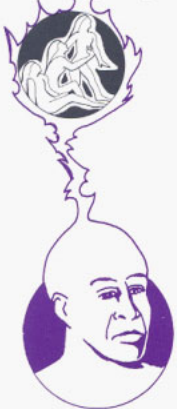
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Psychoportation

Devotion

Summon Object

Power Score:	Intelligence -4
Initial Cost:	30+
Maintenance Cost:	Not applicable
Range:	Special
Preparation Time:	0
Area of Effect:	1 object
Prerequisites:	Teleport object
Roll of Power Score:	PSP costs are halved
Roll of 20:	Object is teleported the normal distance in a random direction
Reference:	WW page 83

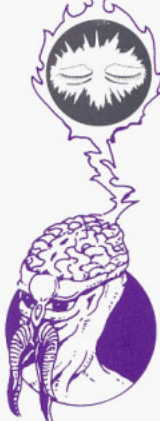
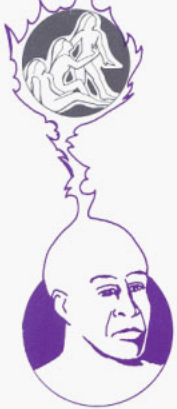


Psychoportation

Devotion

Teleport Lock

Power Score:	Intelligence -1
Initial Cost:	8
Maintenance Cost:	2/round
Range:	30 yards
Preparation Time:	0
Area of Effect:	1 creature
Prerequisites:	Time/space anchor
Roll of Power Score:	User automatically wins any psychic contests he must fight with this power
Roll of 20:	User must save vs. spells or be dragged along when the subject teleports (taking 1d8 points of damage and stunned for 2d6 rounds)
Reference:	WW page 84



Summon Object

This devotion allows a psionist to bring a distant object to him. The item must be a single piece and weigh no more than 100 pounds. Metal is harder to teleport and costs twice as much as normal, while obsidian is very hard to teleport and triples the PSP cost. The actual cost varies with the distance of the item from the psionist.

The psionist must be able to either see the object he is teleporting, or know exactly where it is. If he left a sword hanging above the fireplace in his home, he can summon it—but if someone moved it, he can't summon it unless he uses clairvoyance to see where it is.

If used to remove an object from someone else, the victim receives a saving throw

vs. spells to avoid the effect. Note that any summoned object will appear in the user's hand or on the ground beside him.

Distance*	Cost	Modifier
10 yards	30	+1
100 yards	35	0
1,000 yards	40	-1
10 miles	50	-3
100 miles	60	-5
1,000 miles	70	-7
10,000 miles	100	-9

* Summon object works only within a given plane or crystal sphere.

Teleport Lock

By using this power, a psionist can prevent another creature within range from teleporting. All forms of teleportation, both magical and psionic, are blocked by teleport lock. A creature attempting to teleport while under a teleport lock must win a psychic contest against the blocking psionist, using its teleport score (or level for wizards) against the psionist's teleport lock score.

In addition to interfering with teleportation, this power also prevents magical or psionic blinking and plane shifting. Teleport lock doesn't prevent travel by dimensional doors or dimension walk, but does prevent shadow walking.

Psychoportation

Devotion

Teleport Object

Power Score:	Intelligence -3
Initial Cost:	30+
Maintenance Cost:	Not applicable
Range:	10 yards
Preparation Time:	0
Area of Effect:	Not applicable
Prerequisites:	Teleport
Roll of Power Score:	Item is temporary strengthened during teleportation—for next 2d6 days it survives all item saving throws
Roll of 20:	Some different item of similar value to the psionicist is teleported into oblivion
Reference:	DK page 142

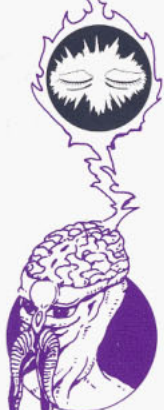


Psychoportation

Devotion

Teleport Trigger

Power Score:	Intelligence +1
Initial Cost:	0
Maintenance Cost:	2/hour
Range:	Infinite
Preparation Time:	0
Area of Effect:	Personal
Prerequisites:	Teleport
Roll of Power Score:	User can ignore power score penalties for distance
Roll of 20:	No additional effect
Reference:	CPH page 72



Psychoportation

Devotion

Time Dilation

Power Score:	Intelligence
Initial Cost:	Varies
Maintenance Cost:	Not applicable
Range:	0
Preparation Time:	0
Area of Effect:	Personal
Prerequisites:	Time travel
Roll of Power Score:	Rate increased by one step at no additional cost
Roll of 20:	Dilation fails and user must save vs. spells or age 1d10 years
Reference:	WW page 85

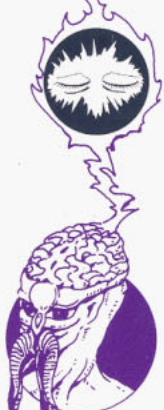


Psychoportation

Devotion

Time Duplicate

Power Score:	Intelligence -1
Initial Cost:	22
Maintenance Cost:	Not applicable
Range:	0
Preparation Time:	0
Area of Effect:	Personal
Prerequisites:	Time travel
Roll of Power Score:	Present self gains combat bonuses of the future self
Roll of 20:	User must save vs. spells or become catatonic for 1d6 hours
Reference:	WW page 85



Psychoportation

Devotion

Time Shift

Power Score:	Intelligence
Initial Cost:	16
Maintenance Cost:	Not applicable
Range:	0
Preparation Time:	0
Area of Effect:	Personal
Prerequisites:	Teleport
Roll of Power Score:	No additional effect
Roll of 20:	User is disoriented and suffers a -2 penalty on all die rolls for as many rounds as he intended to shift
Reference:	CPH page 72



Teleport Object

This power is identical to teleport and teleport other, except that it teleports objects. This is much more difficult for materials than it is for living creatures. The item to be teleported must be a single piece and weigh no more than 100 pounds. Metal is harder to transport, and costs double its true weight for this calculation. Obsidian is harder still, counting triple. PSP cost and difficulty increase with distance, according to the table.

If the power check fails, the points are still expended and the item is unaffected.

Distance	Initial Cost	Power Score Modifier
10 yards	30	+1
100 yards	35	0
1,000 yards	40	-1
10 miles	50	-3
100 miles	60	-5
1,000 miles	70	-7
10,000 miles	100	-9
Interplanetary*	200	-11

* Teleport object works only within a given plane or crystal sphere.

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Teleport Trigger

A teleport trigger is a programmed event that causes the psionist to instantly and reflexively teleport to a safe location. After making a successful power check, the user must specify where he intends to go. He must also define very specifically what conditions will trigger the teleportation. These can be anything he wants, but the teleport will not be triggered unless he is aware that the conditions have been met.

A typical trigger is if the user is reduced to 10 or fewer hit points. When such a predetermined condition is fulfilled, the user instantly teleports to the programmed destination.

When the teleport is triggered, the user must have enough PSPs remaining to tele-

port to that location (he pays the normal teleport power cost). He must also make a teleport power check, with penalties based on the distance traveled. If the check fails, so does the programmed teleport.

No PSPs are spent when the trigger is defined, but the user spends two PSPs per hour from that time to maintain the trigger. The trigger remains in effect as long as the power is maintained.

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Time Dilation

This power allows the psionist to speed up or slow down the flow of the time stream relative to herself. Slowing it down effectively hastes the user, while speeding the flow slows her. The amount of dilation affects the cost.

If the psionist hastes herself by slowing down the flow, she can maintain the power for a number of rounds (her own, not everyone else's) equal to her level. Movement, physical attack rates, and even spellcasting and psionic powers increase as well.

However, any spell or psionic power that leaves the psionist's accelerated time stream stands a chance of being disrupted. She must make a saving throw vs. spells to

use a spell or devotion in normal time.

If the psionist slows herself by speeding up the flow, the power lasts a number of her own turns equal to her level. When she ends the power she is automatically surprised by any enemy. The user consumes food and water and is affected by poison at her own pace.

Other powers being maintained are paid for only on her subjective rounds.

Haste	Slow	Cost	Modifier
x2	x1/10	18	-3
x3	x1/20	36	-5
x4	x1/50	54	-7

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Time Duplicate

This power allows the psionist to travel forward in time to borrow a future self, bringing it back to aid him in the present. The user only travels a round or two into the future, like this:

First Round: User initiates power. Nothing appears to have happened.

Second Round: User's self from round three arrives, so there are now two psionists. Both can act normally, but the future self gains advantages since he knows what to expect.

Third Round: The user journeys back to round two to help himself, so there are no psionists here. He has no existence at all during this round.

Fourth Round: The future psionist who was borrowed from round three returns at the same spot and in the same condition he was in when round two ended. The time duplicate has ended.

In round two, the future self has the option of winning the initiative or holding his attacks until the end of the round. He also gains a -4 bonus to Armor Class, +4 bonus to saving throws, and a +2 bonus to attack rolls.

If the future self is injured or killed, there is no effect on the present psionist. Any injuries to the present self are immediately duplicated on the future psionist.

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Time Shift

This power allows the user to travel up to three rounds into the future and wait for time to catch up with him. He sees everything frozen around him just as it will be when that moment in the future actually arrives.

The psionist enters a different reality when he uses this power. No one in the "still life" can see or detect him in any way. He can move freely, putting himself wherever he wants to be when he returns to normal time. But he can't affect anything around him, nor can anything affect him. Even other time-shifted characters are invisible to each other. To characters in real time, the user simply vanishes and then reappears sometime later.

The user doesn't exist for any normal game purposes, and won't even know

what happens while he is shifted.

This power can't help a user escape psionic contact, however. If an opponent has established contact or tangents and pays the maintenance cost, then these will be in effect when the user returns to normal time.

By leaping one round into the future, the user can put himself into position for an attack (+4 bonus to attack roll). Time shift lasts as long as the number of rounds shifted (1 to 3).

