

THE PSYCHIC'S HANDBOOK

MASTER
CLASS



3rd
ERA

By STEVE KENSON



GRR1306

THE PSYCHIC'S HANDBOOK

A MASTER CLASS™ 3RD ERA SOURCEBOOK

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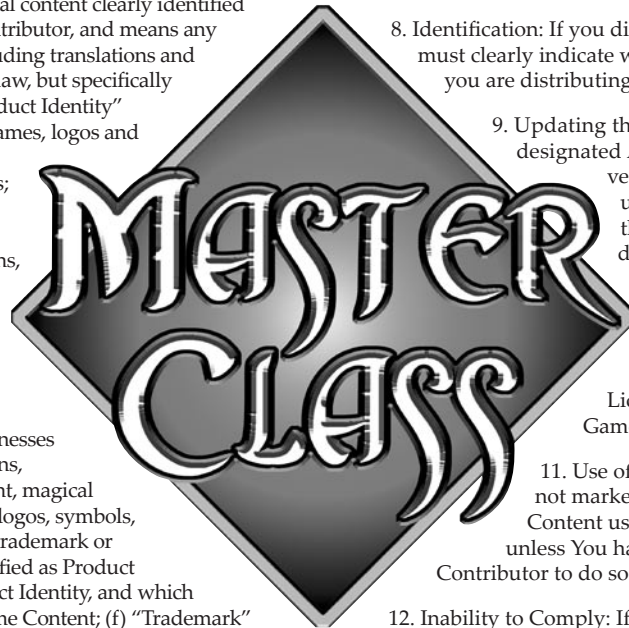
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INTRODUCTION

Theories about strange powers of the mind have existed throughout human history, from the dreams and powers of shamans and mystics to modern experiments in extra-sensory perception and psychokinesis. The evidence has never proven conclusive, but the idea that the mind holds strange powers remains, and has become a regular part of fantasy and science-fiction literature.

In most fantasy settings, psychic abilities, if they exist at all, are usually seen as just an alternate form of magic. *The Psychic's Handbook* provides a completely independent system for adding psychic abilities to your campaign, abilities that are at once more subtle and wider-reaching than magic, powers with their own applications and limitations that separate them from the spells of clerics and wizards, and even the powers of psions.

The material in this book is suitable for introducing psychic abilities to any campaign, including modern 3rd Era campaigns as well as fantasy and science-fiction games. Read on and discover the hidden powers of the mind!

HOW TO USE THIS BOOK

The *Psychic's Handbook* is broken down into four chapters that comprise all the information needed to add psychic talents and abilities to your campaign.

Chapter One: The Psychic provides the psychic character class, a new core class specializing in various psychic abilities. It also offers a version of the class suitable as an advanced class for modern 3rd Era campaigns and a selection of prestige classes suitable for psychics that are usable in campaigns that allow psychic abilities.

Chapter Two: Psychic Skills looks at the use of some existing skills in campaigns with psychic abilities. It also provides a complete selection of psychic skills, special skills used to perform psychic tasks from levitating objects to reading minds, teleporting, or mentally controlling the minds of others. **Chapter Two** also provides complete rules for gaining and using these psychic skills for characters of all types and classes.

Chapter Three: Psychic Feats focuses on the various feats, including psychic talents, which grant characters the ability to learn and use psychic skills, along with various feats that enhance, refine, and expand the uses of the psychic skills described in **Chapter Two**. With the right combination of psychic skills and feats, it's possible to replicate many kinds of psychic abilities.

Chapter Four: Psychic Campaigns discusses how to use the material found in the previous chapters in a campaign, either a preexisting setting or a new one, which may (or may not) be based around psychic characters. It looks at ways to modify and customize psychic skills and feats to suit the campaign, types of psychic campaigns, common problems involving psychic abilities and how to solve them, and various sorts of psychic creatures and how to include them in your game.

Chapter Four also offers a selection of specialized equipment suitable for psychics (or for use against psychics). It includes elixirs that enhance or weaken psychic talents and specially prepared crystals that psychics use to improve their abilities, along with some that offer defense against psychic powers. Finally, there's a brief look at high-tech psychic equipment suitable for modern 3rd Era campaigns.

Players should read through Chapters One through Three to see if a psychic character appeals to them and to get a feel for the possibilities inherent in psychic character creation and development. Gamemasters should read the entire book, particularly **Chapter Four**, which offers advice on integrating psychic abilities into the campaign, before deciding whether to permit psychic talents in their games and how to handle these powers.

ABOUT THE AUTHOR

Steve Kenson has been a full-time freelancer in the RPG industry since 1995 (and a gamer far longer than he'd care to remember). He has written over a dozen books, including the award-winning *Mutants & Masterminds* superhero RPG and two other books in Green Ronin's Master Class series (the *Shaman's Handbook* and the *Witch's Handbook*). He rarely, if ever, made the necessary rolls for his 1st edition AD&D characters to have psionic powers, but he's long been a fan of psychic powers in games and fiction. Steve lives in Merrimack, New Hampshire with his partner, New Age author Christopher Penczak.

- CHAPTER ONE: THE PSYCHIC -



- CHAPTER ONE -

THE PSYCHIC

Psychics are people with unusual mental powers, allowing them to perform feats that seem like magic and defy our normal understanding of the universe. This chapter looks at the psychic character class (both as a 3rd Era core class and an advanced class for modern 3rd Era games) along with a number of prestige classes that focus on different aspects of psychic ability. It also looks at how characters belonging to other classes may acquire and develop psychic abilities of their own.

THE PSYCHIC CLASS

The mind has hidden powers that even the most learned scholars don't fully understand. There exist people gifted with extraordinary abilities: psychics. They have visions or a sense of what others are thinking. They can influence the minds of those around them or even affect the physical world with their thoughts. Some confuse their power with sorcery, but it is not the same. Still, those who possess such gifts often conceal them, out of concern that others will fear or misunderstand them. Psychics who choose to develop their potential are capable of feats to rival sorcerers and wizards. They can become masters of their fate, or else risk becoming the pawns of those who seek to harness and control their powers for their own purposes.

ADVENTURES

Psychics often feel outcast or separated from ordinary society by their gifts. Some adventure to test and hone their talents, pushing their limits to learn what they're capable of doing. Others use their abilities in the service of a particular cause, whether it's an ideology, a nation, or simple profit. Some psychics are driven to prove themselves or believe they have a responsibility to use their gifts for the benefit of society, and just as many who think that their psychic talents make them better than "mundane" people, allowing them to do with the mundanes as they will.

CHARACTERISTICS

Psychics have innate mental powers, known as "talents," which can be developed through training and study. While psychic talents aren't generally as broad or powerful as the magic of spellcasters, they tend to be more flexible. Only their talent, their training, and their stamina limit psychics, since using psychic abilities can be draining. While more subtle than the flash and bang of spellcasting, psychic powers are far-reaching. A psychic can cross tremendous distances in the blink of an eye or pull the strings of entire nations from behind the scenes.

Since their talents are both innate and widely varied, psychics tend to be unpredictable. Although they may organize into orders and guilds, they're often independent.

ALIGNMENT

Psychic talent appears randomly, so psychics come from all walks of life and backgrounds. Their abilities are the only thing uniting them, so they may be of any alignment.

RELIGION

For some psychics, their talents are a spiritual experience. They focus on a private, personal connection to an inner spiritual world and understanding. For others, their talent is a gift from the gods, which they use in their service, and there are those who have little or no interest in religion one way or another. Psychics tend to worship the same deities as other folk in the places where they live. They may follow gods of the mind and thought, placing the cerebral above all else, but not always.

BACKGROUND

A psychic typically discovers his talents during a time of stress. These may be the changes brought on by adolescence or another trauma in the psychic's life. The newly awakened talent is often confusing and frightening for the psychic, who may hear voices, have visions, experience poltergeist phenomena, or even awaken from a dream to find himself hundreds of miles from home, with no idea of how he got there. Eventually, the psychic learns to control his powers and begins studying and learning how to use them intentionally.

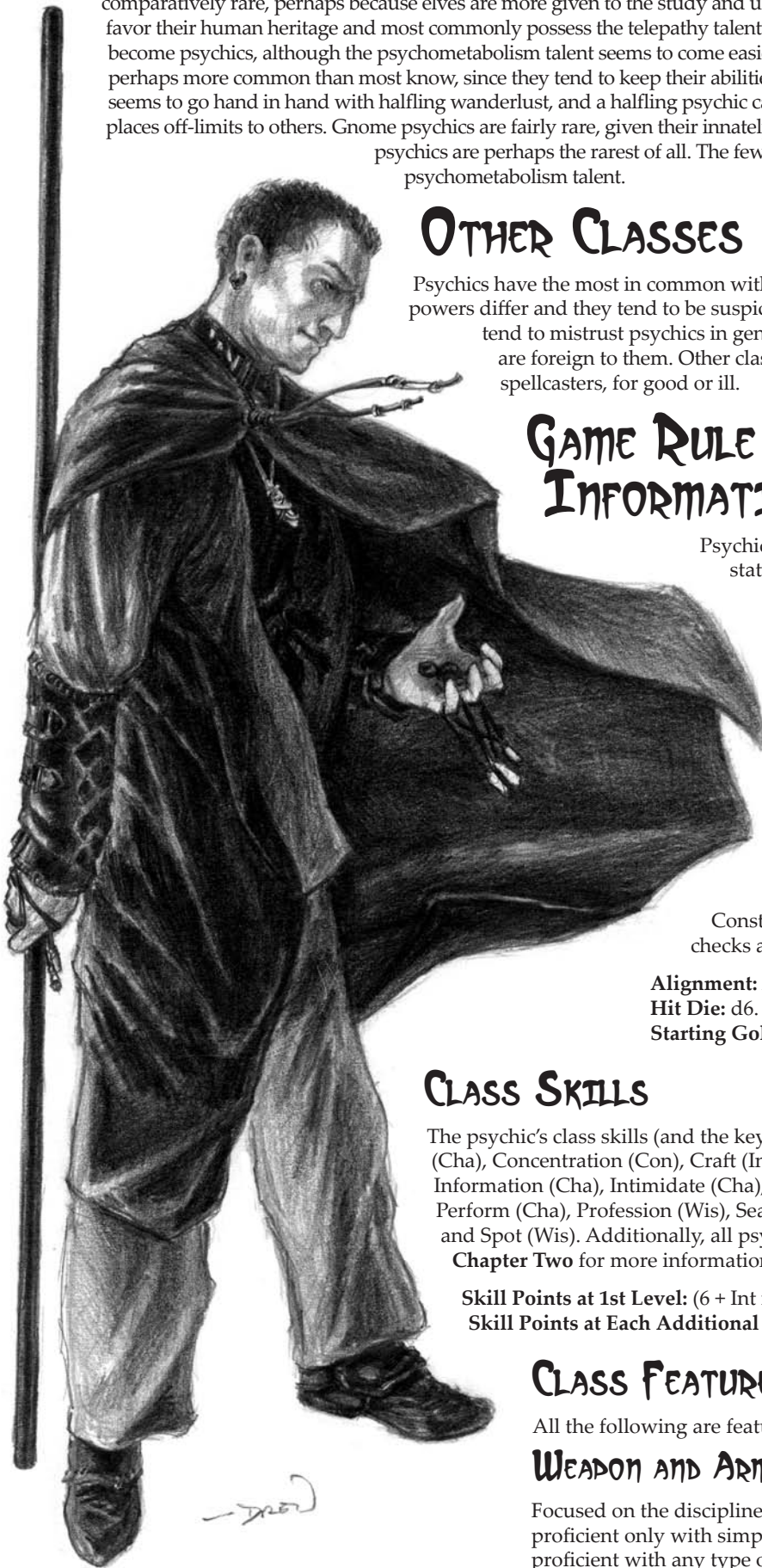
Fortunate psychics encounter others of their kind, who can teach them and help them understand their talents. Most, however, are on their own and have to make do with trial and error.