Time Shifted	PSP Cost	Power Score Modifier
1 round	3	0
2 rounds	6	-2
3 rounds	12	-6

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Psychoporation

Devotion

Time/Space Anchor

Power Score:	Intelligence
Initial Cost:	5
Maintenance Cost:	1/round
Range:	0
Preparation Time:	0
Area of Effect:	3 yards
Prerequisites:	None
Roll of Power Score:	User receives a +2 bonus in any resulting psychic contests
Roll of 20:	User is rooted to the spot for 1d6 rounds; during that time, he receives a -5 AC penalty
Reference:	CPH page 73

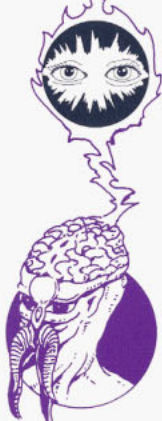


Telepathy

Science

Domination

Power Score:	Wisdom -4
Initial Cost:	Contact
Maintenance Cost:	Varies
Range:	30 yards
Preparation Time:	0
Area of Effect:	Individual
Prerequisites:	Mindlink, contact
Roll of Power Score:	Maintenance cost is halved
Roll of 20:	Victim knows that someone attempted to dominate him
Reference:	CPH page 74



Telepathy

Science

Ejection

Power Score:	Wisdom -4
Initial Cost:	Varies
Maintenance Cost:	Not applicable
Range:	0
Preparation Time:	0
Area of Effect:	Personal
Prerequisites:	None
Roll of Power Score:	Roll 1d6 on the table on the reverse side; the result applies to the ejected being
Roll of 20:	Ejection fails, but user still rolls 1d6 on the table on the reverse side
Reference:	CPH page 74



Telepathy

Science

Fate Link

Power Score:	Constitution -5
Initial Cost:	Contact
Maintenance Cost:	5/turn
Range:	2 miles
Preparation Time:	1
Area of Effect:	Individual
Prerequisites:	Mindlink, contact
Roll of Power Score:	Range is unlimited
Roll of 20:	Social regression; psionicist loses 1d6 points of Charisma for one day
Reference:	CPH page 75



Telepathy

Science

Hallucination

Power Score:	Intelligence -3
Initial Cost:	Contact
Maintenance Cost:	6/round
Range:	100 yards
Preparation Time:	0
Area of Effect:	Individual
Prerequisites:	Mindlink, contact, false sensory input
Roll of Power Score:	Victim receives a -4 penalty to all saves and 20% of any damage is real
Roll of 20:	User believes own hallucination for 1d6 rounds
Reference:	WW page 86



Time/Space Anchor

This power protects a psionist against unwanted teleportation. When the power is in effect, the user can't be teleported against his will unless he loses a psychic contest.

Anyone or anything else inside a 3-yard radius is also protected using the psionist's power score. Items are protected automatically, but living creatures or characters are protected only if the psionist wants them to be. Each additional creature protected costs another PSP per round.

This power can't prevent a character from teleporting away. It only prevents teleporting from an outside source.

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Domination

This telepathic science can be used only against a contacted mind. With it, a user can project signals from her own mind into the mind of one other character or creature. As a result, the subject is forced to do nearly anything the user wishes. The dominated subject knows what's happening, but can't resist the user's will. Commands are given mentally and automatically.

The subject's abilities are neither diminished nor enhanced by this power. The subject can be forced to use any power or ability he possesses, assuming the psionist knows about it. Domination doesn't reveal facts or secrets about the subject.

When domination is attempted, the

subject makes a saving throw vs. spells. If successful, the subject is not dominated. If the save fails, the subject falls under the user's control. Later, if the subject is forced to do something against his alignment, he can make another save to regain his free will.

The cost to establish and maintain this power equals twice the cost to contact the subject.

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Ejection

This power is the final defense against unwanted contact. If one psionist has forced contact with another's mind, or has been granted contact and is now doing things he shouldn't be, he can be ejected.

The cost is twice the opponent's contact power score (even if contact was established through combat).

Ejection is risky for the user. If the power check is 8 or less, consult the following table to see what side effects the psionist suffers.

Power Check	Side Effect
-------------	-------------

- | | |
|---|--|
| 1 | Lose access to all sciences for 1d10 hours |
| 2 | Lose access to one discipline for 1d10 hours (DM's choice) |
| 3 | Lose 1d10 + 10 PSPs |
| 4 | Lose 1d10 PSPs |
| 5 | Lose one point of Constitution permanently |
| 6 | Lose 1d10 hit points |
| 7 | Sever only one portion of contact (one successful attack reestablishes it) |
| 8 | Sever only two portions of contact (two successful attacks reestablishes it) |

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Fate Link

This power can only be used against a contacted mind. It enables a psionist to intertwine his own fate with that of another creature. If either being experiences pain, both feel it. When one loses hit points, both lose the same amount. If either dies, the other must immediately make a saving throw vs. death to avoid the same fate.

The only two damaging effects that can pass through a fate link are the direct loss of hit points and death. Effects such as poisoning, being turned to stone, paralysis, disease, or unconsciousness can't. However, if the effect causes a loss of hit points (poison that inflicted 20 hit points of damage, for example), the hit point loss would occur to both parties.

Fate link is an excellent insurance policy. If the psionist wants to make sure that an NPC isn't sending him to his death, he can use fate link to take the NPC hostage.

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Hallucination

This science allows the psionist to project visions or images into the victim's mind (like the spell *phantasmal force*). The user can make his victim believe he is seeing, hearing, or feeling almost anything. The user can attack the victim with hallucinatory monsters or spells, deceive the victim by making a company of soldiers resemble a grove of palms, or even make him think that a flagon of sand contains cool water.

The rules for adjudicating illusions on pages 84 and 130 of the *Player's Handbook* work to determine the effects of any hallucination. If the user carefully constructs the hallucination and provides the victim with what he expects to see, the victim may not even get a saving throw. The physical

effects of hallucinations are psychosomatic; the victim believes the effects, but he is not really being harmed physically.

Maintaining this power requires full concentration; making an attack or initiating another psionic power gives the victim a saving throw vs. spells at +4 to break free of the hallucination.

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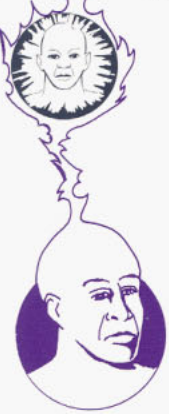
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Telepathy

Science

Mass Contact (High Science)

Power Score: Wisdom
 Initial Cost: Varies
 Maintenance Cost: 1/round/subject
 Range: Special
 Preparation Time: 0
 Area of Effect: 100-yard radius
 Prerequisites: 10th level, contact
 Roll of Power Score: All established contacts are maintained free of cost for first four rounds
 Roll of 20: User must save vs. spells or lose all PSPs and fall unconscious for 2d4 hours
 Reference: WW page 86

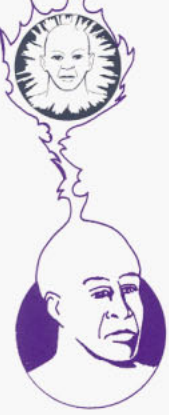


Telepathy

Science

Mass Domination

Power Score: Wisdom -6
 Initial Cost: Contact
 Maintenance Cost: Varies
 Range: 40 yards
 Preparation Time: 2
 Area of Effect: Up to 5 creatures
 Prerequisites: Mindlink, domination, contact
 Roll of Power Score: Range increases to 100 yards
 Roll of 20: Targets are aware of psionist's efforts
 Reference: CPH page 75

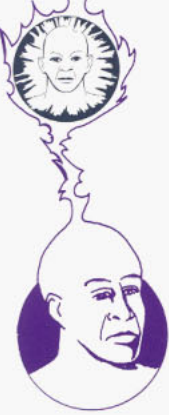


Telepathy

Science

Mindflame

Power Score: Wisdom -6
 Initial Cost: 30
 Maintenance Cost: Not applicable
 Range: 0
 Preparation Time: 0
 Area of Effect: 5-foot x 20-foot cone (up to 6 creatures)
 Prerequisites: 8th level, psychic crush, synaptic static
 Roll of Power Score: Effects are advanced one category
 Roll of 20: Psionist burns out power and may not use it again for 2d8 weeks
 Reference: WW page 87

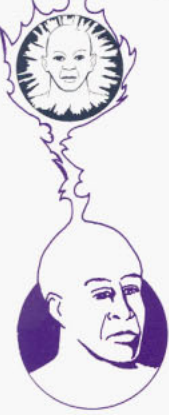


Telepathy

Science

Mindlink

Power Score: Wisdom -5
 Initial Cost: Contact
 Maintenance Cost: 8/round
 Range: Unlimited
 Preparation Time: 0
 Area of Effect: Individual
 Prerequisites: Contact
 Roll of Power Score: The mindlink allows one probing question (see the "probe" telepathic science)
 Roll of 20: Psionist must save vs. petrification or be stunned for 1d4 rounds
 Reference: CPH page 75

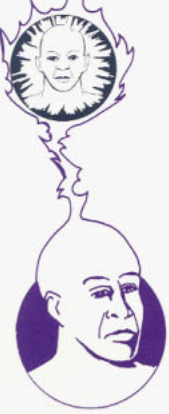


Telepathy

Science

Mindwipe

Power Score: Intelligence -6
 Initial Cost: Contact
 Maintenance Cost: 8/round
 Range: Touch
 Preparation Time: 1
 Area of Effect: Individual
 Prerequisites: Mindlink, contact
 Roll of Power Score: No saving throw allowed
 Roll of 20: The power affects the psionist instead of his intended victim
 Reference: CPH page 75



Mass Contact

This High Science allows the telepath to establish contact with a number of minds at the same time instead of contacting each individually. All of the range and life order modifiers listed for contact apply to mass contact.

The cost is the sum of the contact costs for each subject. The initial cost varies with the levels of the subjects.

Levels or HD	PSPs
1-5	3
6-10	8
11-15	13
16-20	18
21+	25

All minds must be within 100 yards of each other. The user may choose which minds in the area of effect to contact, but must roll a check on each subject and spend the PSPs to contact them on a one-by-one basis.

To save a lot of dice-rolling, if there are 20 subjects and the user has a score of 18, he affects 18 of them.

The cost of follow-up powers must be paid for each subject, but the power checks can be statistically averaged.

As a High Science, this science can't be selected without first engaging in intensive meditation and research.

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Mass Domination

This telepathic science can only be used against contacted minds. With it, a user can project signals from her own mind into the minds of up to five other characters or creatures. As a result, the subjects are forced to do nearly anything the user wishes. The dominated subjects know what's happening, but can't resist the user's will. Each subject must be contacted and dominated individually. Commands are given mentally and automatically.

The subjects' abilities are neither diminished nor enhanced by this power. The subjects can be forced to use any power or ability they possess, assuming the psionist knows about them. Mass domination doesn't reveal facts or secrets

about the subjects.

When mass domination is attempted, each subject makes a saving throw vs. spells. If successful, the subject is not dominated. If the save fails, the subjects fall under the user's control. Later, if the subject is forced to do something against his alignment, he can make another save to regain his free will.

The cost to maintain this power equals twice the subject's level or Hit Dice, and it must be paid for each dominated subject.

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Mindflame

This science allows a user to attack all creatures in the area of effect with a mental barrage. Other psionics can protect themselves with a mind blank or other defense, but creatures without defense modes can be affected. Effects vary with the victim's level or Hit Dice.

A victim gets a saving throw vs. death to avoid effects. Those rendered comatose must make a second saving throw or die when coma ends. Those rendered unconscious must make a second saving throw or lapse into a coma (without the risk of death).

Stunned victims can't move, attack, initiate psionic powers, or cast spells, and suffer a -2 AC penalty. Dazed victims may move at half normal speed, attack at -2,

and defend normally. They must make a saving throw vs. spells to initiate psionics or cast a spell.

The effects can be fixed by psychic surgery, a *limited wish*, a *cure serious wounds* or more powerful healing spell.

Additional uses per day suffer -4 penalties on checks. Using mindflame shifts alignments toward evil.