RACES

The potential for psychic talent lies within all intelligent creatures, or so most psychics claim. Psychics of nearly every race exist. Human psychics are the most common, perhaps simply because humans are the most common, or because they're the most adaptable, more given to exploring their innate psychic talents. Elf and half-elf psychics are

- CHAPTER ONE: THE PSYCHIC -

comparatively rare, perhaps because elves are more given to the study and use of magic. Half-elf psychics often favor their human heritage and most commonly possess the telepathy talent. Taciturn dwarves also rarely become psychics, although the psychometabolism talent seems to come easiest to them. Halfling psychics are perhaps more common than most know, since they tend to keep their abilities to themselves. Psychoportation seems to go hand in hand with halfling wanderlust, and a halfling psychic can often find ways of going places off-limits to others. Gnome psychics are fairly rare, given their innately magical nature, and half-orc psychics are perhaps the rarest of all. The few known usually specialize in the psychometabolism talent.



OTHER CLASSES

Psychics have the most in common with sorcerers, although their powers differ and they tend to be suspicious of each other. Spellcasters tend to mistrust psychics in general simply because their powers are foreign to them. Other classes treat psychics much like spellcasters, for good or ill.

GAME RULE INFORMATION

Psychics have the following game statistics:

ABILITIES

Mental ability scores (Int, Wis, and Cha) are generally far more important to a psychic than physical abilities.

Psychic skills are based on mental abilities, primarily Intelligence and Wisdom.

Dexterity provides some additional protection for a lightly armored psychic, and

Constitution can aid in Concentration checks and provide additional hit points.

Alignment: Any.

Hit Die: d6.

Starting Gold: 3d4 x 10.

CLASS SKILLS

The psychic's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (Int), Listen (Wis), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), and Spot (Wis). Additionally, all psychic skills are class skills. See **Chapter Two** for more information on psychic skills.

Skill Points at 1st Level: (6 + Int modifier) x 4.

Skill Points at Each Additional Level: 6 + Int modifier.

CLASS FEATURES

All the following are features of the psychic class.

WEAPON AND ARMOR PROFICIENCY

Focused on the disciplines of the mind, psychics are proficient only with simple weapons. They are not proficient with any type of armor or with shields. Armor

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TABLE 1-1: THE PSYCHIC

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Psychic Ability, bonus psychic feat
2	+1	+0	+0	+3	Bonus psychic feat
3	+2	+1	+1	+3	
4	+3	+1	+1	+4	Bonus psychic feat
5	+3	+1	+1	+4	
6	+4	+2	+2	+5	
7	+5	+2	+2	+5	Bonus psychic feat
8	+6/+1	+2	+2	+6	
9	+6/+1	+3	+3	+6	
10	+7/+2	+3	+3	+7	Bonus psychic feat
11	+8/+3	+3	+3	+7	
12	+9/+4	+4	+4	+8	
13	+9/+4	+4	+4	+8	Bonus psychic feat
14	+10/+5	+4	+4	+9	
15	+11/+6/+1	+5	+5	+9	
16	+12/+7/+2	+5	+5	+10	
17	+12/+7/+2	+5	+5	+10	Bonus psychic feat
18	+13/+8/+3	+6	+6	+11	
19	+14/+9/+4	+6	+6	+11	
20	+15/+10/+5	+6	+6	+12	Bonus psychic feat

does not interfere with the use of psychic skills, but the normal armor check penalties apply to nonpsychic skills such as Climb, Swim, Tumble, and so forth, if the psychic is not proficient in the armor.

PSYCHIC ABILITY

Psychics begin with the Psychic Ability feat for free.

BONUS PSYCHIC FEATS

At 1st, 2nd, 4th, 7th, 10th, 13th, 17th and 20th level, a Psychic gains a bonus psychic feat. These feats are in addition to the character's normal feats based on level. Feats gained by level and the starting bonus feat for human characters need not be psychic feats, although they can be.

PSYCHIC SKILLS

Psychics focus on the development of their psychic talents by using various psychic skills, described in **Chapter Two**. Just like other characters, psychics must have the appropriate psychic talent feats necessary to learn a particular psychic skill before taking ranks in that skill. All psychic skills are considered class skills for psychics.

HUMAN PSYCHIC STARTING PACKAGE

Armor: Leather +2 AC, speed 30 ft., 15 lbs.

Weapons: Quarterstaff (1d6, crit x2, 4 lb., two-handed double weapon, bludgeoning), Light crossbow (1d8, crit 19-20/x2, 80 ft., 6 lb., piercing).

Skill Selection: Pick a number of skills equal to 7 + Int modifier.

SKILL SELECTION

Skill	Ranks	Ability	Armor
Concentration	4	Con	—
Diplomacy	4	Cha	—
Gather Information	4	Cha	—
Knowledge (psychic)	4	Int	—
Sense Motive	4	Wis	—
Psychic Skill*	4	Varies	—

* See **Chapter Two** for details. Character must have the requisite psychic talent feats. Multiple psychic skills may be selected.

Feats: Combat Concentration, Psychic Ability and one of Clairsentience, Psychokinesis, Psychometabolism, Psychoportation, or Telepathy.

Bonus Feat: Toughness

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel. Hooded lantern, 5 pints of oil. Case with 10 crossbow bolts.

Gold: 3d4 gp

ALTERNATE PSYCHIC STARTING PACKAGE

Same as human psychic except:

Race: Dwarf, elf, half-elf, or half-orc

Armor: Speed 20 ft. (dwarf only)

Skill Selection: Pick a number of skills equal to 6 + Int modifier.

Bonus Feat: None.

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ALTERNATE PSYCHIC STARTING PACKAGE

Same as human psychic except:

Race: Gnome or halfling

Armor: Speed 20 ft.

Weapons: Club (1d6, crit x2, 3 lb., one handed, bludgeoning) in place of quarterstaff.

Skill Selection: Pick a number of skills equal to 6 + Int modifier.

Bonus Feat: None.

MULTICLASS PSYCHICS

Psychic ability is a talent anyone might have. While some psychics discover their talent early in life and dedicate themselves to developing and mastering it, many others with psychic potential do not pursue it wholeheartedly. These psychics, for various reasons, choose to develop other abilities and follow different paths. Therefore, multiclass psychics are relatively common, although some classes combine better with psychic than others do.

Spellcasting classes, particularly arcane spellcasting classes such as bard, sorcerer, and wizard, combine well with the psychic class. Sometimes a talent for sorcery and psychic abilities are found in the same individual, leading them to become a bard or sorcerer as well as a psychic. Those with the talent may also choose to study wizardry in hopes of better understanding their own gifts. They learn the differences between psychic abilities and magic over time and may choose to pursue one or continue developing them both.

Divine spellcasters may regard psychic talents as gifts from the deities, to be developed and used in their service. Psychic/cleric is the most common combination, although psychic druids who use their gifts to commune with the natural world are known. Psychics who take up a calling as paladins are expected to put aside the pursuit of their psychic talents in favor of their divinely granted powers, and paladins who discover they have psychic talent later in life and choose to pursue it risk falling from grace.

Monks tend to consider psychic talents part of the mental and spiritual mastery that they seek, so Gamemasters may wish to allow monks to freely multiclass as psychics, if their monk class level is always equal to or greater than their psychic class level. Monks who become distracted by the development of their psychic talents can lose the discipline and strict training they require to maintain their status as monks.

Other classes combine freely with psychic, and the talent may show up virtually anywhere. Psychic fighters and rangers have special abilities at their command that can prove a surprise for their opponents. Psychic rogues may be able to influence the minds of others, psychokinetically lift items, or vanish in an instant.

Psychic/barbarian tends to be the rarest multiclass combination, simply because barbarians are often mistrustful of psychic talents and therefore less likely to seek to develop their own. Barbarians are much more likely to be wild talents (see below) than to adopt levels in the psychic class.

CROSS-CLASS PSYCHICS

Since Psychic Ability is a feat and psychic abilities are learned as skills, it is possible for a character of any class to develop a measure of psychic ability. The character needs the necessary psychic feats and can then spend skill points on the psychic skills granted by those feats. Note, however, that psychic skills are cross-class skills for classes other than the psychic (or the various psychic prestige classes below), so cross-class psychics spend the same amount of skill points for half the capability of a similarly trained character of the psychic class.

WILD TALENTS

Characters of other classes may develop psychic skills. The talent is random and some creatures have only a small measure of psychic ability, not enough to develop as true psychics but sufficient to grant the ability to learn a single psychic skill. This is represented by the Wild Talent feat (p. 49).

A wild talent can learn and use a single psychic skill. While they lack the breadth and the potential of psychics, wild talents are more common and they can still be quite formidable, depending on where their talent lies. A wild talent able to Teleport, for example, still has a significant ability. Wild talents do not have levels in the psychic class, so they do not face multiclass penalties for widely different class levels.

PSYCHICS VS PSIONS

Psychics are similar in some respect to psions from the *Psionics Handbook*. However, there are some significant differences between the two classes, perhaps more depending on how psychic abilities are treated in the campaign (see **Chapter Four** for details).

Psychic talents are based on and work like skills whereas psionic powers are more like spells. A psychic generally has fewer psychic skills than a psion has psionic powers, but a psychic's skills improve over time, whereas a psion's existing powers don't change, the psion simply learns new powers or acquires improved versions of existing ones. Psychic skills are also generally broader than psionic powers, capable of many different tasks or effects.

Psychic skills are often situational, with their effects determined by the character's skill rank, the result of the skill check, and the conditions under which the skill is used. Psionic powers tend to be more dependable and predictable, having the same effect every time they are used. An individual psionic power may have some variability to it, but its overall effects are always the same. Psychic skills can vary greatly in both difficulty and effect depending on how they're used and how skilled the psychic is in their use.

Psionic powers have certain visual, auditory, and other noticeable effects associated with their use. Psychic powers, by contrast, tend to be quite subtle, virtually invisible, and undetectable except to characters with the appropriate psychic senses.

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Perhaps most importantly, psions have a pool of power points they draw upon to fuel their psionic powers. Psychic skills are tiring to use and cause strain to the user in the form of nonlethal damage. A psion with no power points remaining cannot use any psionic powers but is otherwise unaffected. A psychic with too much nonlethal damage is severely fatigued or unconscious. This generally means that psychic skills are more of a strain on the user than psionic powers.

Gamemasters who want to change any of these assumptions should consult **Chapter Four** for ways to modify psychic skills to make them more or less like psionic powers and spells in the campaign.

SAMPLE PSYCHICS

Gamemasters can use the following examples as quick psychic NPCs:

LOW-LEVEL

Human Psy 4; HD 4d6; hp 19; Init +1 (Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 leather armor); Base Atk/Grp +3/+2; Atk +2 melee (1d6-1, quarterstaff) or +4 ranged (1d8, light crossbow); SA psychic skills; AL any; SV Fort +1, Ref +2, Will +7; Str 8, Dex 13, Con 10, Int 14, Wis 16, Cha 14.

Skills and Feats: Concentration +7, Diplomacy +8, Knowledge (psychic) +7, Sense Motive +9, Psychic Skills (see below); Combat Concentration, Psychic Ability, Psychic Talent feat (see below).

Possessions: leather armor, staff, dagger, light crossbow.

Select one of the following packages:

Adept: Adaptation +10, Body Control +10, Enhance Ability +10, Enhance Senses +10, Psychic Healing +7; Cure Disease, Cure Poison, Maximize Talent (Psychic Healing), Psychometabolism.

Psychokinetic: Cryokinesis +9, Pyrokinesis +9, Telekinesis +9, Telekinetic Blast +9, Telekinetic Shield +9; Energy Shield, Flight, Psychokinesis, Reduced Strain (Telekinesis).

Seer: Combat Sense +13, Precognition +10, Psychic Sense +10, Psychometry +10, Remote Viewing +13; Clairsentience, Skill Focus (Combat Sense), Skill Focus (Remote Viewing), Subtle Talent

Telepath: Mental Contact +9, Mind Reading +9, Psychic Blast +9, Psychic Shield +10, Suggestion +9; Psychic Focus (Telepathy), Psychic Invisibility, Reduced Strain (Mental Contact), Telepathy

Wanderer: Apport +9, Blink Teleport +9, Dimensional Phase +9, Psychic Sense +10, Teleport +12; Apport Arrows, Psychoportation, Reduced Strain (Teleport), Skill Focus (Teleport).

MID-LEVEL

Human Psy 8; HD 8d6; hp 57; Init +1 (Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 leather armor); Base Atk/Grp +6/+5; Atk +5 melee (1d6-1, quarterstaff) or +7 ranged (1d8, light crossbow); Full Atk +5/+0 melee (1d6-1, quarterstaff) or +7/+2 ranged (1d8, light crossbow); SA psychic skills; AL any; SV Fort +2, Ref +3, Will +9; Str 8, Dex 13, Con 10, Int 15, Wis 16, Cha 14.

Skills and Feats: Concentration +11, Diplomacy +12, Knowledge (psychic) +12, Sense Motive +13, Psychic Skills (see below); Combat Concentration, Dodge, Mental Recovery, Psychic Ability, Psychic Talent feat (see below).

Possessions: leather armor, staff, dagger, light crossbow.

Select one of the following packages:

Adept: Adaptation +14, Body Control +14, Enhance Ability +14, Enhance Senses +14, Psychic Healing +10; Cure Disease, Cure Poison, Maximize Talent (Psychic Healing), Psychometabolism.

Psychokinetic: Cryokinesis +10, Pyrokinesis +14, Telekinesis +14, Telekinetic Blast +14, Telekinetic Shield +14; Energy Shield, Flight, Psychokinesis, Reduced Strain (Telekinesis).

Seer: Combat Sense +13, Precognition +14, Psychic Sense +14, Psychometry +14, Remote Viewing +17; Clairsentience, Skill Focus (Combat Sense), Skill Focus (Remote Viewing), Subtle Talent

Telepath: Mental Contact +13, Mind Reading +13, Psychic Blast +11, Psychic Shield +14, Suggestion +11; Psychic Focus (Telepathy), Psychic Invisibility, Reduced Strain (Mental Contact), Telepathy

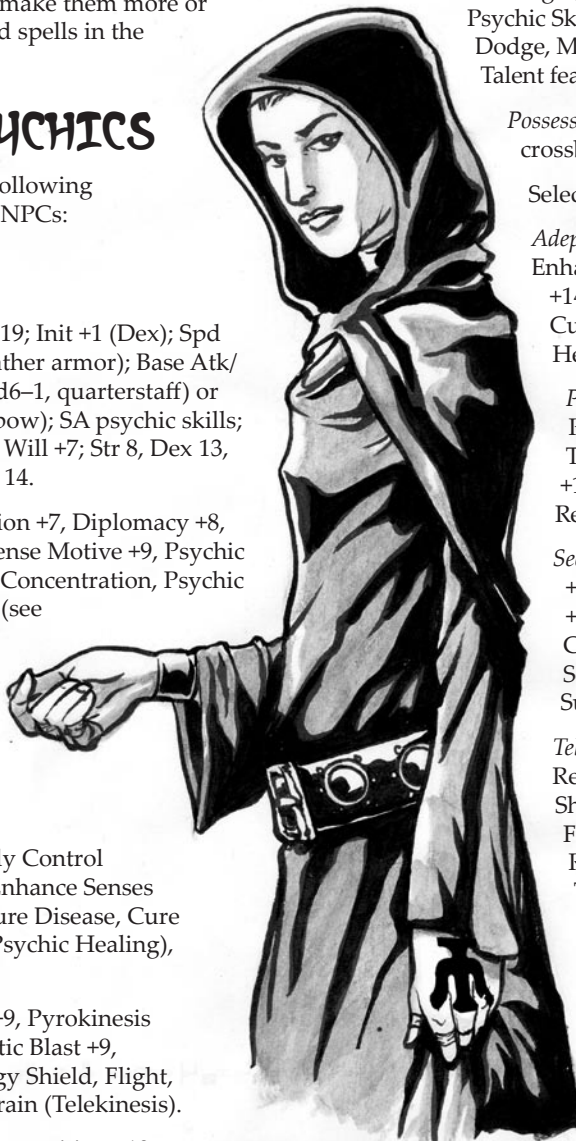
Wanderer: Apport +13, Blink Teleport +13, Dimensional Phase +13, Psychic Sense +10, Teleport +16; Apport Arrows, Psychoportation, Reduced Strain (Teleport), Skill Focus (Teleport).

HIGH-LEVEL

Human Psy 12; HD 12d6; hp 84; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 leather armor); Base Atk./Grp +/+; Atk +8 melee (1d6-1, quarterstaff) or +11 ranged (1d8, light crossbow); Full Atk +8/+3 melee (1d6-1, quarterstaff) or +11/+6 ranged (1d8, light crossbow); SA psychic skills; AL any; SV Fort +4, Ref +6, Will +11; Str 8, Dex 14, Con 10, Int 15, Wis 16, Cha 14.

Skills and Feats: Concentration +15, Diplomacy +17, Knowledge (psychic) +17, Sense Motive +17, Psychic Skills (see below); Combat Concentration, Dodge, Mental Recovery, Psychic Ability, Psychic Talent feat (see below). Widen Talent.

Possessions: leather armor, staff, dagger, light crossbow.



- CHAPTER ONE: THE PSYCHIC -

Select one of the following packages:

Adept: Adaptation +18, Body Control +18, Enhance Ability +18, Enhance Senses +14, Psychic Healing +14; Cure Blindness/Deafness, Cure Disease, Cure Poison, Maximize Talent (Psychic Healing), Quicken Talent, Psychometabolism.

Psychokinetic: Cryokinesis +14, Pyrokinesis +14, Telekinesis +18, Telekinetic Blast +18, Telekinetic Shield +18; Energy Shield, Flight, Multitasking, Psychokinesis, Reduced Strain (Telekinesis), Reduced Strain (Telekinetic Shield).

Seer: Combat Sense +17, Precognition +18, Psychic Sense +18, Psychometry +14, Remote Viewing +21; Clairsentience, Craft

Psychic Construct, Mental Fortitude, Skill Focus (Combat Sense), Skill Focus (Remote Viewing), Subtle Talent

Telepath: Mental Contact +15, Mind Reading +15, Psychic Blast +12, Psychic Shield +15, Psychic Surgery +12, Suggestion +12; Greater Psychic Focus (Telepathy), Mind Trap, Psychic Focus (Telepathy), Psychic Invisibility, Reduced Strain (Mental Contact), Telepathy

Wanderer: Apport +17, Blink Teleport +17, Dimensional Phase +17, Psychic Sense +12, Teleport +18; Apport Arrows, Divert Teleport, Psychoportation, Reduced Strain (Apport), Reduced Strain (Teleport), Skill Focus (Teleport).

PRESTIGE CLASSES

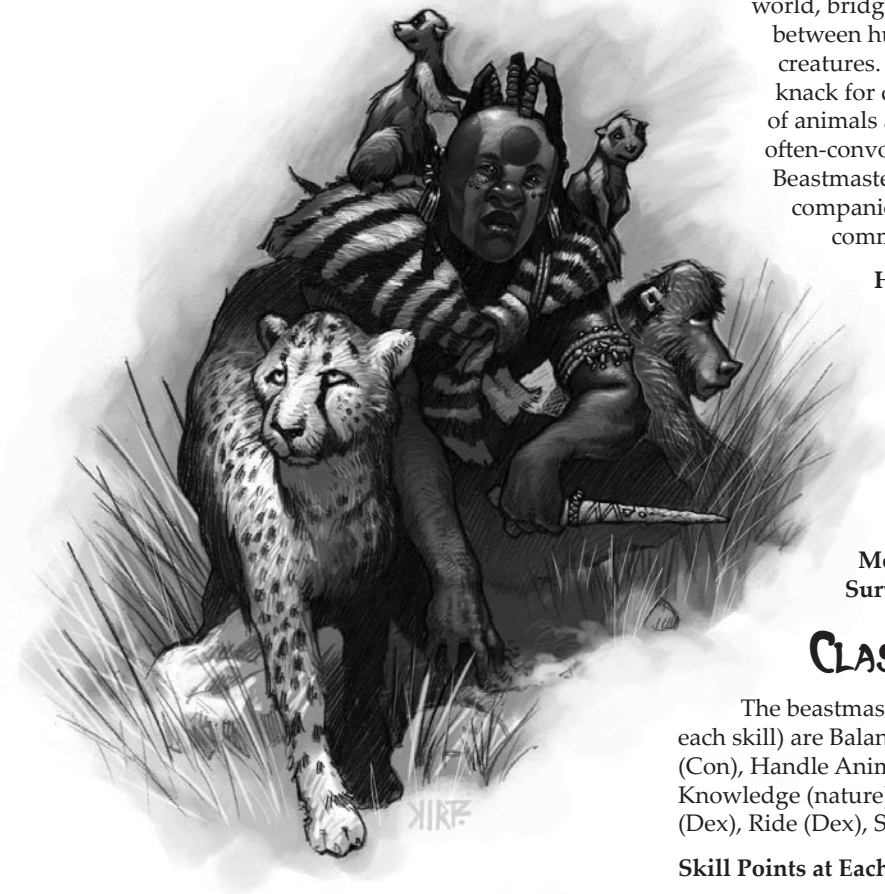
The next section of this chapter offers several prestige classes particularly suitable for psychic characters, but open to any character that meets the necessary requirements.