Level/HD	Effect
Less than 1	Coma (1d6 days), lose 1d3 points of Int
1-2	Unconscious (2d4 turns), lose 1 point of Int
2+1-4	Paralyzed (1d4 turns)
4+1-8	Stunned (2d6 rounds)
8+1+	Dazed (1d3 rounds)

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Mindlink

This power can only be used against contacted minds. It allows the user to communicate wordlessly with any intelligent creature he can contact (Intelligence score of 5 or greater on a human scale). This is two-way communication. It is not the same as mind reading, because the psionist receives only those thoughts which the subject wants to send. Language is not a barrier. Distance affects the user's ability to make contact, but has no other effect (see the telepathic devotion, "contact").

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Mindwipe

With this power, the psionist systematically seals off portions of the subject's mind, making knowledge contained there inaccessible.

This power can only be used on a contacted mind. When used, the subject makes a saving throw vs. spells. If successful, the mindwipe is thwarted for one round, but the user can try again the next round.

Each round of mindwiping reduces the subject's Intelligence and Wisdom scores by one point, as well as his Hit Dice or experience level by one point.

Victims may lose languages and proficiencies, and have their magical defense adjustments reduced. Hit Dice and experience loss affects everything except hit

points. Intelligence and Wisdom losses mean priests lose bonus spells, their chance of spell failure rises, and eventually they can't cast spells; while wizards suffer reductions in their maximum spell level, their chance to learn spells, and their maximum spells per level.

When the number of available spells drop, a character must make an ability check to cast a spell of that level (wizards, Intelligence; priests, Wisdom). The check is made at the *current* score. Success means the spell can be cast, failure means it has been forgotten and no spell can be cast that round.

Mindwipe seals off information; it does not erase it. Lost abilities and experience can be restored through psychic surgery.

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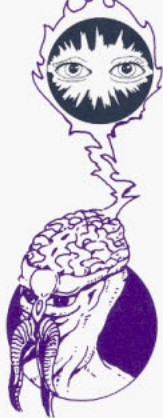
Telepathy

Science



Probe

Power Score: Wisdom -5
 Initial Cost: Contact
 Maintenance Cost: 9/round
 Range: 2 yards
 Preparation Time: 0
 Area of Effect: Individual
 Prerequisites: Contact, ESP
 Roll of Power Score: Two questions may be asked per round
 Roll of 20: Subject knows about the probe attempt
 Reference: CPH page 76



Telepathy

Science



Psionic Blast

Power Score: Wisdom -5
 Initial Cost: 10
 Maintenance Cost: Not applicable
 Range: 20/40/60 yards
 Preparation Time: 0
 Area of Effect: Individual
 Prerequisites: None
 Roll of Power Score: Victim who fails save passes out for one turn
 Roll of 20: No additional effect
 Reference: CPH page 76

Attack Mode



Telepathy

Science



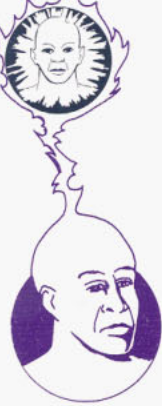
Superior Invisibility

Power Score: Intelligence -5
 Initial Cost: Contact
 Maintenance Cost: 5/round/creature
 Range: 100 yards
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: Mindlink, contact, invisibility
 Roll of Power Score: Opponents affected by this power can't detect the user even if she touches or physically attacks them
 Roll of 20: Everyone contacted becomes aware of the user and her desire to be invisible
 Reference: CPH page 78



Telepathy

Science



Switch Personality

Power Score: Constitution -4
 Initial Cost: Contact + 30
 Maintenance Cost: Not applicable
 Range: Touch
 Preparation Time: 3
 Area of Effect: Individual
 Prerequisites: Mindlink, contact
 Roll of Power Score: System shock rolls automatically succeed, and Constitution checks are only made once per week
 Roll of 20: User lapses into a coma for 1d100 hours
 Reference: CPH page 78



Telepathy

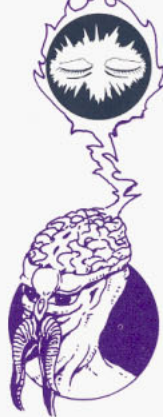
Devotion



Tower of Iron Will

Power Score: Wisdom -2
 Initial Cost: 6
 Maintenance Cost: Not applicable
 Range: 0
 Preparation Time: 0
 Area of Effect: 1 yard
 Prerequisites: None
 Roll of Power Score: Area of effect increases to 10 feet
 Roll of 20: User is "lost inside himself" and can't engage in psionic activity for 1d4 hours
 Reference: CPH page 79

Defense Mode



Probe

This power only works against a contacted mind. It is similar to the ESP devotion, but it allows a user to dig much deeper into a subject's subconscious. If the subject fails a saving throw vs. spells, then all her memories and knowledge are accessible to the user—from memories deep below the surface to those still fresh in the subject's mind. The information gained is not necessarily true, but it is true as far as the subject knows.

The psionist can learn the answer to one question per round. DMs have discretion in determining this rate. Complicated questions and answers may take longer than one round to resolve.

Psionists can probe a subject who is

conscious, as well as one who resists. A probe can even be carried out in the midst of melee, provided the user is close enough. The user knows when a probed wizard or cleric is casting a spell and the general effects of that spell.

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Psionic Blast

Psionic blast is a wave of brain force that can jolt a subject's mind like shocking news. This is one of the five telepathic attack modes used to establish contact with another mind.

If this power is used against a mind that has already been contacted, the subject must save vs. death. Failure means he loses 80% of his remaining hit points, *but only in his mind*. The hit points are still there; he only thinks they're gone. He will pass out when the remaining 20% of his hit points are gone, but he won't die unless all of them are actually lost. The effect wears off after six turns. Then, an unconscious character awakens.

The power has three ranges: short,

medium, and long. At medium range, the user's power score receives a -2 penalty. At long range, the penalty is -5.

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Superior Invisibility

Superior invisibility is like the invisibility devotion, but it masks the user completely. The psionist makes no sound and has no smell, though she can still be felt if touched. If the user attacks someone physically while maintaining this power, she automatically breaks contact with that character.

This power can only be used against contacted minds.

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Switch Personality

This science can only be used against contacted minds. It allows a psionist to switch her mind with someone else's. In effect, they switch bodies. The subject's mind inhabits the user's body, while the user's mind inhabits the subject's. The switch is permanent and lasts until the user employs this power to reverse the process.

Each character gains the other's physical attributes. However, both minds retain their own knowledge and knowledge-based abilities. For example, a psionist who switches minds with a fighter gains the fighter's hit points and physical ability scores (Str, Dex, Con). However, she retains her own THACO, proficiencies, and so forth.

The switch takes a turn to complete and is traumatic. At the end of the turn, both

characters must make system shock rolls against their new Constitution scores. Failure lapses a character into a coma for 1d100 hours.

Both must make Constitution checks every day to determine the rate of body degeneration. A failed check drops the Constitution score by one. If it falls to 0, the character dies. The loss is temporary, but doesn't reverse until the minds are switched back. At that point, both recover one point of Con per day. If either body dies, the minds don't automatically switch back.

The psionist doesn't lose her psionic powers if her Constitution score drops below 11. Power scores are adjusted accordingly, however.

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Tower of Iron Will

This is one of the five telepathic defense modes used against unwanted contact. It relies on the superego to build an unassailable haven for the brain.

Like the intellect fortress devotion, this power has an area of effect beyond the psionist's mind, although at 3 feet it's very limited.

A psionist can initiate one other psionic power during the round in which he uses tower of iron will.

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Telepathy

Devotion

Acceptance

Power Score: Intelligence
 Initial Cost: 10
 Maintenance Cost: 2/turn
 Range: 30 yards
 Preparation Time: 0
 Area of Effect: Special
 Prerequisites: None
 Roll of Power Score: Subject(s) automatically betrays his own previous escape plans, and any companions to the psionicist
 Roll of 20: Subject(s) becomes bent on escape and disrupts user's plans until he escapes or is slain
 Reference: DK page 148

Telepathy

Devotion

Alignment Stabilization

Power Score: Wisdom -1
 Initial Cost: 15
 Maintenance Cost: 10/day
 Range: 10 yards
 Preparation Time: 0
 Area of Effect: Individual
 Prerequisites: None
 Roll of Power Score: Maintenance cost is only 5/day
 Roll of 20: Psionicist becomes confused about his own alignment, as if under a *confusion* spell
 Reference: DK page 149

Telepathy

Devotion

Amnesia

Power Score: Wisdom -2
 Initial Cost: Contact
 Maintenance Cost: 5/round
 Range: 200 yards
 Preparation Time: 0
 Area of Effect: Individual
 Prerequisites: Mindlink, contact
 Roll of Power Score: Victim remains amnesiac for 1d10 days after power ends, if user wishes
 Roll of 20: Users becomes amnesiac for 2d10 turns
 Reference: WW page 87

Telepathy

Devotion

Attraction

Power Score: Wisdom -4
 Initial Cost: Contact
 Maintenance Cost: 8/round
 Range: 200 yards
 Preparation Time: 0
 Area of Effect: Individual
 Prerequisites: Mindlink, contact
 Roll of Power Score: Effect borders on obsession; victim takes serious risks
 Roll of 20: No additional effect
 Reference: CPH page 79

Telepathy

Devotion

Aversion

Power Score: Wisdom -4
 Initial Cost: Contact
 Maintenance Cost: 8/turn
 Range: 200 yards
 Preparation Time: 0
 Area of Effect: Individual
 Prerequisites: Mindlink, contact
 Roll of Power Score: The object of aversion affects the victim like a *fear* spell
 Roll of 20: No additional effect
 Reference: CPH page 79

Acceptance

This power lets the psionist make one or more individuals docile and passive in captivity. The psionist gains no special control over the creatures, but their strong emotions associated with captivity are nullified.

The power affects the psionist's level in Hit Dice of creatures, provided they are in range. If more Hit Dice than that are in range, the smaller creatures are affected first (excess Hit Dice are lost). Creatures under this power do not escape, attack, starve themselves, or disobey basic commands (to move, sleep, work, etc.). They are not *charmed* and have no love of their captors.

The creatures remain under the power

as long as they stay in range and the psionist continues to pay the maintenance cost. Especially harsh treatment may cancel the power's effectiveness. Allow mistreated creatures a saving throw vs. paralyzation in such circumstances.

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Alignment Stabilization

This power is specific to the DARK SUN® campaign setting. It lets the psionist keep one half-giant on the same alignment. While stabilized, the half-giant doesn't change his alignment. The psionist can't change the half-giant's alignment, only keep it from changing. A half-giant willingly submits to this power if informed about it—at any given instant, a half-giant is convinced that his current alignment is the best possible, and has no argument about keeping it that way. When maintenance ceases, the half-giant most likely won't notice or care.

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Amnesia

This devotion allows the psionist to interfere with the memory of a contacted creature. As long as amnesia is maintained, the subject is unable to remember anything that occurred prior to the psionist's contact with his mind. The victim does remember events that occur in his amnesiac state, so he can recall conversations or events that have occurred since the amnesia began.

The exact effects of amnesia are left to the DM, but generally the victims remember how to talk, how to walk, how to eat, and other physical skills. Knowledge-based skills such as lock picking, spellcasting, or psionics use would be temporarily forgotten, but talents such as proficiency

with the bow or tumbling would not. General personality traits remain despite the loss of memory.