Characters must meet all the requirements before they can take any levels in a prestige class. Once they have attained 1st-level in a prestige class, they multiclass normally, except that prestige class levels do not count toward

determining whether the character suffers an XP penalty for multiclassing.

The Gamemaster determines which, if any, of these prestige classes are available in the campaign, how they fit into the campaign, and how difficult it is for characters to acquire levels in them. The classes here are independent of any particular setting, GMs may wish to modify them to fit into their own campaign worlds.

- BEASTMASTER -



Psychic talents open up an awareness of a larger world, bridging the barriers of communication between humanoids and animals and other creatures. Some psychics have a particular knack for dealing with the primitive minds of animals and may even prefer them to the often-convoluted thoughts of sentient creatures. Beastmasters forge psychic links with animal companions and learn to psychically communicate with creatures of all kinds.

Hit Die: d8

REQUIREMENTS

To become a beastmaster, a character must fulfill all the following criteria.

Feats: Psychic Ability and Telepathy.

Handle Animal: 7 ranks.

Mental Contact: 7 ranks.

Survival: 7 ranks.

CLASS SKILLS

The beastmaster class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Spot (Wis), Survival (Wis), Swim (Str).

Skill Points at Each Level: 6 + Int modifier.

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TABLE 1-2: THE BEASTMASTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Animal bond, animal empathy +1
2	+2	+3	+0	+0	Beast link
3	+3	+3	+1	+1	Animal empathy +2
4	+4	+4	+1	+1	Beast empathy
5	+5	+4	+1	+1	Animal empathy +3
6	+6/+1	+5	+2	+2	Beast cohorts
7	+7/+2	+5	+2	+2	Animal empathy +4
8	+8/+3	+6	+2	+2	Reduced strain
9	+9/+4	+6	+3	+3	Animal empathy +5
10	+10/+5	+7	+3	+3	Ride within

CLASS FEATURES

The following are class features of the beastmaster prestige class.

WEAPON AND ARMOR PROFICIENCY

Beastmasters gain no additional proficiency in either weapons or armor, although their class abilities are not affected by wearing armor or using any weapons.

ANIMAL BOND

A beastmaster can establish a psychic bond with animals to befriend them. This works like the druid Animal Companion class ability with a class level equal to the beastmaster's class level.

ANIMAL EMPATHY

Beastmasters are particularly effective when using their telepathic skills to affect animals. The beastmaster gains a competence bonus on telepathy skill checks against animals equal to half his class level (rounded up).

BEAST LINK

The beastmaster has a psychic link with all his bonded creatures, like the Psychic Link feat.

BEAST EMPATHY

At 4th-level, the beastmaster's animal empathy ability also affects magical beasts.

BEAST COHORTS

A 6th-level beastmaster gains the Leadership feat, with a base Leadership Score equal to his character level plus his Charisma modifier. The beastmaster gains a +1 bonus to Leadership for his psychic abilities and does not suffer the normal -2 penalty for having bonded companions, nor for moving around a lot. However, the beastmaster's cohorts must be animals or magical beasts. These cohorts are not as completely loyal as the beastmaster's bonded companions, nor does the beastmaster automatically have a psychic link with them, although he can use his psychic skills on them normally. Beast cohorts are considered familiar to the beastmaster for psychic purposes once they enter his service (see **Familiarity**, p. 21).

REDUCED STRAIN

An 8th-level beastmaster reduces the strain of all telepathy skills by half, like the Reduced Strain metapsychic feat, but only when using those skills on animals or magical beasts. Against all other creatures, the skills have their normal strain cost.

RIDE WITHIN

A 10th-level beastmaster can Mindswitch (as the skill, p. 32) with any of his bonded companions, entering and controlling the creature's body. The beastmaster uses the Mental Contact skill to make the Mindswitch check (including his bonus for beast empathy) and the beastmaster's body (containing the creature's mind) remains in a comalike state while the beastmaster occupies the creature's body.

- FIRE-STARTER -

A fire-starter focuses her psychokinetic power on a single goal: mastery of fire in all its forms. Fire-starters have a strong talent for pyrokinesis, often coupled with a fascination for fire and flame. This makes them both respected and feared for their ability to manifest and control fire. Even more than other psychics, fire-starters tend to be outsiders or exiles from society, particularly after the first building (or more) is burned down.

Hit Die: d6.

REQUIREMENTS

To enter the fire-starter prestige class, a character must fulfill all the following criteria.

Feats: Psychic Ability and Psychokinesis (or Wild Talent—pyrokinesis)

Pyrokinesis: 8 ranks.

TABLE 1-3: THE FIRE-STARTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Reduced strain (pyrokinesis)
2	+1	+0	+0	+3	Flaming touch
3	+2	+1	+1	+3	Fire mastery
4	+3	+1	+1	+4	Fire resistance
5	+3	+1	+1	+4	Flame blast
6	+4	+2	+2	+5	Flaming weapon
7	+5	+2	+2	+5	Flame aura
8	+6/+1	+2	+2	+6	Fire immunity
9	+6/+1	+3	+3	+6	Fiery grip
10	+7/+2	+3	+3	+7	Animate fire

CLASS SKILLS

The fire-starter's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (Int), Listen (Wis), Perform (Cha), Profession (Wis), Pyrokinesis (Int), Search (Int), Sense Motive (Wis), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The class features of the fire-starter class are as follows.



WEAPON AND ARMOR PROFICIENCY

Fire-starters gain no additional proficiencies in any weapons or armor.

REDUCED STRAIN

At 1st level, a fire-starter gains the benefit of the Reduced Strain feat on the Pyrokinesis skill, halving the amount of strain required to use that skill.

FLAMING TOUCH

At 2nd level, the fire-starter can ignite flammable objects by touch as a standard action. This touch attack provokes an attack of opportunity unless the fire-starter's unarmed attacks are considered armed attacks. Flaming touch can be used to set the clothes, hair, or equipment of a target creature on fire. See "Catching on Fire" in the *DMG* for more details. Flaming touch functions at will and causes the fire-starter no strain.

FIRE MASTERY

At 3rd level, a fire-starter gains complete immunity to any fire under her direct mental control. Any flame sustained or controlled by the character's Pyrokinesis cannot burn or damage the fire-starter.

FIRE RESISTANCE

At 4th level, the fire-starter gains Damage Reduction 10/— specifically against fire attacks. She also gains a +10 bonus on saving throws against fire and treats all fire damage as nonlethal damage as long as she is conscious.

FLAME BLAST

At 5th level, a fire-starter can hurl a blast of flames as a ranged touch attack, doing 1d6 damage, plus an additional 1d6 per 5 Pyrokinesis ranks. The flame blast scores a critical on a roll of 20, dealing x2 damage. A Reflex saving throw against the fire-starter's Pyrokinesis save DC halves the damage. If the target suffers damage from the flame blast, it is also set on fire, taking an additional 1d6 damage per round. A successful Reflex save (DC 15) puts out the flames. Flame blast has a strain cost of 2.

- CHAPTER ONE: THE PSYCHIC -

FLAMING WEAPON

A 6th-level fire-starter can cause any melee weapon she wields to burst into flames as a move action. This includes the fire-starter's unarmed attacks, shrouding her hands in fire. The weapon does 1d6 points of fire damage in addition to its normal damage. Unarmed attacks are considered armed while using this ability. The affected weapon flames for 1 minute (10 rounds) or until the fire-starter chooses to extinguish it. This ability costs the fire-starter 3 strain.

FLAME AURA

At 7th level, the fire-starter can surround her body with a flickering aura of fire as a move action. The flame aura gives the fire-starter's unarmed attacks the benefits of flaming weapon (above). Anyone who touches the fire-starter—including making a successful unarmed attack—suffers 1d6 fire damage. The flame aura lasts for 1 minute (10 rounds) or until the fire-starter chooses to extinguish it. This ability costs the fire-starter 8 strain.

FIRE IMMUNITY

At 8th level, a fire-starter is nearly immune to flames. The fire-starter gains Damage Reduction 20/— against

all forms of fire damage, and a +15 bonus on all saving throws against fire.

FIERY GRID

A 9th-level fire-starter can raise a target's body temperature, burning them alive—from the inside out! This combustion ability works like the Telekinetic Grip skill (p. 40) using the fire-starter's Pyrokinesis skill bonus instead, and deals fire damage rather than being a force effect.

ANIMATE FIRE

Truly skilled fire-starters can make flames move in a deadly dance. A 10th level fire-starter can imbue a source of fire with psychic energy as a full-round action, granting it a kind of pseudo-life as a fire elemental. The size of the elemental summoned determines the strain cost. A Small elemental is 2 strain, a Medium elemental is 4, a Large elemental is 8, a Huge elemental is 16, a greater Huge elemental is 32, and an elder Huge elemental is 64 strain. The elemental exists for 1 minute (10 rounds). The fire-starter may expend the original strain again to continue maintaining the elemental for another minute, if desired.

- GHOST STALKER -

The incorporeal world of ghosts lies beyond the reach of most mortals, but not beyond the power of a psychic. Some psychics hone their talents to allow them to reach into that ephemeral world, affect it, and use their powers to protect the living against hostile spirits and psychic creatures no one else can touch. Good-aligned ghost stalkers focus on protecting the innocent and laying tormented spirits to rest while neutral or evil-aligned ghost stalkers are more often motivated by simple greed or the thrill of the hunt. Some evil ghost stalkers take great pleasure in their ability to destroy spirits that challenge them.

Hit Die: d8.

REQUIREMENTS

To become a ghost stalker, a character must fulfill all the following criteria.

Feats: Psychic Ability and Clairsentience.
Psychic Sense: 8 ranks.

CLASS SKILLS

The ghost stalker's class skills (and the key ability for each skill) are: Heal (Wis), Listen (Wis), Knowledge (spirits) (Int), Profession (Wis), Search (Int), Spot (Wis), Survival (Wis). Additionally, all psychic skills are considered class skills for the ghost stalker.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the ghost stalker prestige class.

TABLE 1-4: THE GHOST STALKER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+0	+2	Psychic weapon, ghost hunt +1
2	+2	+0	+0	+3	Ghost touch
3	+3	+1	+1	+3	Improved psychic weapon
4	+4	+1	+1	+4	Ghost hunt +2
5	+5	+1	+1	+4	Dimensional phase
6	+6/+1	+2	+2	+5	Ghost smite
7	+7/+2	+2	+2	+5	Ghost hunt +3
8	+8/+3	+2	+2	+6	Improved psychic shield
9	+9/+4	+3	+3	+6	Ghost hunt +4
10	+10/+5	+3	+3	+7	Shielded spirit

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WEAPON AND ARMOR PROFICIENCY

Ghost stalkers are proficient in simple weapons and light and medium armor.

PSYCHIC WEAPON

At 1st-level, a ghost stalker gains the Psychic Weapon feat (p. 36) for free and may purchase the Psychic Weapon skill.

GHOST HUNT

Ghost stalkers are particularly adept at dealing with incorporeal creatures of all types. The ghost stalker's ghost hunt bonus applies to attack rolls, damage rolls, Bluff, Intimidate, Sense Motive, and Survival checks, and saving throws against the abilities of incorporeal creatures. The ghost stalker's bonus starts out at +1 at 1st level, increasing to +2 at 4th level, +3 at 7th level, and +4 at 9th level.