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Attraction

This power only works on a contacted mind. It is the opposite of the aversion devotion. It creates an overwhelming attraction to a particular person or thing—be it an item, creature, action, or event. A victim will do whatever seems reasonable to get close to the object of his attraction.

The key word is "reasonable." The victim is completely fascinated, but he does not suffer from blind obsession. He won't leap into a fire or over a cliff, for example. He can still recognize danger, but he will not flee unless the threat is strong and immediate.

If the danger is not apparent (such as poison in a goblet of wine), the victim could easily destroy himself in pursuit of the attraction.

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Aversion

This power only works on a contacted mind. The victim gains an aversion to a particular person, place, action, or event. He will do everything he can to avoid the object of his aversion. He will not approach within 20 yards of it, and if he is already within 20 yards he will back away at the first chance he gets.

The aversion is "planted" in the victim's mind for one turn. It can't be maintained for another turn unless the psionist maintains contact throughout that turn as well.

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Telepathy

Devotion



Power Score:
Initial Cost:
Maintenance Cost:
Range:
Preparation Time:
Area of Effect:
Prerequisites:
Roll of Power Score:
Roll of 20:

Awe

Charisma -2
Contact
4/round
0
0
20 yards
Mindlink, contact
The save automatically fails
All contacted characters view
the psionist as pathetic and
ridiculous
CPH page 80

Reference:



Telepathy

Devotion



Power Score:
Initial Cost:
Maintenance Cost:
Range:
Preparation Time:
Area of Effect:
Prerequisites:
Roll of Power Score:

Beast Mastery

Wisdom -3
20
Special
10 yards
0
Individual
None
User gains a natural affinity for
creature; using this power on this
creature in the future reduces the
initial cost to 5 PSPs
Attempt fails and the user can
never attempt to control this
creature again
DK page 149

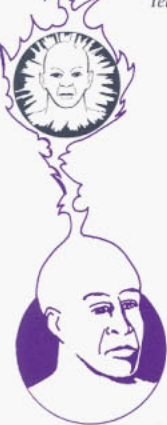
Roll of 20:

Reference:



Telepathy

Devotion



Power Score:
Initial Cost:
Maintenance Cost:
Range:
Preparation Time:
Area of Effect:
Prerequisites:
Roll of Power Score:

Conceal Thoughts

Wisdom
5
3/round
0
0
3 yards
None
All related psychic contests will
automatically be won by
defender
No additional effect
CPH page 80

Roll of 20:

Reference:



Telepathy

Devotion



Power Score:
Initial Cost:
Maintenance Cost:
Range:
Preparation Time:
Area of Effect:
Prerequisites:
Roll of Power Score:

Contact (1 of 2)

Wisdom
Varies
1/round
Special
0
Individual
None
Contact is maintained for four
rounds for free
Further contact with this mind
is impossible at this experience
level
CPH page 80

Roll of 20:

Reference:



Telepathy

Devotion



Power Score:
Initial Cost:
Maintenance Cost:
Range:
Preparation Time:
Area of Effect:
Prerequisites:
Roll of Power Score:

Contact (2 of 2)

Wisdom
Varies
1/round
Special
0
Individual
None
Contact is maintained for four
rounds for free
Further contact with this mind
is impossible at this experience
level
CPH page 80

Roll of 20:

Reference:



Awe

This power only works on contacted minds. This power makes other characters hold the psionist in awe. Each character contacted must make a saving throw vs. spells. Characters who fail are mentally cowed; they sense the psionist's "awesome might." They have no desire to serve or befriend the psionist, but they won't attack him unless forced to do so. They'll do whatever they can to avoid angering or upsetting the psionist. If possible, they'll avoid him altogether, and take the first opportunity to escape his presence.

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Beast Mastery

A psionist uses this power to gain control over psionic beasts. This telepathic devotion is only available to psionists of 21st level or greater (see the *Dragon Kings* accessory).

This power controls only psionic creatures of animal, semi-, or low Intelligence scores (1-7). It doesn't affect humanoids or the undead.

On a successful power check, the psionist gains control over the creature for the rest of that day. The maintenance cost for this power equals the creature's Hit Dice in PSPs per day. The maximum number of creatures the psionist can control is equal to his level above 20th. Once the power is

ended, the controlled creature wanders away.

While controlled, the creature uses its abilities as the psionist wishes. The creature must still eat, and if taken out of its natural environment, it may perish if not properly cared for. Creatures and psionist share an empathic link (free of cost). If creature and psionist become separated by more than 300 yards, the power fails.

If a controlled creature is slain, the psionist immediately takes damage equal to the dead creature's original Hit Dice total as hit points and must save vs. paralysis or fall unconscious for 1d20 rounds.

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Conceal Thoughts

This defensive devotion protects the psionist against psionic or magical ESP, probes, mindlink, life detection, and other powers of spells that read or detect thoughts. To overcome thought concealment, an attacker must wage and win a psychic contest.

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Contact (1 of 2)

Contact has many rules and examples attached to it. Please consult the CPH for full details. Contact connects the mind of the user with the mind of another character or creature. It doesn't allow communication; it is merely the conduit for other telepathic exchanges.

This devotion must be established in a previous round before powers that list contact as their initial cost or prerequisite may be used. As long as contact is maintained, the psionist can use other powers that require it.

Contact may be maintained with more than one subject at a time, but each must be established individually, and the maintenance cost for each must be paid. Once established, it costs 1/round to maintain.

The user can perform any other action while maintaining contact. If he uses another power on the same subject while maintaining contact, contact is "free."

• **Establishing Contact:** The initial cost is based on the subject's level or hit dice (see Contact 2 of 2 card). The user must have his subject in sight or know specifically who or what he is looking for.

If contact fails, the user can try again next round. Several factors make contact difficult to establish: the distance to the subject; resistance by the subject; whether or not the subject is an intelligent mammal.

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Contact (2 of 2)

Level/Hit Dice of Subject	Initial Cost
1-5	3 PSPs
6-10	8 PSPs
11-15	13 PSPs
16-20	18 PSPs

Separation Distance	Power Score Modifier
Line-of-sight	0
1 mile	-1
10 miles	-3
100 miles	-5
1,000 miles	-7
10,000 miles	-9

• **Distance:** If user can see his subject, distance is not a factor. If not, range modifiers apply. Maximum range is 10,000 miles when user can't see subject. It can be main-

tained for any distance within a plane or crystal sphere—not beyond the borders of either.

• **Resistance:** A nonpsionist can resist; -2 penalty to user. It won't work against unwilling psionists, except through mental attacks.

Life Order	Power Score Modifier
Mammal	-1
Marsupial	-2
Bird	-3
Reptile, amphibian	-4
Fish	-5
Arachnid, insect	-6
Monster	-7
Plant	-8

Contact is not severed until the user stops maintaining it. Effected psionists can try to eject unwanted visitors.

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Telepathy

Devotion

Daydream

Power Score: Wisdom
 Initial Cost: Contact
 Maintenance Cost: 3/round
 Range: Unlimited
 Preparation Time: 0
 Area of Effect: Individual
 Prerequisites: Mindlink, contact
 Roll of Power Score: Increase bonuses to 30% for thieves and 5th level for others
 Victim realizes someone is toying with his mind
 Reference: CPH page 83



Telepathy

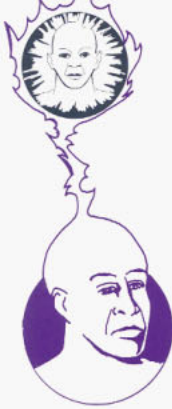
Devotion



Attack Mode

Ego Whip

Power Score: Wisdom -3
 Initial Cost: 4
 Maintenance Cost: Not applicable
 Range: 40/80/120 yards
 Preparation Time: 0
 Area of Effect: Individual
 Prerequisites: Mindlink, contact
 Roll of Power Score: No additional effect
 Roll of 20: No additional effect
 Reference: CPH page 83

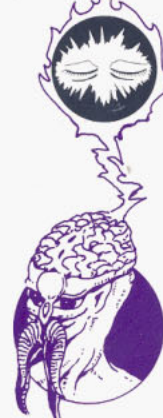
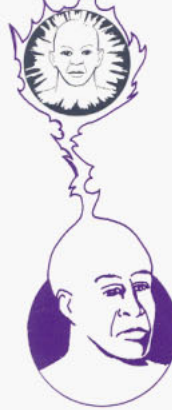


Telepathy

Devotion

Empathy

Power Score: Wisdom
 Initial Cost: Contact (or 1)
 Maintenance Cost: 1/round
 Range: Unlimited
 Preparation Time: 0
 Area of Effect: 20 feet x 20 feet
 Prerequisites: Contact
 Roll of Power Score: Subject of the emotion is revealed
 Target senses the attempt
 Reference: CPH page 84

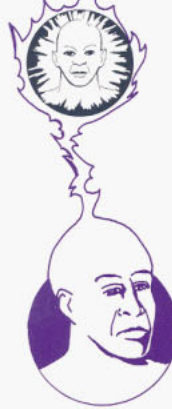


Telepathy

Devotion

ESP

Power Score: Wisdom -4
 Initial Cost: Contact
 Maintenance Cost: 6/round
 Range: Unlimited
 Preparation Time: 0
 Area of Effect: Individual
 Prerequisites: Contact
 Roll of Power Score: The first round of maintenance is free
 User suffers splitting headache; all telepathic power scores receive a -1 penalty for one hour
 Reference: CPH page 84

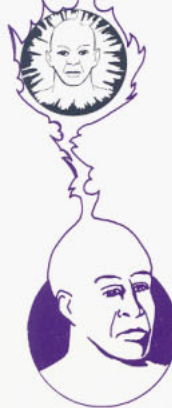


Telepathy

Devotion

False Sensory Input

Power Score: Intelligence -3
 Initial Cost: Contact
 Maintenance Cost: 4/round
 Range: Unlimited
 Preparation Time: 0
 Area of Effect: Individual
 Prerequisites: Mindlink, contact
 Roll of Power Score: Almost any false perception can be achieved
 User can't see, hear, or otherwise sense the intended victim for 1d4 rounds, except psionically
 Reference: CPH page 84



Daydream

By using this power, a psionicist causes someone's mind to wander. This is only effective against subjects with Intelligence score of 14 or less who are not concentrating hard on a task before them, but are just going about their business in a casual, relaxed manner.

Once affected, the subject pays little attention to his surroundings, making it much easier for someone to pick his pocket, slip past him, or otherwise escape his notice. Thieves gain a 20% bonus to pick pockets, move silently, and hide in shadows. Other characters can perform these

tasks as an average 4th-level thief—pick pocket 45%, move silently 33%, hide in shadows 25%. The DM can assign chances for success to other types of skulking and skullduggery.

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Ego Whip

This is one of the five telepathic attack modes used to establish contact with another psionic mind. The power assaults the victim's ego, leaving her with feelings of inferiority and worthlessness.

If used against a contacted mind, the victim is dazed for 1d4 rounds, during which all of her die rolls (psionic attacks, melee attacks, saving throws, etc.) receive a -5 penalty or -25%, and she can't cast any spells above 3rd level.

This power has three ranges: short, medium, and long. At medium range, the psionicist's power score receives a -2 penalty. At long range, the penalty is -5.