GHOST TOUCH

This power allows ghost hunters to directly combat the incorporeal. For a point of strain, a ghost stalker can imbue a weapon he wields or armor he is wearing with the *ghost touch* ability, allowing it to affect incorporeal creatures normally. The ghost stalker can also imbue his unarmed attacks with this ability, allowing him to touch, strike, and even grapple with incorporeal creatures normally. The *ghost touch* effect lasts for 1 minute (10 rounds).

IMPROVED PSYCHIC WEAPON

At 3rd level, a ghost stalker can use the Psychic Weapon skill as a free action rather than a move action.

DIMENSIONAL PHASE

At 5th level, a ghost stalker may learn and use the Dimensional Phase psychic skill without the need for any prerequisites.

GHOST SMITE (Su)

A 6th-level ghost stalker can smite an incorporeal creature with a melee attack once per day. The ghost stalker adds his Charisma modifier (if positive) to the attack roll and deals one extra point of damage per class level (in addition to the normal bonuses for the ghost hunt ability).

If the ghost stalker smites a corporeal creature by mistake or uses an attack that cannot affect the incorporeal creature, the smite is still used up for the day, even though it has no effect.

IMPROVED PSYCHIC SHIELD

At 8th level, a ghost stalker is immune to any mind-affecting ability used by an incorporeal creature. This includes mind-affecting psychic skills.

SHIELDED SPIRIT

A 10th level, a ghost stalker is immune to ability- or level-draining abilities used by incorporeal creatures.



- MIND HUNTER -

Mind hunters are those who, for various reasons, hunt and combat psychics and psychic creatures. They may be motivated by a desire to protect the innocent from manipulation by evil psychics, fear of psychic powers and what they can do, the thrill of the hunt, or simple greed. Their abilities are focused on making them effective enemies of psychics and overcoming psychic abilities. Fighters and rangers most often become mind hunters, although rogues also make effective hunters, and some spellcasters take up the class, particularly if they are strongly opposed to psychics in some way.

Hit Die: d8.

REQUIREMENTS

To become a mind hunter, a character must fulfill all the following criteria.

Base attack bonus: +5.

Will save bonus: +3.

Knowledge (psychic): 3 ranks.

Feats: Track. Cannot have any psychic feats.

Special: Must have overcome a psychic creature in single combat.

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TABLE 1-5: THE MIND HUNTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+0	+2	Psychic Sense, Psychic Shield
2	+2	+0	+0	+3	Psychic Static, Imbue Weapon
3	+3	+1	+1	+3	Drain Power, Mental Fortitude 1
4	+4	+1	+1	+4	Drain Vitality, Mind Over Matter
5	+5	+1	+1	+4	Psychically Null
6	+6/+1	+2	+2	+5	Divert Teleport, Mental Fortitude 2
7	+7/+2	+2	+2	+5	Psychic Reflection
8	+8/+3	+2	+2	+6	Psychic Hampering
9	+9/+4	+3	+3	+6	Mental Fortitude 3
10	+10/+5	+3	+3	+7	Psychic Severance

CLASS SKILLS

The mind hunter class skills (and the key ability for each skill) are: Climb (Str), Concentration (Con), Craft (Int), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (psychic) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis).

Skill points at Each Level: 6 + Int modifier.

CLASS FEATURES

The following are class features of the mind hunter prestige class.

WEAPON AND ARMOR PROFICIENCY

Mind hunters are proficient in all simple and martial weapons and with all types of armor and shields.

PSYCHIC SENSE

At 1st level, mind hunters can learn the Psychic Sense skill as a class skill, ignoring any prerequisites.

PSYCHIC SHIELD

A 1st-level mind hunter can learn the Psychic Shield skill as a class skill, ignoring any prerequisites.

PSYCHIC STATIC

At 2nd level, mind hunters can learn the Psychic Static skill as a class skill, ignoring any prerequisites.

IMBUE WEAPON

A 2nd-level mind hunters gains the Imbue Weapon feat (p. 45) for free.

DRAIN POWER

At 3rd-level, mind hunters can learn the Drain Power skill as a class skill, ignoring any prerequisites.

MENTAL FORTITUDE

Mind hunters gain the benefits of the Mental Fortitude feat (p. 46) at 3rd level. Their mental hardness score increases to 2 at 6th level and 3 at 9th level.

DRAIN VITALITY

A 4th-level mind hunter can learn the Drain Vitality skill as a class skill, ignoring any prerequisites.

MIND OVER MATTER

At 4th level, a mind hunter gains the benefits of the Mind Over Matter feat (p. 46) for free.

PSYCHICALLY NULL

A 5th-level mind hunter becomes even more difficult for psychics to sense and affect with their abilities. The familiarity modifier for affecting the mind hunter is increased by +5 DC (see **Familiarity**, p. 21).

DIVERT TELEPORT

A 6th-level mind hunter gains the Divert Teleport feat (p. 45).

The mind hunter uses the Psychic Static skill in place of Apport and ignores other prerequisites.

PSYCHIC REFLECTION

At 7th level, a mind hunter gains the Psychic Reflection feat (p. 47) free.



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PSYCHIC HAMPERING

An 8th-level mind hunter's Psychic Static and Psychic Shield skills are improved. In order to overcome the mind hunter's skills, a psychic must suffer additional strain as hit point damage rather than as nonlethal damage.

PSYCHIC SEVERANCE

A 10th-level mind hunter gains the Psychic Severance feat (p. 48) for free. The mind hunter must touch the subject and uses Psychic Static skill bonus in place of Psychic Surgery, but otherwise the effects (and strain cost) remain the same.

- PSYCHIC ADEPT -

Psychic adepts bend their wills toward complete mental control over their physical bodies: mind over matter. They learn to control their physiological responses and to enhance their bodies in various ways.

Becoming a psychic adept requires an iron will in addition to psychic talent. In time, psychic adepts become perfected physical beings, beyond many of the limits of normal creatures.

Hit Die: d8.

REQUIREMENTS

To become a psychic adept, a character must fulfill all the following criteria.

Feats: Psychic Ability and Psychometabolism.

Balance: 8 ranks.

Body Control: 8 ranks.

Concentration: 8 ranks.



CLASS SKILLS

The psychic adept class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Concentration (Con), Escape Artist (Dex), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (psychic) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the psychic adept prestige class.

WEAPON AND ARMOR PROFICIENCY

Psychic adepts gain no additional proficiencies in any weapons or armor, since they are intended to rely upon the innate capabilities of body and mind.

PSYCHIC STRIKE

A psychic adept can deal unarmed damage as a monk of equivalent class level and gains the benefits of the Improved Unarmed Strike feat. If the psychic adept already has levels in monk, count the levels of both classes. Additionally, for 5 points of strain per attack, a psychic adept can psychically "charge" his unarmed strikes, making them into touch attacks that deal their normal damage, but ignore the target's armor bonus.

PSYCHIC STAMINA

A psychic adept gains Psychic Stamina (p. 48) as a bonus feat, regardless of whether she meets the prerequisites.

BATTLEMIND

A psychic adept adds her Wisdom bonus as a dodge bonus to her Armor Class. This bonus is lost like any other dodge bonus. Battlemind stacks with the monk class's AC bonus if the character is multiclassed.

PERFECT BALANCE

A 3rd-level psychic adept can use accelerated movement with Balance or Climb skill checks at no penalty, requiring only one check per round. Attackers gain no attack bonus when attacking a psychic adept with perfect balance using either Balance or Climb.

BODY EQUILIBRIUM (Su)

A 3rd-level psychic adept gains the ability to mentally adjust her weight to move across any surface (sand, snow, quicksand, water, etc.) without sinking, provided

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TABLE 1-6: THE PSYCHIC ADEPT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+2	Psychic strike, psychic stamina
2	+2	+3	+3	+3	Battlemind
3	+3	+3	+3	+3	Perfect balance, body equilibrium
4	+4	+4	+4	+4	Mind over matter
5	+5	+4	+4	+4	Psychic leap
6	+6/+1	+5	+5	+5	Psychic speed
7	+7/+2	+5	+5	+5	Improved body control
8	+8/+3	+6	+6	+6	Improved ability enhancement
9	+9/+4	+6	+6	+6	Timeless body
10	+10/+5	+7	+7	+7	Body mastery

she moves at least a 5-foot step every round. The psychic adept sinks normally in the surface if she stops moving for one round. A psychic adept with body equilibrium steps so lightly that she is effectively “invisible” to tremorsense.

MIND OVER MATTER

A 4th-level psychic adept gains Mind Over Matter (p. 46) as a bonus feat, regardless of whether she meets the prerequisites.

PSYCHIC LEAP

A 5th-level psychic adept does not require a 20-foot running start to make Jump checks. The adept can make standing Jump checks with no increase in the Difficulty Class.

PSYCHIC SPEED (Su)

A 6th-level psychic adept may increase her base speed by 10 times for 1 round. This multiplies jump distances by 5 for that round. This requires a full-round action (including the character’s movement) and costs 5 points of strain.

IMPROVED BODY CONTROL

A 7th-level psychic adept is always considered to be taking 10 on Body Control skill checks and can make a Body Control check as a move action rather than a full-round action.

IMPROVED ABILITY ENHANCEMENT

A 8th-level psychic adept can use the Enhance Ability psychic skill as a move action rather than a standard action and can take 10 on the skill check even while distracted or under duress.

TIMELESS BODY

A 9th-level psychic adept no longer suffers penalties for aging and cannot be aged by any effect. The adept does not suffer ability score penalties, but bonuses still accrue. The adept still dies at the end of her normal lifespan.

BODY MASTERY

A 10th-level psychic adept can take 10 on any psychic skill check with Psychometabolism as its required talent, even if distracted or under duress.

- PSYCHIC HEALER -

A psychic’s potential power to heal is considerable, especially in worlds where medical science is limited. Some psychics devote themselves and their abilities to healing and saving lives. In settings where psychic talents are accepted, psychic healers may be part of colleges or orders of healers, their skills and knowledge passed on to others. In settings where psychics are mistrusted, they may disguise their healing abilities as magic, miracles, or even mundane “folk wisdom.” The key is the psychic healer’s dedication to the healing arts.

Hit Die: d6.

REQUIREMENTS

To become a psychic healer, a character must fulfill all the following criteria.

Feats: Psychic Ability and Psychometabolism (or Wild Talent—psychic healing)

Heal: 6 ranks.

Psychic Healing: 6 ranks.

CLASS SKILLS

The psychic healer’s class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (Int), Heal (Wis), Listen (Wis), Profession (Wis), Search (Int), Sense Motive (Wis), and Spot (Wis). Additionally, all Psychometabolism psychic skills are class skill for the psychic healer.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

The following are class features of the psychic healer prestige class.

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CURE DISEASE AND POISON

A 3rd-level psychic healer gains the Cure Disease and Cure Poison feats for free.

CURE BLINDNESS/DEAFNESS

A 4th-level psychic healer gains the Cure Blindness/Deafness feat for free.

RESTORATION

A 5th-level psychic healer can eliminate negative energy levels with a successful Psychic Healing check. For every five points of the check total, one negative level is removed from the subject. A successful Psychic Healing check also restores one drained level, as long as the time since the level was lost is less than the healer's Psychic Healing rank in days. Restoration costs the psychic healer 10 strain.

HEAL MASTERY

A psychic healer's mastery of the Heal skill is such that, at 6th level, the psychic healer is always considered to be taking 10 for Heal checks, even in the most difficult and distracting circumstances. Additionally, the healer can provide long-term care for up to twelve people at a time (still counting only as light activity for the healer). A successful Heal check by the healer automatically restores the subject to 0 hit points, as long as they were not yet below -10 hit points.

MAXIMIZE HEALING

At 7th level, a psychic healer always restores the maximum amount of hit points or ability score points from a Psychic Healing check, with no increase in strain. So, a psychic healer who generates a Psychic Healing check result of 30 (2d6+6 hit points or 1d8+4 ability score points) automatically restores either 18 hit points or 12 ability score points.

PSYCHIC HEALING MASTERY

An 8th-level psychic healer can take 10 on Psychic Healing skill checks even when distracted or under duress.

WEAPON AND ARMOR PROFICIENCY

Psychic healers gain no additional proficiencies in any weapons or armor. Their focus is on healing, not the arts of warfare or fighting.

HEALING FOCUS

At 1st level, the psychic healer gains a +3 competence bonus with all Psychic Healing skill checks.

REDUCED STRAIN

A 2nd-level psychic healer applies the effects of the Reduced Strain feat to the Psychic Healing skill, halving its normal strain cost.

TABLE 1-7: THE PSYCHIC HEALER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Healing focus
2	+1	+3	+0	+3	Reduced strain
3	+1	+3	+1	+3	Cure disease and poison
4	+2	+4	+1	+4	Cure blindness/deafness
5	+2	+4	+1	+4	Restoration
6	+3	+5	+2	+5	Heal mastery
7	+3	+5	+2	+5	Maximize healing
8	+4	+6	+2	+6	Psychic healing mastery
9	+4	+6	+3	+6	Regeneration
10	+5	+7	+3	+7	Raise dead

- CHAPTER ONE: THE PSYCHIC -

REGENERATION (Su)

At 8th level, a psychic healer can restore severed members of a creature's body like a use of the *regenerate* spell with a DC 20 Psychic Healing check. This requires a full minute and 15 strain. The regeneration is complete in 1 round if the severed members are present and touching the creature, 2d10 rounds otherwise.

RAISE DEAD (Su)

At 10th level, the psychic healer's focused mental power can even restore life to the dead, like a use of the *raise dead* spell (with the same effects and limitations). This requires a DC 25 Psychic Healing check and a minute's time. The healer can take 10 (requiring at least 10 minutes of time) but can't take 20. It costs the psychic healer 25 strain.

THE MODERN PSYCHIC

Gamemasters of modern 3rd Era games may wish to use the psychic abilities described in this book in their campaigns. This is easy to do by making psychic feats and skills available to the player characters and making the psychic class into an advanced class for modern 3rd Era games.

If you do wish to take this idea and run with it, limit advancement as a psychic to no more than 10 levels (meaning that psychics tend to be less powerful overall) and set the requirements for the advanced class based on how rare it should be in the campaign. An example is provided below.

Psychic abilities fit well into modern psychic investigator or thriller campaigns, and can substitute for the psionic abilities described in the *modern 3rd Era* core rulebook. They're also suitable for near-future "psyberpunk" campaigns or outer-space science-fiction campaigns, possibly featuring aliens as psychic creatures and psychic abilities as part of the future of human evolution. Apart from the class adjustments given below, the psychic feats and skills in this book fit just fine into a *modern 3rd Era* campaign setting without any changes. See **Chapter Four** for additional information on adapting or changing the psychic skill rules to suit a particular setting or type of campaign.

- THE PSYCHIC ADVANCED CLASS -

The psychic develops and masters innate powers of the mind.

REQUIREMENTS

To qualify to become a psychic, a character must fulfill the following requirements.

Skills: Concentration 6 ranks.

Feats: Psychic Ability.

CLASS SKILLS

The psychic's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (Int), Listen (Wis), Perform (Cha),

Profession (Wis), Search (Int), Sense Motive (Wis), and Spot (Wis). Additionally, all psychic skills are class skills. See **Chapter Two** for more information on psychic skills.

Skill Points at Each Level: 6 + Int modifier.

BONUS PSYCHIC FEATS

At 2nd level and every other level thereafter (4th, 6th, 8th, and 10th), the Psychic gains a bonus feat, which must be a psychic, psychic talent, or metapsychic feat. These are in addition to the Psychic's normal feats based on character level. See **Chapter Three** for details on these feats.

Note that the psychic advanced class does not get the Psychic Ability feat for free; instead it is a prerequisite for acquiring the class.

TABLE 1-8: THE MODERN PSYCHIC

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	
2	+1	+0	+0	+3	Bonus psychic feat
3	+2	+1	+1	+3	
4	+3	+1	+1	+4	Bonus psychic feat
5	+3	+1	+1	+4	
6	+4	+2	+2	+5	Bonus psychic feat
7	+5	+2	+2	+5	
8	+6/+1	+2	+2	+6	Bonus psychic feat
9	+6/+1	+3	+3	+6	
10	+7/+2	+3	+3	+7	Bonus psychic feat

- CHAPTER TWO: PSYCHIC SKILLS -



- CHAPTER TWO -

PSYCHIC SKILLS

This chapter looks at how some existing skills apply to psychics and psychic abilities. It also describes a new type of skill, the psychic skill, which represents training in a particular psychic talent. Descriptions of various psychic skills and their game effects are provided.

EXISTING SKILLS

Some existing skills described in the *PHB* have particular applications when dealing with psychics and their abilities. They are described here.

BLUFF

You can make a Bluff check against a target's Sense Motive check to trick a target into consciously thinking about some piece of information, lowering the DC of the Mind Reading check to get the information, usually by at least 5. The character making the Bluff check doesn't need to be the same character making the Mind Reading check; two characters can work together in this. Generally, this tactic is only effective for a particular fact or piece of information, such as a password, location, name, and so forth. Detailed and specific information requires a more extensive use of Mind Reading.

CONCENTRATION

Concentration checks are required whenever distractions—such as pain or injury—may keep a character from using or maintaining a psychic skill. Concentration checks are also required to use psychic skills on the defensive (so as not to provoke attacks of opportunity).

KNOWLEDGE (PSYCHIC)

The Knowledge (psychic) skill covers understanding of psychic talents and the various skills based on them, how they are developed and used. It includes various theories of how psychic abilities work, which may be accurate, depending on how well understood psychic talents are in the campaign world.

SENSE MOTIVE

In addition to its normal uses, characters can use Sense Motive to determine if someone is under the influence of a mind-affecting psychic skill, even if the person isn't aware of it himself. This requires a DC 25 Sense Motive check, with no retry.

PSYCHIC SKILLS

Psychic skills differ from the ordinary skills most characters have in that they reflect training in the use of innate psychic talents. Characters without the appropriate psychic talent feat or feats cannot learn or use psychic skills. Psychic skills work much like ordinary skills but there are additional parameters, particularly the distance at which the skill operates, how targets resist the skill's effects, and the mental effort required to use a psychic skill versus an ordinary skill. The differences in using psychic skills are discussed below.

CLASS AND CROSS-CLASS SKILLS

Psychic skills are class skills only for members of the psychic class and certain prestige classes. For characters of all other classes, they are cross-class skills. Possessing the proper psychic talent feats does not allow characters to learn psychic skills as class skills. Psychic talent feats only permit the learning of psychic skills. The character's class determines whether they are class skills.

SKILL CHECKS

Characters make skill checks with psychic skills just as they do with ordinary skills unless noted otherwise in the skill description.

Psychic skills often have multiple uses. Some psychic skills are "all or nothing," a simple skill check against a DC decides whether the skill succeeds or fails. Other psychic skills have different levels of success determined by the results of the skill check. Some psychic skills even succeed automatically, with the skill's rank determining its effects.

ACTION

Using a psychic skill takes a particular amount of time, given in the skill's description. Most psychic skills require a standard or move action in combat. Others require a full-round action or more. Psychic skills are subject to the normal rules regarding actions.

FAMILIARITY

An important factor in psychic skill use is how familiar the subject of the skill is to the psychic. Psychic abilities

- CHAPTER TWO: PSYCHIC SKILLS -

TABLE 2-1: FAMILIARITY MODIFIERS

Familiarity	DC Modifier	Strain	Definition
Present	+0	0	Visible to the naked eye or in physical or mental contact with the psychic.
Intimately Familiar	+5	1	Visible on live video, seen or sensed using another psychic skill, a close friend or relative, an item made by the psychic or owned and used for at least a year, a place where the psychic spent at least a year's time.
Familiar	+10	2	A person, place, or item the psychic has been acquainted with for at least three months, a casual friend.
Somewhat Familiar	+15	3	A person, place, or item the psychic has been acquainted with for at least a week. A familiar or better subject shown to the psychic telepathically.
Casually Familiar	+20	4	A person, place, or thing the psychic has been acquainted with only briefly. A somewhat familiar subject shown to the psychic telepathically.
Slightly Familiar	+25	5	A subject that the psychic has only seen briefly or had described in detail.
Unfamiliar	—	—	A subject totally unfamiliar and unknown to the psychic and out of the psychic's line of sight or physical contact. Psychic skills cannot be used on unfamiliar subjects.

are generally more effective on or against subjects with which the user is well acquainted. In psychic skill descriptions that mention a familiarity modifier, determine the relationship between the psychic and the target of the skill on **Table 2-1** and apply the appropriate familiarity modifier to the DC of the skill check. Add the strain for the target's familiarity to the normal strain for the skill. So, using a psychic skill on a somewhat familiar target increases the DC by 15 and the strain for using the skill by 3.

MASS

Some psychic skills (notably psychokinetic and psychoportation skills) affect solid objects and creatures. The DC of these skills and the strain suffered by the user is often modified by the mass of the target. When a psychic skill description calls for a mass modifier, find the

target's mass on **Table 2-2** and apply the listed modifier to the DC and the strain caused by the psychic skill. So using a psychic skill to affect a mass between 101 and 1,000 pounds has a +10 modifier to DC and causes an additional 4 points of strain.

ATTACKS OF OPPORTUNITY

Using a skill that requires a standard action or full-round action generally provokes an attack of opportunity, and psychic skills are no different. However, character do have the option of using their psychic skills on the defensive, much like spellcasters may cast spells. The character makes a Concentration check with a DC of 15 or the DC of the psychic skill check, whichever is greater.

If the check succeeds, the psychic does not provoke an attack of opportunity for using that skill. If the

TABLE 2-2: MASS MODIFIERS

Mass	DC Modifier	Strain
Up to 10 lb.	+0	1
Up to 100 lb.	+5	2
Up to 1,000 lb.	+10	4
Up to 10,000 lb. (5 tons)	+15	8
Up to 100,000 lb. (50 tons)	+20	16
Up to 1,000,000 lb. (500 tons)	+25	32
Up to 10,000,000 lb. (5,000 tons)	+30	64

- CHAPTER TWO: PSYCHIC SKILLS -

Concentration check fails, then the psychic skill check automatically fails, although the character still suffers the strain damage. Characters with the Combat Concentration feat (p. 44) get a +4 bonus on the Concentration check to use a psychic skill on the defensive.