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Empathy

This power lets a psionicist sense the basic needs, drives, and emotions generated by any mind. Thirst, hunger, fear, fatigue, pain, rage, hatred, uncertainty, curiosity, hostility, friendliness, love—all these and more can be sensed.

Contact must be established before this power can be used against psionic minds. Against nonpsionic minds, contact is not required and the initial cost is 1 PSP.

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ESP

Extrasensory perception, or ESP, allows a psionicist to read someone else's mind. The user can only perceive surface or active thought. She can't use ESP to explore someone's memories or delve into their subconscious.

Most intelligent creatures tend to think in words, so language is a barrier to understanding. Unintelligent creatures think in pictures. Magical thought, such as a wizard uses in casting spells, is also unintelligible. However, a psionicist can easily recognize such thoughts as part of the spellcasting process.

This power can only be used on a contacted mind.

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False Sensory Input

Contact must be established before this power can be used. This devotion allows the psionicist to falsify someone's sensory input—making the victim think that he sees, hears, smells, tastes, or feels something other than he really does. The falsehoods are somewhat limited. Nothing can be completely hidden or made to disappear, and everything must retain its general size and intensity.

For example, a human could be made to look like a dwarf, but not like a parrot. A slamming door could be made to sound like a thunderclap or a cough, but not like rustling paper. Oil could be made to taste like garlic, but not like water.

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Telepathy

Devotion

Focus Forgiveness

Power Score: Wisdom -3
 Initial Cost: 10
 Maintenance Cost: 2/hour
 Range: 30 yards
 Preparation Time: 0
 Area of Effect: Individual
 Prerequisites: None
 Roll of Power Score: Maintenance cost is 1/hour
 Roll of 20: Power check fails and the dwarf knows who the psionicist is and immediately attacks
 Reference: DK page 150



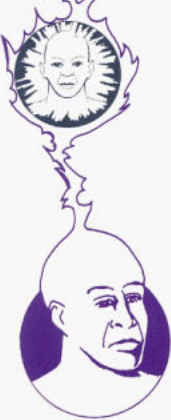
Telepathy

Devotion

Attack Mode

Id Insinuation

Power Score: Wisdom -4
 Initial Cost: 5
 Maintenance Cost: Not applicable
 Range: 60/120/180 yards
 Preparation Time: 0
 Area of Effect: Individual
 Prerequisites: Mindlink, contact
 Power Score: Victim's id overpowers his superego and he turns against his allies for 1d4 rounds
 Roll of 20: User's id is unleashed; the resulting rage imposes a -1 penalty on all his attack rolls and power checks for one turn
 Reference: CPH page 84

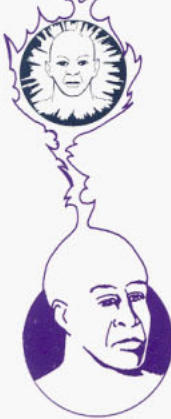


Telepathy

Devotion

Identity Penetration

Power Score: Wisdom -3
 Initial Cost: Contact
 Maintenance Cost: 6/round
 Range: Unlimited
 Preparation Time: 0
 Area of Effect: Individual
 Prerequisites: Contact
 Power Score: No additional effect
 Roll of 20: Until he gains another level, the user can't penetrate the identity of the current target
 Reference: CPH page 85



Telepathy

Devotion

Impossible Task

Power Score: Wisdom -1
 Initial Cost: 10
 Maintenance Cost: 5/day
 Range: 10 yards
 Preparation Time: Special
 Area of Effect: Individual
 Prerequisites: None
 Roll of Power Score: Power lasts one month without maintenance cost
 Roll of 20: Victim is made to believe that his goal is easily accomplished and redoubles his efforts to complete the task
 Reference: DK page 151

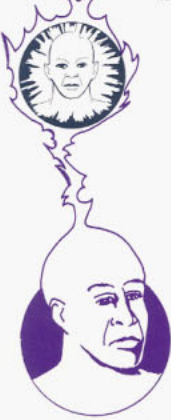


Telepathy

Devotion

Incarnation Awareness

Power Score: Wisdom -4
 Initial Cost: Contact
 Maintenance Cost: 13/round
 Range: Unlimited
 Preparation Time: 0
 Area of Effect: Individual
 Prerequisites: Contact
 Power Score: All past life information is gained in one quick mental blast
 Roll of 20: Overwhelmed, the user lapses into a trance until jolted or slapped, or for 1d4 hours, whichever is first
 Reference: CPH page 85



Focus Forgiveness

This power is specific to the DARK SUN® campaign setting. It works on one dwarf, temporarily suppressing his overriding need to pursue a focus. While it is maintained, the dwarf forgets his current focus, and even the need to work toward a focus—very undwarflike behavior. The dwarf loses all benefits he had for pursuing the focus while under the influence of this power.

If the target dwarf encounters other, focused dwarves, he considers their behavior bizarre. Other dwarves see him as insane, but the target politely ignores suggestions that he is acting abnormally.

No dwarf willingly submits to this power. If the power check fails or when it

is no longer maintained, the subject most likely reacts with violence toward the psionist, if he can identify the culprit.

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Id Insinuation

This is one of the five telepathic attack modes used to contact psionic minds. It seeks to unleash the uncontrolled subconscious of the defender, pitting it against his superego. The attack leaves the victim in a state of moral uproar.

This power drives the victim crazy, at least temporarily. His id—the seat of primitive needs, animal drives, cruelty, and ferocity—seeks to launch him into a rage of violence and desire. His superego—the seat of moral conscience and civilized actions—struggles to maintain the upper hand.

If this power is used against a contacted mind, the victim can do nothing except defend himself against physical attacks for 1d4 rounds. He can't move, cast spells, take cover, attack with a weapon, or initiate psionic powers.

Id insinuation has three ranges: short, medium, and long. At medium range, the user receives a -2 penalty to her power score. At long range, the penalty is -5.

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Identity Penetration

This power can only be used on a contacted mind. It allows the psionist to determine the target's true identity in spite of polymorphs, illusions, disguises, etc.

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Impossible Task

This power forces the victim to think that a given goal is unachievable, regardless of the reality of the situation. The psionist must be familiar with the victim and what he is trying to accomplish. The power must be directed at one particular task, something easily described. The task can be simple, like "travel from Tyr to Alturak is impossible," or more complicated, such as "further study in magic will be fruitless." The victim acts accordingly—other characters can't convince him that his task is possible. If the psionist can't narrow down the task effectively, describing it in just a few words, the DM can nullify the effects.

In a DARK SUN® campaign, this power can have no effect on a dwarf's focus. However, other tasks the dwarf is undertaking can be affected.

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Incarnation Awareness

This power can only be used against a contacted mind. By applying it to another character, the psionist can gain knowledge about past lives. One past life can be explored per round, starting with the most powerful personalities (usually the most famous, but not always).

The psionist also knows immediately how many times this particular personality has been killed and raised from the dead. It is up to players to put this information to use.

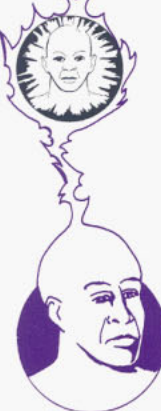
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Telepathy

Devotion

Inflict Pain

Power Score: Constitution -4
 Initial Cost: Contact
 Maintenance Cost: 2/round
 Range: Touch
 Preparation Time: 1
 Area of Effect: Individual
 Prerequisites: Mindlink, contact
 Power Score: The pain is so excruciating that the victim passes out for 1d10 rounds
 Roll of 20: This particular contact is broken
 Reference: CPH page 85

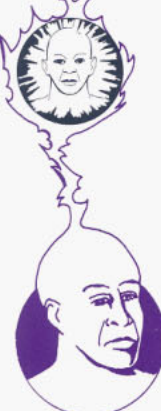


Telepathy

Devotion

Insect Mind

Power Score: Intelligence -2
 Initial Cost: 7
 Maintenance Cost: 1/round
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: User gains incredible insight into insect thinking, and gains the benefit of this power without maintenance for 24 hours
 Roll of 20: User attains insectoid intellect, but is perceived as a drone or worker—insects simply won't listen and may attack if user is persistent
 Reference: DK page 151



Telepathy

Devotion



Defense Mode

Intellect Fortress

Power Score: Wisdom -3
 Initial Cost: 4
 Maintenance Cost: Not applicable
 Range: 0
 Preparation Time: 0
 Area of Effect: 3-yard radius
 Prerequisites: None
 Power Score: No additional effect
 Roll of 20: This defense falters and is not usable again for 1d4 rounds
 Reference: CPH page 86



Telepathy

Devotion

Invincible Foes

Power Score: Wisdom -3
 Initial Cost: Contact
 Maintenance Cost: 5/round
 Range: Unlimited
 Preparation Time: 0
 Area of Effect: Individual
 Prerequisites: Mindlink, contact
 Power Score: No additional effect
 Roll of 20: No additional effect
 Reference: CPH page 86



Telepathy

Devotion

Invisibility

Power Score: Intelligence -5
 Initial Cost: Contact
 Maintenance Cost: 2/round/creature
 Range: 100 yards
 Preparation Time: 0
 Area of Effect: Individual
 Prerequisites: Mindlink, contact
 Power Score: The devotion works like the superior invisibility science
 Roll of 20: All contacts are broken
 Reference: CPH page 86



Inflict Pain

This power can only be used against a contacted mind. It is a particularly nasty form of torture. No actual harm is inflicted on the subject and the power leaves no scars or marks, but it does cause excruciating pain of any sort the psionist desires. Only evil characters can learn this power freely; others find their alignments twisting toward evil if they wish to inflict pain.

If the victim is an NPC who is being questioned, he must make a saving throw vs. paralyzation to withstand this agony.

If the psionist finds a way to use this power in combat, the victim must also make a saving throw vs. paralyzation. Success means he grits his teeth and keeps fighting. Failure means the pain imposes a -4 penalty to all attack rolls that round, or disrupts and ruins a spell.

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Insect Mind

With this power the psionist attunes her mind to be like that of an insect. This makes dealing with insects easier both psionically and personally.

The psionist doesn't suffer the -6 penalty for contact with an insect or arachnid mind while this power is maintained. She instead receives a -6 penalty for contact with noninsect minds, and they suffer that same penalty when contacting her.

Also, with a greater understanding of insect thinking, the psionist gains a +2 bonus to her Charisma score when dealing with insects. Conversely, she suffers a -2 penalty to her Charisma score when dealing with noninsect minds.

In a DARK SUN® campaign, this power is commonly used when dealing with thri-kreen. Ambassadors to thri-kreen nations usually bring along a psionist with this power. The power doesn't confer the ability to communicate—other powers must be employed for that. This power can be maintained while other powers are being used.

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Intellect Fortress

This is one of the five telepathic defense modes used to ward off unwanted contact. It calls forth the powers of the ego and superego to stop attacks.

Unlike most other defenses, intellect fortress has an area of effect beyond the psionist's mind, offering protection to other minds within that radius. Every mind within the area defends against telepathic attack with the psionist's intellect fortress power score.

A psionist can initiate one other psionic power in the same round that she uses intellect fortress.