Psychic skills that can be used as free or move actions do not provoke attacks of opportunity.

RANGE

Psychic abilities transcend space (and often time) as we understand it. Many psychic skills have effectively unlimited range: they can affect targets anywhere in the world, or even anywhere in the universe (on the same plane of existence).

However, using psychic skills against targets out of sight and unfamiliar to the user is more difficult, effectively limiting their use to somewhat familiar targets or things in the user's line of sight (see **Familiarity** on page 21).

Specific limitations on the range of a psychic skill are noted in the skill's description.

MENTAL CONTACT

Some psychic skills refer to the psychic being in "mental contact" with the subject. This involves the use of the Mental Contact skill, allowing the psychic to "touch" another character's mind. Subjects in mental contact are considered "present" to the psychic in terms of familiarity regardless of the physical distance between them.

Mental contact does not count as line of sight for psychic skills that specifically require it. For example, most psychokinesis skills require line of sight and can't be used through mental contact.

MULTIPLE TARGETS

Although it is easiest to use a psychic skill on a single subject at a time, a character can attempt to affect multiple targets with the same psychic skill at once: telekinetically lifting multiple objects, making mental contact with multiple minds, and so forth. This requires time, skill, and effort to achieve.

A character attempting to use a psychic skill on more than one target at once increases the skill's DC and the amount of strain the skill causes by +2 for every additional target. So affecting three targets at once is +4 DC and +4 strain for the two additional targets. If the psychic skill does not require a check, then the skill's saving throw DC is reduced by 2 per additional target.

Additionally, the skill requires a full-round action to use. If the skill normally requires a full-round action or more, then it requires an additional full-round action to use.

The various targets must all be within range of the skill. If the skill requires mental contact, then the user must be in mental contact with all the targets. The Gamemaster has the final say on whether a psychic skill can affect more than one target at a time.

MAINTAINING PSYCHIC SKILLS

Some psychic skills can be maintained; that is, their effect can be continued at the same level achieved by the initial skill check. This requires a modicum of concentration on the part of the character. A psychic maintaining one or more psychic skills who is distracted must make a Concentration check with a base DC of 10, +2 per skill the character is maintaining beyond the first. Additional modifiers may apply for damage and other distracting conditions (see the Concentration skill description for details). A failed Concentration check means that the character stops maintaining all psychic skills and their effects end. Optionally, the Gamemaster may rule that the psychic stops maintaining one psychic skill for every two points the Concentration check failed by (rounding up).

Using another psychic skill (or another application of the same skill) while maintaining one or more psychic skills increases the DC of the psychic skill check by +2, but does not affect the skill's strain or saving throw DC, unlike affecting multiple targets at once.

SAVING THROWS

Psychic skills that affect other creatures allow a saving throw to negate or reduce their effects. This is generally a Will saving throw, and the DC of the save is equal to 10, plus half the psychic's ranks in the psychic skill (rounded up), plus the skill's key ability score modifier. So a psychic with 7 ranks in Domination and Cha 16 has a DC of 17 for targets to resist: a base of 10, plus 4 for the skill ranks (7 divided by 2 = 3.5, rounded up to 4), plus 3 for the psychic's Charisma modifier. All psychic skills follow this method of determining their saving throw DCs unless noted otherwise.

STRAIN

Using psychic skills is particularly taxing. Each use of a psychic skill deals a particular amount of nonlethal damage on the user, known as strain. If a psychic's total nonlethal damage exceeds the character's current hit points then the psychic becomes unconscious. Nonlethal damage caused by using psychic skills heals normally (1 point per character level per hour).

If the strain from using a psychic skill causes the user to become unconscious, then the skill effect still happens, but cannot be maintained. So a psychic can, for example, teleport or make a psychic attack before becoming unconscious, but a psychic who establishes a skill such as Domination or Mind Reading, then becomes unconscious due to nonlethal damage, cannot maintain the effects of the skill, which lapse.

The strain of some psychic skill use is determined by circumstances. Certain feats may also affect the amount of strain caused by using psychic skills. The psychic takes the strain regardless of whether the psychic skill check is successful, and the damage happens each time a skill is retried as well.

PSYCHIC SKILL DESCRIPTIONS

The psychic skill descriptions in this section follow the standard format for skill descriptions, with a few modifications. The Requirements entry shows the psychic feat(s) required to learn the skill. A few psychic skills may be used untrained, meaning any character with the appropriate feat can attempt the skill, even with 0 ranks in it. This is noted following the required feat. Otherwise, psychic skills cannot be used untrained. Each skill description ends with the time it takes to use the skill and a listing of the nonlethal damage caused by using the skill. In some cases, this varies depending on the conditions when the skill is used.

ADAPTATION (Wis)

You can adapt your body to survive in hostile environments.

Requirements: Psychometabolism feat

Check: Whenever you are required to make a Fortitude save or Constitution check to resist the effects of the environment, you can make an Adaptation check instead, using your psychic ability to improve your ability to withstand different environments. Note that Adaptation does not help you against anything that requires a Reflex saving throw or anything other than an environmental condition. It does not, for example, protect against falling damage or catching on fire (both of which require Reflex saves).

Special: You can't take 10 or take 20 on Adaptation checks.

Time: Adaptation is a free action.

Strain: 1 per check.

APPORT (Int)

You can teleport objects or creatures to other locations.

Requirements: Psychoportation feat

Check: You can teleport a target as a standard action. Distance is not a factor. The base DC is 10, modified by the object's mass, its familiarity to you, and the familiarity of the destination. For example, apportioning a 10-pound object (DC +0) that is in your line of sight (DC +0) to a destination in your line of sight (DC +0), such as apportioning an opponent's weapon into your hand, is DC 10. Apportioning the same object in your line of sight to a somewhat familiar destination (DC +15) is DC 25. If the object is out of your line of sight and only somewhat familiar, the DC is increased to 40, and so forth. Generally, the DC of apportioning an adult human is +10 for mass, plus familiarity modifiers. Unwilling creatures get a Reflex saving throw to resist apportioning of themselves or any object they are wearing, carrying, or holding. A successful save means there is no effect. You must apportion an entire object, not simply part of it, although unattached materials may be left behind. For example, you can apportion a rope or pair of manacles without affecting the creature bound by them. Targets cannot be apportioned inside other solid objects: attempts to do so simply fail, although the

Gamemaster may permit the apportioned target to appear in the nearest open space to the desired destination.

Special: You can take 10 on an Apport check, but you can't take 20.

Time: Apport is a standard action.

Strain: 1 plus familiarity and mass modifiers.

BLINK TELEPORT (None)

You can teleport rapidly to avoid attacks.

Requirements: Psychoportation feat

Check: None. You can rapidly "blink" in and out of an area, appearing and disappearing from reality. Attacks have a 50% miss chance against you while you are blinking and you suffer only half damage from area attacks. You strike as an invisible creature, with a +2 attack bonus and deny your target his Dexterity bonus to AC.

Time: Blink Teleport is a move action. You can blink for a number of rounds equal to half your Blink Teleport ranks (rounded up). To continue blinking, take an additional move action and pay the strain cost for the skill again.

Strain: 3.

BODY CONTROL (Wis)

You have mental control over your body.

Requirements: Psychometabolism feat; can be used untrained

Check: You can make a Body Control check for a number of different tasks, described below.

BODY CONTROL

Task	DC
Sleep normally despite distractions	5
Sleep normally despite difficult distractions	10
Slow breathing to half normal rate	10
Ignore pain or injury	10+ damage dealt
Body awareness	15
Speed recovery	15
Slow breathing to one-quarter normal rate	15
Feign death and delay poison	20
Overcome disease	Disease's DC
Overcome poison	Poison's DC

SLEEPING

A successful Body Control check allows you to sleep in difficult conditions, including bad weather, noise, buzzing insects, and so forth.

SLOW BREATHING

You can deliberately slow your rate of breathing so that you consume less air, vital in situations where there is only a limited amount of breathable air available.

- CHAPTER TWO: PSYCHIC SKILLS -

IGNORE PAIN

You can ignore the effects of pain or injury while awake or asleep. If you choose, nothing can wake you, as long as you make a successful Body Control check.

BODY AWARENESS

Conversely, you can become very aware of your body while asleep or concentrating. This allows you to sense if you are touched or moved in any way while using Remote Viewing, for example. If you are damaged, subtract the amount of damage dealt from the DC of the Body Control check.

SPEED RECOVERY

You can speed your natural recovery process, regaining hit points at twice the normal rate (or level x 2 hp per day's rest).

FEIGN DEATH

By exerting supreme control over your body, you can enter a deep trance almost indistinguishable from death. A Spot check with a DC equal to your Body Control check is required to determine that you are still alive. Effects that detect life still work normally on you. While in this state, you also suspend the effects of any disease or poison in your system for as long as you remain in the trance.

OVERCOME DISEASE OR POISON

By concentrating for a full round, you can substitute your Body Control skill check for your Fortitude saving throw against a disease or poison in your system. This usually means you can only use Body Control against the secondary effects of a disease or poison, unless it is slow acting and you are warned soon enough to use Body Control to resist the initial effects (in the GM's judgment).

Special: You can take 10 on Body Control checks, but you can't take 20.

Time: Body Control is a full-round action. The effects last as long as you concentrate.

Strain: DC divided by 5.

COMBAT SENSE (WIS)

You can improve your ability in combat by sensing the flow of events around you.

Requirements: Clairsentience feat

Check: A Combat Sense check grants you a psychic bonus on attack rolls as shown on the table below. You can select a bonus that's less than the result you achieve to reduce the strain cost.

COMBAT SENSE

Result	Bonus on Attack
Up to 4	+1
5-14	+2
15-24	+3
25-34	+4
35+	+5



Special: You can take 10 when making a Combat Sense check, but you can't take 20.

Time: Activating Combat Sense is a move action. The bonus lasts for 10 rounds (1 minute).

Strain: 2 plus the amount of the bonus.

CRYOKINESIS (INT)

You can freeze things with the power of your mind.

Requirements: Psychokinesis feat

Check: You can lower the temperature of an area about a foot across, enough to deal cold damage, with a DC 15 Cryokinesis check. A targeted creature must make a Fortitude saving throw against your skill DC to avoid taking 1d6 cold damage. Protective clothing has no effect. You can freeze roughly a gallon of water into solid ice in a round. For every 2 points that you exceed the DC, you affect an additional cubic foot (or gallon of liquid) and add +1 point to your cold damage. You can also decrease the size and damage potential of a fire by 1 point (and 1 square foot) for every two points your skill check exceeds DC 10. A fire reduced to a damage potential of 0 or less goes out permanently (this requires a skill check of 22 for a normal 1 sq. ft. flame). Otherwise, the reduction in the fire lasts only as long as you concentrate.

Special: You can take 10 on Cryokinesis checks, but you can't take 20.

Time: Cryokinesis is a standard action.

Strain: 3.