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Invincible Foes

This devotion can only be used against contacted minds. The victim believes that any blow struck against him will cripple or kill him. Even if the blow actually causes just one point of damage, the victim thinks he's dying and that he can no longer continue the fight. He falls to the ground in pain.

A character who is struck while under the effect of this power won't recover until one turn later, even if the user stops concentrating on him and turns his attention elsewhere. As long as the character was under this effect when the blow was struck, he's out of action for 10 rounds.

Even if the victim isn't hit, as he expects the next blow to kill him, he may stop

attacking and simply parry, or flee, or surrender and beg for mercy. If the victim is not hit, the user must maintain the power or future blows will affect him normally.

It can also be used to make an attacker believe every blow he strikes is fatal. The belief is strong enough to create an illusion, and he sees his foe lying mortally wounded on the ground (any attack breaks the illusion).

If a victim believes his foe is dead, the foe can leave or maneuver to gain a +2 attack bonus. After three times, the victim must save vs. spells or become convinced the foe is unkillable.

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Invisibility

This power can only be used on contacted minds. Psionic invisibility differs significantly from magical invisibility. To make herself invisible, a psionist must individually contact each mind that she wants to deceive. Once they are all contacted, she makes herself invisible to them only. She can still see herself, as can anyone who wasn't contacted. Only characters within 100 yards of the user can be affected by this power.

This is a delusion affecting specific minds, not an illusion affecting everyone. The only real change occurs in the contacted minds. For this reason, the user can make anyone who is human size or smaller invisible—not just herself.

The user must make a separate power check for each delusion, and pay a separate maintenance cost for each. A delusion is defined as one "invisible" character as perceived by one other character.

This power affects vision only. Observers may still be able to hear or smell "invisible" characters.

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Telepathy

Devotion

Life Detection

Power Score: Intelligence -2
 Initial Cost: 3
 Maintenance Cost: 3/round
 Range: 100 yards
 Preparation Time: 0
 Area of Effect: Varies
 Prerequisites: None
 Power Score: Psionist can instantly detect everything within 100 yards in every direction

Roll of 20: Psionist detects 1d6 creatures that aren't really there

Reference: CPH page 87

Telepathy

Devotion

Defense Mode

Mental Barrier

Power Score: Wisdom -2
 Initial Cost: 3
 Maintenance Cost: Not applicable
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Power Score: Contact during this round and the next is impossible

Roll of 20: The barrier fails and the attempt disrupts any currently active powers

Reference: CPH page 87

Telepathy

Devotion

Mind Bar

Power Score: Intelligence -2
 Initial Cost: 6
 Maintenance Cost: 4/round
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Power Score: User gains a +5 bonus to his power score when defending in a psychic contest

Roll of 20: User's saving throw vs. spells receives a -4 penalty for one hour

Reference: CPH page 88

Telepathy

Devotion

Defense Mode

Mind Blank

Power Score: Wisdom -7
 Initial Cost: 0
 Maintenance Cost: 0
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Power Score: No additional effect
 Roll of 20: Psionist can't use mind blank for 1d4 hours

Reference: CPH page 88

Telepathy

Devotion

Attack Mode

Mind Thrust

Power Score: Wisdom -2
 Initial Cost: 2
 Maintenance Cost: Not applicable
 Range: 30/60/90 yards
 Preparation Time: 0
 Area of Effect: Individual
 Prerequisites: Mindlink, contact
 Power Score: No additional effect

Roll of 20: User loses all tangents, but not full contacts

Reference: CPH page 88

Life Detection

This power allows the user to detect the presence of living, thinking creatures within a limited area. He must scan like radar. If he is scanning at short range, he can cover a large angle. At long range, the angle is significantly reduced. He can scan through 180 degrees to a range of 40 yards, 90 degrees to 60 yards, or 30 degrees to 100 yards.

One round of scanning will detect humans, demihumans, humanoids, mammals, and monsters with 8 or more Hit Dice. A second round of scanning will detect birds, reptiles, amphibians, fish, and monsters with less than 8 Hit Dice. In either case, the user gets an accurate count.

The DM should make the power check and keep the result secret from the player. If the psionist doesn't detect anything, the player won't know whether that means there's nothing there or the power didn't work. If the roll is 1, the psionist gets faulty information. He detects what is there, but gets the count wrong by plus or minus 50%.

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Mental Barrier

This power is one of the five telepathic defense modes used against unwanted contact. It creates a carefully built wall of thought repetition that exposes only one small area of the mind at a time.

A psionist can initiate one other psionic power in the same round that he uses mental barrier.

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Mind Bar

Mind bar is a wizard's bane and a psionist's boon. It gives the psionist 75% magic resistance against *charm*, *confusion*, *ESP*, *fear*, *feeblemind*, *magic jar*, *sleep*, and *suggestion* spells. It also offers protection against possession of any sort.

In addition, mind bar protects a psionist against all telepathic powers except the five contact-establishing attack modes. No telepathic power can affect a barred mind unless the telepathic attack prevails in a psychic contest (against a defender using mind bar).

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Mind Blank

This is one of the five telepathic defense modes used to protect against unwanted contact. It attempts to hide the mind from attack, making its parts unidentifiable. This defense is particularly effective against psionic blast and id insinuation attack modes.

Mind blank is unique. Unlike the other four defense modes, it costs nothing to maintain. *In fact, a psionist can still recover PSPs while using this power* because mind blank is almost instinctual—if a psionist knows it, it's nearly always active, even when he's sleeping or meditating. The power is inactive only if the player announces it, or the character uses another defense mode.

Even though the power has no PSP cost, *its use still constitutes psionic activity*. If the power is active, the user is vulnerable to detection.

A psionist can only use one other psionic power (not a defense mode) in the same round that he uses mind blank.

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Mind Thrust

This power is one of the five telepathic attack modes used to establish contact with a psionic mind. It is a stabbing attack that seeks to "short out" the synapses of the defender.

If the subject's mind has already been contacted, and the subject has psionic powers, then this power can do some damage. The subject loses the use of one power, chosen randomly, for 2d6 days. Beyond establishing contact, mind thrust has no effect on creatures or characters without psionic powers.

This power has three ranges: short, medium, and long. At medium range, the user receives a -2 penalty to her power score. At long range, the penalty is -5.

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Telepathy

Devotion

Life Detection

Power Score: Intelligence -2
 Initial Cost: 3
 Maintenance Cost: 3/round
 Range: 100 yards
 Preparation Time: 0
 Area of Effect: Varies
 Prerequisites: None
 Power Score: Psionicist can instantly detect everything within 100 yards in every direction

Roll of 20: Psionicist detects 1d6 creatures that aren't really there

Reference: CPH page 87



Telepathy

Devotion



Defense Mode

Mental Barrier

Power Score: Wisdom -2
 Initial Cost: 3
 Maintenance Cost: Not applicable
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Power Score: Contact during this round and the next is impossible

Roll of 20: The barrier fails and the attempt disrupts any currently active powers

Reference: CPH page 87



Telepathy

Devotion

Mind Bar

Power Score: Intelligence -2
 Initial Cost: 6
 Maintenance Cost: 4/round
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Power Score: User gains a +5 bonus to his power score when defending in a psychic contest

Roll of 20: User's saving throw vs. spells receives a -4 penalty for one hour

Reference: CPH page 88



Telepathy

Devotion



Defense Mode

Mind Blank

Power Score: Wisdom -7
 Initial Cost: 0
 Maintenance Cost: 0
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Power Score: No additional effect

Roll of 20: Psionicist can't use mind blank for 1d4 hours

Reference: CPH page 88



Telepathy

Devotion



Attack Mode

Mind Thrust

Power Score: Wisdom -2
 Initial Cost: 2
 Maintenance Cost: Not applicable
 Range: 30/60/90 yards
 Preparation Time: 0
 Area of Effect: Individual
 Prerequisites: Mindlink, contact
 Power Score: No additional effect

Roll of 20: User loses all tangents, but not full contacts

Reference: CPH page 88



Life Detection

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Mental Barrier

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Mind Blank

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Mind Thrust

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If the subject's mind has already been contacted, and the subject has psionic powers, then this power can do some damage. The subject loses the use of one power, chosen randomly, for 2d6 days. Beyond establishing contact, mind thrust has no effect on creatures or characters without psionic powers.

This power has three ranges: short, medium, and long. At medium range, the user receives a -2 penalty to her power score. At long range, the penalty is -5.

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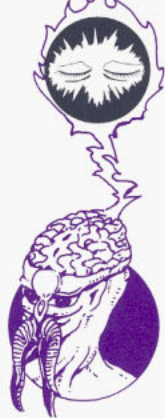
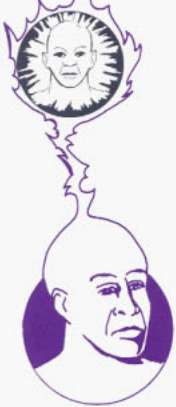
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Telepathy

Devotion

Mysterious Traveler

Power Score: Wisdom -1
 Initial Cost: 2
 Maintenance Cost: 0
 Range: 60 yards
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: Rumor continues for three full days
 Roll of 20: People in the area of effect are so taken with user that they follow him for 24 hours
 Reference: DK page 151

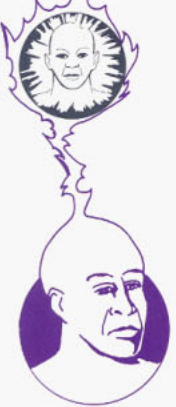


Telepathy

Devotion

Passive Contact

Power Score: Wisdom -1
 Initial Cost: Contact
 Maintenance Cost: 1/hour
 Range: Touch (unlimited)
 Preparation Time: 1
 Area of Effect: Individual
 Prerequisites: Contact, send thoughts
 Roll of Power Score: User knows the subject is in trouble
 Roll of 20: User believes power has been initiated but subject won't be able to get his attention
 Reference: WW page 88

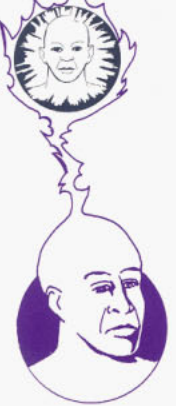


Telepathy

Devotion

Phobia Amplification

Power Score: Wisdom -2
 Initial Cost: Contact
 Maintenance Cost: 4/round
 Range: Unlimited
 Preparation Time: 0
 Area of Effect: Individual +
 Prerequisites: Mindlink, contact
 Power Score: Target's saving throw vs. spells automatically fails
 Roll of 20: The subject has no detectable phobias
 Reference: CPH page 89

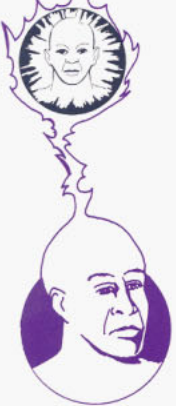


Telepathy

Devotion

Plant Mind

Power Score: Intelligence -4
 Initial Cost: 11
 Maintenance Cost: 2/round
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: Psionicist gains the benefits of this power for 24 hours with no maintenance cost
 Roll of 20: User slips into vegetative slumber, rooted to the spot for 2d10 hours
 Reference: WW page 88

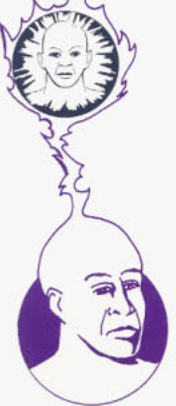


Telepathy

Devotion

Post-Hypnotic Suggestion

Power Score: Intelligence -3
 Initial Cost: Contact
 Maintenance Cost: 1/level or Hit Die
 Range: Unlimited
 Preparation Time: 0
 Area of Effect: 1 creature
 Prerequisites: Mindlink, contact
 Power Score: User's power score is not reduced for the passage of time
 Roll of 20: Intended victim is aware of the attempt
 Reference: CPH page 89



Mysterious Traveler

This power begins a contagious rumor about the psionist's whereabouts and direction of travel. The subjects take extraordinary notice of the psionist—dress, appearance, mannerisms—and spend an entire day remarking about the traveler they have seen. Their memory is entirely accurate except when it comes to his direction and mode of travel. A subject may say he saw an "extraordinary elf, who made his way south out of town on the M'ke caravan" to one acquaintance, then insist an hour later that the user "ran from town to the northwest."

All characters within the power's area of effect continue these rumors all day. Characters who personally know the

psionist are unaffected. Unaffected characters who hear a rumor may pass it along normally.

The power can throw pursuers off the right track. Used in a city's market, the collective rumors quickly place the psionist all over town. Used among nomads, the psionist might be rumored to be anywhere in the known world in a matter of days.

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Passive Contact

This power only works on contacted minds. With it, the user can establish a constant yet passive mental link with another character. The subject must be willing, and the user must successfully initiate the power while the subject is in his presence. After it has been established, the subject can go anywhere and still maintain a tenuous link with the user.

This link allows the subject to get the psionist's attention by sending out a mental call. The psionist gets a tingle in his mind that lets him know that his passive contact wants his attention.

Passive contact is useful because it gives the psionist's nonpsionic friends a way to get in touch with the him when they need his help.

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Phobia Amplification

Contact must be established before using this power. It allows a psionist to reach into someone's mind and discover his or her greatest fear, then amplify it to the point of irrationality. A victim who fails a saving throw vs. spells believes that he is imminently threatened by the object of this fear, even if it is completely absurd. A character with a fear of falling, for example, is convinced he could pitch over a cliff at any moment—even while on an endless prairie—unless he stands absolutely still.

The reaction of the frightened character depends on the fear. He will defend himself if attacked (unless defending himself is somehow tied to the phobia). A wizard may teleport away or use other spells to

guarantee his safety. Other characters might freeze in place or flee for their lives. But all of their actions will be geared toward protecting against the fearsome object or situation.

This fear lasts as long as the user maintains the power. Once he stops, the fear fades back to its normal proportions, leaving the character slightly shaken.

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Plant Mind

With this power the psionist attunes her mind to plant life. She gains a better understanding of the plant's existence and can better deal with any intelligent or psionic plants she encounters. Normally, there is a -8 penalty for contact with a plant, but while plant mind is in effect, the psionist doesn't suffer this penalty. Instead, she has a -8 penalty for contact with nonplant minds.

Plant mind doesn't allow the psionist to communicate with plants, but it does give her a +2 bonus to her Charisma score when dealing with plants.

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Post-Hypnotic Suggestion

This power can only be used against a contacted mind. Any creature with an Intelligence score between 7 and 17 can receive a post-hypnotic suggestion. (Very dim or very brilliant creatures are not susceptible.) The psionist plants a suggestion of some reasonable course of action in the creature's subconscious, along with the situation that will trigger this action. When the situation arises, the DM makes a power check against the psionist's power score, with a -1 penalty for each day that has passed since the suggestion was planted.

A "reasonable course of action" is one that doesn't violate the creature's alignment or class restrictions. It can be something that the creature (or character) would

not normally do, but if it's too strange he just won't do it.

The maintenance cost for this power is a one-time-only payment, made when the suggestion is planted.

The effects of this power are far less powerful than those of the *suggestion* spell. The victim can't be convinced that his sword is a snake, but he can be convinced that a particular course of action is too dangerous to attempt.

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Telepathy



Devotion

Attack Mode

Psychic Crush

Power Score: Wisdom -4
 Initial Cost: 7
 Maintenance Cost: Not applicable
 Range: 50 yards
 Preparation Time: 0
 Area of Effect: Individual
 Prerequisites: Mindlink
 Power Score: The saving throw automatically fails

Roll of 20: The victim is immune to further crushes from this psionist for 24 hours

Reference: CPH page 89



Telepathy

Devotion

Psychic Impersonation

Power Score: Wisdom
 Initial Cost: 10
 Maintenance Cost: 3/hour
 Range: 0
 Preparation Time: 1 turn
 Area of Effect: Personal
 Prerequisites: Probe
 Power Score: The disguise can't be detected psionically and power scores aren't decreased

Roll of 20: Until the user gains a new level, he can't impersonate the subject

Reference: CPH page 90



Telepathy

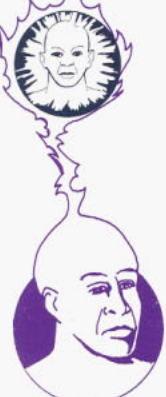
Devotion

Psychic Messenger

Power Score: Constitution -4
 Initial Cost: 4
 Maintenance Cost: 3/round
 Range: 200 miles
 Preparation Time: 2
 Area of Effect: 1 square yard
 Prerequisites: None
 Power Score: User can make the messenger's appearance different from his own

Roll of 20: No additional effect

Reference: CPH page 90



Telepathy

Devotion

Reptile Mind

Power Score: Intelligence -1
 Initial Cost: 5
 Maintenance Cost: 1/round
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Roll of Power Score: Reptiles of animal intelligence in the area accept user as their superior; they openly submit to his will for the duration of this power

Psionist is automatically noticed by all reptiles in the area, regardless of intelligence, who see him as an intruder in their territory

Reference: DK page 152



Telepathy

Devotion

Repugnance

Power Score: Wisdom -5
 Initial Cost: Contact
 Maintenance Cost: 8/round
 Range: 200 yards
 Preparation Time: 0
 Area of Effect: Individual
 Prerequisites: Mindlink, contact
 Power Score: No save is allowed

Roll of 20: The victim is aware of the attempt

Reference: CPH page 90



Psychic Crush

This power is one of the five telepathic attack modes used to establish contact with psionic minds. It is a massive assault upon all neurons in the brain, attempting to destroy all by a massive overload of signals.

If this attack is used against a contacted mind, the victim must make a saving throw vs. paralyzation. Failure harms the target for 1d8 points of damage.

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Psychic Impersonation

This power enables a psionicist to mask her own aura and thought patterns, making them match someone else's perfectly. To accomplish this, the psionicist must first probe the subject she wishes to impersonate.

Psychic impersonation doesn't alter any of the user's physical features. It only changes her identity to others with psionic powers. Even then, a psychic contest with probe or identity penetration can pierce the disguise.

While this power is in effect, all of the user's psionic power scores receive a -1 penalty.

The user must have met or contacted her borrowed identity in order to portray it realistically. She can use this power when contacting another psionicist to announce herself as someone else and possibly trick the other into lowering his mental defenses.

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Psychic Messenger

This power allows a psionicist to create an insubstantial, three-dimensional image of himself. The image can appear anywhere within 200 miles and deliver a message. Everyone present can see and hear the messenger. Communication is one way. The psionicist has no idea what is happening around his messenger unless he's using some other power.

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Reptile Mind

This power lets the psionicist suppress his higher thinking processes, allowing his primitive, reptilian brain to take over.

While this power is maintained, the psionicist doesn't suffer the -4 penalty for contacting a reptile mind. He does suffer a -4 penalty when trying to contact nonreptile minds, as they do trying to contact him.

The psionicist's outward intelligence is severely reduced while the power is maintained. He can't converse normally, and he only responds to stimuli such as hunger, danger, territoriality, and reproduction. Among his reptilian peers, however, he is a genius.

The power doesn't let the psionicist communicate with reptiles; this requires other powers. This power can be maintained while others are being used.

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Repugnance

This power can only be used against a contacted mind. With this power, a psionicist makes something—a particular person, place, or object—completely repugnant to another character. That character is overwhelmed with loathing for the thing, and will seek to destroy it as quickly and completely as possible.

If this destruction is strongly against the character's alignment (such as making a temple repugnant to its cleric), the character gets to make a saving throw vs. spells to shake off the effect.

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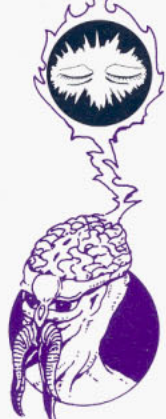
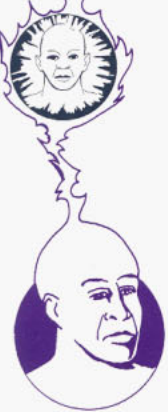
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Telepathy

Devotion

Send Thoughts

Power Score: Intelligence -1
 Initial Cost: Contact
 Maintenance Cost: 2/round
 Range: Unlimited
 Preparation Time: 0
 Area of Effect: Individual
 Prerequisites: Contact
 Power Score: Wizards can't make the saving throw
 Roll of 20: If the target is a friend, he is distracted
 Reference: CPH page 91

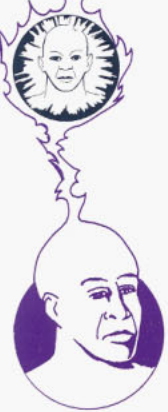


Telepathy

Devotion

Sensory Suppression

Power Score: Intelligence -2
 Initial Cost: Contact
 Maintenance Cost: 4/round/creature
 Range: 100 yards
 Preparation Time: 0
 Area of Effect: Individual
 Prerequisites: Mindlink, contact, invisibility
 Roll of Power Score: Victim loses all sensory information as long as power is maintained
 Roll of 20: Psionicist goes blind for 2d8 rounds
 Reference: WW page 88

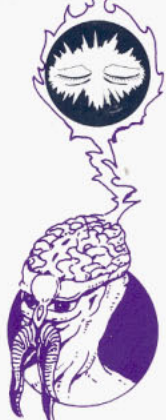
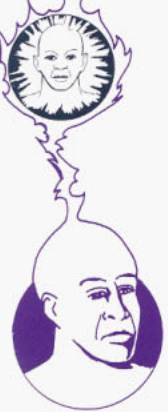


Telepathy

Devotion

Sight Link

Power Score: Constitution -3
 Initial Cost: Contact
 Maintenance Cost: 5/turn
 Range: Unlimited
 Preparation Time: 1
 Area of Effect: Individual
 Prerequisites: Mindlink, contact
 Power Score: Sound link is also gained
 Roll of 20: Psionicist is blinded for 1d4 hours
 Reference: CPH page 91



Telepathy

Devotion

Sound Link

Power Score: Constitution -2
 Initial Cost: Contact
 Maintenance Cost: 4/turn
 Range: Unlimited
 Preparation Time: 1
 Area of Effect: Individual
 Prerequisites: Mindlink, contact
 Power Score: Sight link is also gained
 Roll of 20: Psionicist is deaf for 1d4 hours
 Reference: CPH page 91



Telepathy

Devotion

Suppress Fear

Power Score: Wisdom + 1
 Initial Cost: 5
 Maintenance Cost: Not applicable
 Range: 10 yards
 Preparation Time: 0
 Area of Effect: Individual
 Prerequisites: None
 Roll of Power Score: Subject gains a +1 bonus to all attack rolls while power is in effect
 Roll of 20: User is overwhelmed by subject's panic; flees as if affected by a *fear* spell
 Reference: WW page 88



Send Thoughts

Send thoughts can only be used on a contacted mind. This is a one-way communication, allowing the user to send her own thoughts to someone else's mind. The psionist can send information or simply use the power to distract the target.

If the target is a wizard casting a spell, he gets to make a saving throw vs. spells. The wizard applies a modifier to the saving throw: the difference between his Intelligence score and the psionist's power score. (If the wizard's Intelligence is higher, it's a bonus; if it's lower, it's a penalty.) If this save fails, the wizard's concentration is broken and the spell is spoiled.

If the target being distracted is someone involved in melee, he receives a -2 penalty to all attack rolls (but not damage rolls).

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Sensory Suppression

This devotion only works on contacted minds. It allows the user to temporarily blind or deafen an opponent by interfering with the brain's reception of sensory information. The victim's eyes or ears still work, but the mind can't process the information. The psionist must individually contact each creature he wants to affect and make a separate power check for each subject.

The victims remain blinded or deafened for as long as the psionist pays the power's maintenance cost. Blinded characters suffer a penalty of -4 to all attacks, saves, and Armor Class. Deafened characters suffer a -1 penalty, but the penalty could be increased depending on circum-

stances. (For example, a character trying to use his blind-fighting proficiency to engage a foe in total darkness is very susceptible to being deafened.)

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Sight Link

This power can only be used against a contacted mind. It allows the user to tap into another character's optical system. The psionist sees whatever her link sees. (The psionist's own vision is unaffected.) If the linked creature is subjected to a gaze attack, the psionist must make an appropriate saving throw or also be affected by the gaze.

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Sound Link

This power can only be used against a contacted mind. It allows the user to tap into the auditory system of another character or creature. The user hears whatever his link hears. If the linked creature is subjected to an auditory attack (by sirens, shriekers, etc.), the psionist must make the appropriate saving throw or also be affected.

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Suppress Fear

A psionist can use this power to bolster a character's courage. The psionist can remove any fear effect that is currently affecting a character, automatically dispelling it. This use of suppress fear ends the terror created by the spells *cause fear*, *emotion*, *eyebite*, *fear*, *scare*, *spook*, and *symbol*, as well as the psionic powers *invincible foes* and *phobia amplification*.

If the psionist uses this power on a character who hasn't been frightened yet, the subject gains a temporary bonus of +4 to any morale checks or saving throws against magical or psionic fear effects. If the spell or power would not normally allow a saving throw, the psionist may attempt a second power check to see if his

fear suppression defeats the effect anyway. This protection lasts one turn, plus a number of rounds equal to the psionist's level.

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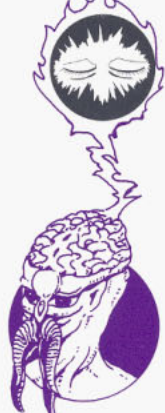
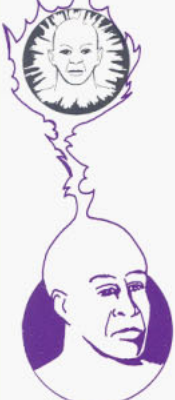
Telepathy

Devotion

Synaptic Static

Power Score: Intelligence -4
 Initial Cost: 15
 Maintenance Cost: 10/round
 Range: 0
 Preparation Time: 0
 Area of Effect: 20/50/90 yards
 Prerequisites: Mindlink
 Power Score: User receives a +1 bonus to all psychic contests prompted by the current use of synaptic static. User has injured himself trying to create static; he loses 1d20 PSPs and 1d6 hit points
 CPH page 91

Roll of 20:
 Reference:

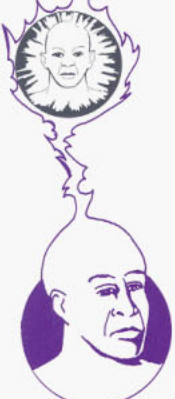


Telepathy

Devotion

Taste Link

Power Score: Constitution -2
 Initial Cost: Contact
 Maintenance Cost: 4/turn
 Range: Unlimited
 Preparation Time: 1
 Area of Effect: Individual
 Prerequisites: Mindlink, contact
 Power Score: Scent link is also gained (not a defined power)
 Roll of 20: User has a bitter taste in his mouth, but no other effect occurs
 Reference: CPH page 92

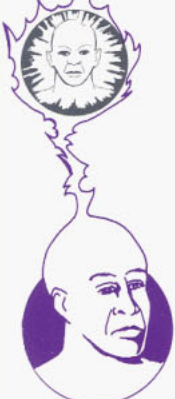


Telepathy

Devotion

Telempathic Projection

Power Score: Wisdom -2
 Initial Cost: Contact
 Maintenance Cost: 4/round
 Range: Unlimited
 Preparation Time: 1
 Area of Effect: 10-yard diameter
 Prerequisites: Mindlink, contact
 Power Score: Emotions can be drastically altered (love to hatred, etc.) while this power is maintained
 Roll of 20: All affected characters experience strong negative emotions toward the psionist for 1d6 rounds
 Reference: CPH page 92



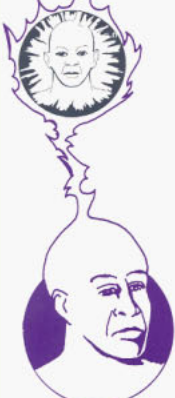
Telepathy

Devotion

Defense Mode

Thought Shield

Power Score: Wisdom -3
 Initial Cost: 1
 Maintenance Cost: Not applicable
 Range: 0
 Preparation Time: 0
 Area of Effect: Personal
 Prerequisites: None
 Power Score: No additional effect
 Roll of 20: No additional effect
 Reference: CPH page 92

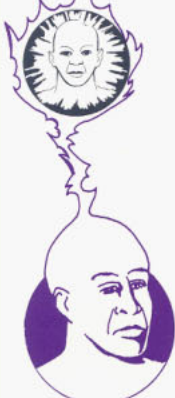


Telepathy

Devotion

True Worship

Power Score: Wisdom -1
 Initial Cost: 5
 Maintenance Cost: Not applicable
 Range: 10 yards
 Preparation Time: 0
 Area of Effect: Individual
 Prerequisites: None
 Roll of Power Score: User knows the focus of worship for all characters within range
 Roll of 20: Until he gains another level, the user can't use this power on the subject
 Reference: DK page 152



Synaptic Static

This power interferes with all psionic activity within a given area. Even the psionist is affected; when he creates static, he can't use any other power simultaneously. However, he may also prevent others from using their powers. Anyone who tries to use a psionic power within the area of effect must fight the static's creator in a psychic contest. If an opponent succeeds, his power functions normally. If not, his power fails.

Exposure to synaptic static for more than five rounds will give anyone a splitting headache. This has no game effect, but it will make NPCs and animals irritable.

This power has three ranges: short, medium, and long range. At medium range, the user's power score receives a -2 penalty. At long range, the penalty is -5.

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Taste Link

To use this power, contact must already be established. It allows a psionist to tap into the flavor senses of another character or creature. The psionist tastes whatever his link tastes.

If the linked creature takes poison orally, the psionist must make a saving throw vs. poison to avoid passing out and severing the link. The psionist can't actually be poisoned this way, however.

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Telepathic Projection

To use this power, contact must already be established. It allows a psionist to send emotions to everyone who has been contacted within a common 10-yard diameter. This power can't radically change a character's emotional state, however. A character who is very angry can be made only slightly angry, for example, but not happy. Empathic changes are a matter of degrees, no more.

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Thought Shield

This is one of the five telepathic defense modes used to protect against unwanted contact. It clouds the mind so as to hide first one part, then another.

A psionist can initiate one other psionic power during the same round in which she uses thought shield.

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True Worship

This power is specific to the DARK SUN® campaign setting. With it, the psionist can pinpoint the focus of worship for any individual character. The power gives the psionist different information, depending on the class of the target creature.

Cleric: The power identifies the cleric's elemental sphere of worship.

Templar: The power identifies the sorcerer-king whom the templar worships.

Druid: The power indicates the general nature of the druid's guarded lands, but not their location.

Nonpriest: The power correctly identifies the character as such. The psionist

knows the character's devotions and faith, if any, and also that he does not worship to gain magical spells.

This spell cuts through most deception. A templar masquerading as a cleric, or a druid wishing to pass unnoticed as such, can't escape identification. The power doesn't indicate if the character is dual- or multiclassed, nor does it tell the character's level or alignment.

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Metapsionics

Science

Appraise

Power Score:
Initial Cost:
Maintenance Cost:
Range:
Preparation Time:
Area of Effect:
Prerequisites:
Roll of Power Score:

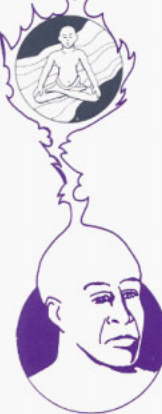
Intelligence -4
14
Not applicable
0
0
Personal
None

Player is allowed to reroll any three die rolls to help make character's forecast more accurate

Psionist can't use this power successfully again for 1d4 days
CPH page 93

Roll of 20:

Reference:



Telepathy

Devotion

Truthhear

Power Score:
Initial Cost:
Maintenance Cost:
Range:
Preparation Time:
Area of Effect:
Prerequisites:
Power Score:

Wisdom
4
2/round
0
0
Hearing
Mindlink

User recognizes a falsehood even when the speaker doesn't
Psionist can't use this power effectively against the subject for 1d6 days
CPH page 92

Roll of 20:

Reference:



Appraise

With this power, a psionicist can determine the likelihood that a specific course of action will succeed. He focuses on a course of action and examines the possibilities. He assigns probabilities. Then he mentally processes enormous calculations to arrive at an overall probability of success.

In game play, the character must first pass a power check. If he does, the DM must reveal the percentage chance for the plan or action's success. Exact odds may be difficult or impossible to determine, but the DM should provide his most accurate, honest appraisal.

No one, not even a psionicist, can foresee the future with assured accuracy. Like precognition, the success of this power

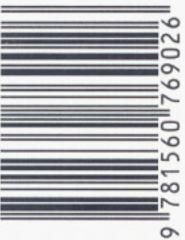
depends on how closely the characters adhere to their plans. Do they act as they intended? React as they intended? What factors did they fail to foresee? Every deviation steers events away from the predicted path. If this power is used, the DM should give the best answer he can, based on information the characters have. Factors they don't know about, and therefore can't take into account while forming a plan, can change things dramatically.

Truthear

When a psionicist uses truthear, he can tell whether other people intentionally lie. He doesn't hear their words translated into truth; he merely knows whether or not speakers believe they are lying.

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