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CYBERKINESIS (INT)

You can make mental contact with computers.

Requirements: Clairsentience feat

Check: Make a Cyberkinesis check to make mental contact with a computer. The base DC is 10, modified by familiarity. Once you are in mental contact with the computer, you can make Computer Use skill checks as if you were accessing that computer normally. Whenever you need to make a Computer Use check, you can use your Cyberkinesis skill instead, but then each check causes strain (so it's generally easier on yourself to have Computer Use).

Special: You can take 10 on Cyberkinesis checks. In cases where there is no penalty for failure, you can also take 20. Obviously, Cyberkinesis is only useful in settings that have computers. In other settings, it doesn't exist (or is never developed).

Time: Cyberkinesis is a move action.

Strain: 1.

DIMENSIONAL PHASE (NONE)

You can shift your body out of phase with the Material Plane.

Requirements: Psychoportation feat



Check: None. You can become ethereal at will, shifting "out of phase" with the material world. While ethereal you are invisible, incorporeal, and capable of moving in any direction, even up or down, unaffected by gravity. As an incorporeal creature, you can move through solid objects, including living creatures. You can see and hear the material world, but everything looks gray and insubstantial. Sight and hearing into the material world are limited to 60 feet. Psychic skills can affect you, and your own psychic skills can affect the material world, but with a +10 to the DC either way (or a +10 bonus on saving throws for psychic skills that do not require checks). An ethereal creature cannot attack material creatures. You can affect other ethereal objects and creatures as if they were material.

If the skill's duration ends and you are inside a material object, you are shunted to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

Time: Dimensional Phase is a move action. You remain ethereal for a number of rounds equal to half your skill rank (round up).

Strain: 5.

DIMENSIONAL SHIFT (INT)

You can psychically transport from one dimension to another.

Requirements: Dimensional Shift feat

Check: You can make a Dimensional Shift check to move yourself to another plane of existence or alternate dimension. The base DC is 10, modified by familiarity and any additional mass that you carry with you, including other creatures, which must be in physical contact with you or each other. Generally, alternate dimensions are considered only slightly familiar unless you have visited them before (perhaps with the guidance of a native or another psychic). You can also acquire knowledge of other dimensions telepathically from other creatures or by using psychometry on an object or creature from that dimension; the dimension is then considered somewhat familiar. If you choose to visit a random dimension the familiarity modifier is only +5, but this is quite dangerous since there's no way of knowing the conditions of your destination. Of course, once you have visited a dimension, you can become more familiar with it.

Special: You can take 10 or take 20 on a Dimensional Shift check.

Time: Dimensional Shift is a full-round action.

Strain: 10.

DOMINATION (CHA)

You can mentally control another creature's actions.

Requirements: Telepathy feat

Check: None. The target makes a Will saving throw against your skill DC. If the save fails, you control the creature's actions. You can force the subject to perform any action you wish, within the limits of his abilities. You're aware of what the subject is experiencing via your mental link, but you do not receive direct sensory impressions

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from him. Subjects forced to take actions against their nature receive a new saving throw with a bonus of +1 to +4, depending on the nature of action.

Special: You must be in mental contact with the subject. You can take 10 on a Domination check, but you can't take 20.

Time: Domination is a standard action. It lasts as long as you concentrate.

Strain: 6.

DRAIN ABILITY (Wis)

You can reduce one of a target's ability scores.

Requirements: Psychometabolism feat

Check: You can make a Drain Ability check to reduce the ability score of a creature within your line of sight. Each ability score requires a different Drain Ability skill, which is learned and used separately. So there is Drain Strength, Drain Dexterity, and so forth. The result of your skill check determines amount of temporary ability damage the target suffers. A successful Will saving throw negates the effect. You can select ability damage that's less than the result you achieve to reduce the strain cost.

DOMINATION

Result	Ability Damage	Strain
10-14	1d4	2
15-24	1d6	4
25-34	1d8	6
35+	2d6	8

Special: You can't take 10 or take 20 on a Drain Ability check.

Time: Drain Ability is a standard action.

Strain: See above.

DRAIN EMOTION (Cha)

You can drain intense emotion, calming those around you.

Requirements: Telepathy feat

Check: None. The target creature must make a Will saving throw or be drained of all extremes of emotion. The creature is calm and incapable of taking violent action (although it can defend itself) or doing anything else destructive. Any aggressive action or life-threatening damage against the subject breaks the effect. Drain emotion can be used to end a barbarian's rage (though the barbarian does benefit from the +2 morale bonus on his save). This skill also suppresses (but does not dispel) mind-affecting abilities that rely on emotion, such as Empathic Projection. While the Drain Emotion skill lasts, the suppressed ability has no effect. You can maintain Drain Emotion by concentrating. It lasts for 1 round per skill rank after concentration lapses. A successful save means the creature acts normally.

Special: You must be in mental contact with the target.

Time: Drain Emotion is a standard action. It lasts for 1 round per skill rank.

Strain: 2.

DRAIN POWER (Wis)

You can reduce a target's psychic skill ranks.

Requirements: Psychometabolism feat

Check: You can make a Drain Power check to reduce a single psychic skill rank of a creature in your line of sight or mental contact. You choose the psychic skill affected when the check is made. If the creature has no ranks in that skill, it is unaffected. Otherwise, it makes a Will saving throw. Success negates the effect. Failure means the creature suffers damage to the skill rank based on the result of your Drain Power check. You can select Skill Ranks Lost less than the result you achieve to reduce the strain cost.

DRAIN POWER

Result	Skill Ranks Lost	Strain
10-14	1d6	2
15-24	1d8	4
25-34	2d6	6
35+	2d8	8

The subject functions at the reduced level of skill. A character is considered untrained in a skill reduced to rank 0. If the character no longer meets prerequisites due to reduced skill rank, certain feats or other abilities may be inaccessible. Lost skill ranks recover at the rate of 1 per hour.

Special: You can take 10 on Drain Power checks, but you can't take 20.

Time: Drain power is a standard action.

Strain: See above.

DRAIN VITALITY (Wis)

You can drain the energy of others to enhance your own.

Requirements: Psychometabolism feat

Check: You can drain vital energy from a living creature in your line of sight, dealing nonlethal damage to them. Your Drain Vitality rank sets the damage: 1d6, plus 1d6 per 5 skill ranks. A successful Will saving throw negates the damage. You reduce your own current nonlethal damage by an amount equal to the nonlethal damage you deal using this skill. Once your nonlethal damage is reduced to 0, you do not gain any further points from Drain Vitality, although its targets still suffer the normal nonlethal damage.

Special: You can take 10 on a Drain Vitality check, but you can't take 20.

Time: Drain Vitality is a standard action.

Strain: 2 (which can be recovered from points gained using this skill).

DREAMWALK (Wis)

You can enter another creature's dreams. For additional information on dreaming, see the *Shaman's Handbook*.

Requirements: Telepathy feat

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Check: You can psychically enter the dream world by making a successful skill check (DC 15). You can enter the dreamscape of another person, which counts as being in mental contact with them for the purposes of using other psychic skills (and for a Psychic Shield blocking you). In the dream world, you have your normal abilities, but your Dreamwalk skill allows you to influence things and events there.

DREAMWALK

DC	Task
5	Realize that you are asleep and dreaming
10	Wake up from a dream or nightmare
15	Change an aspect of your dreamscape
15	Move from one dreamscape to another
20	Change your dream-self's appearance
20	Change an aspect of another's dreamscape

Changing a dreamscape allows you to alter features of the setting such as terrain, weather, lighting, and so forth, but it cannot be used to cause harm (although it can make an otherwise pleasant dream into a nightmare).

When you attempt to change someone else's dreamscape, the subject can make a Wisdom or Dreamwalk check to resist the change; you must beat a DC of 20 or the check result, whichever is higher, to affect the dreamscape. You can change your appearance in the dream world as if using an *alter self* spell with an unlimited duration. Imitating a specific individual's appearance requires a Disguise check, but a successful Dreamwalk check (DC 20) provides a +10 synergy bonus on the Disguise check.

Special: You can take 10 or take 20 on Dreamwalk checks.

Time: Entering the dream world is a full-round action. Uses of Dreamwalk within the dream world are move actions. Once you have entered the dream world, you remain until you choose to awaken.

Strain: 2 to enter the dream world, none within the dream world, although use of other psychic skills has its normal strain cost.

ELECTROKINESIS (INT)

You can control the flow of electromagnetic energy.

Requirements: Psychokinesis feat

Check: You can direct and channel electromagnetic energy, allowing you to direct electricity, drain electrical power sources, and focus magnetism to affect metallic objects.

DIRECT ELECTRICITY

You can direct electricity from a free-flowing power source in your line of sight, including outlets, generators, or even storm clouds. The target makes a Reflex saving throw against your skill DC to avoid being struck. If the save fails, the target takes 1d6 damage, +1 point for every 2 points that your skill check exceeds DC 15.

DRAIN POWER

You can drain a power source of its energy. Unattended power sources are automatically drained, while creatures receive a Will saving throw for power sources in their possession. The strain of the skill use is based on the size of the power source: 2 for a simple source such as a battery, 4 for a car battery or larger power pack, 8 for a powerful fuel cell or similar high-power storage device, and 12 for a generator. A generator is only drained as long as you concentrate. You can also direct drained electricity as above, using drain power to fuel an electrical attack the following round.

MAGNETOKINESIS

You have the ability to manipulate magnetic fields, allowing you to move metallic objects as if you were using the Telekinesis skill, with the same Difficulty Class and strain, based on the object's mass. For modern 3rd Era campaigns, you can also create a magnetic pulse that erases magnetic storage media (such as videotapes and computer disks) with a DC 20 skill check. The pulse affects a radius of 20 ft., +1 ft. per point the skill check exceeds the DC.

Special: You can take 10 on Electrokinetics checks, but you can't take 20. Electrokinetics is less useful (and less understood) in settings without electrical technology. In

these settings, it is primarily used to direct electricity from storms and to affect metallic objects.

Time: Directing electricity and magnetokinesis are standard actions. Draining power is a full-round action.

Strain: 3 to direct electricity, otherwise as given in the description above.



- CHAPTER TWO: PSYCHIC SKILLS -

EMPATHY (WIS)

You can sense the emotional states of other creatures.

Requirements: Telepathy feat, can be used untrained

Check: An Empathy check allows you to determine the emotional state of the subject. The target gets to make a Will save to resist your attempt. Whether you succeed or fail, the subject does not know that you are reading his emotions. If the target's save fails, you get a general idea of his emotions and mood. This grants you a psychic bonus on the next skill check you make against the subject within the next 10 rounds (1 minute) using any of the following interaction skills: Bluff, Diplomacy, Handle Animal, Intimidate, Perform, or Sense Motive.

EMPATHY

Result	Bonus on Interaction Skills
Up to 4	+1
5-14	+2
15-24	+3
25-34	+4
35+	+5

Retry: You can only use Empathy on a subject once during the same encounter or scene.

Special: You can take 10 when making an Empathy check, but you can't take 20.

Time: Empathy is a free action. The bonus lasts 10 rounds (1 minute) or until you make an interaction skill check against the target.

Strain: 1.

EMPATHIC PROJECTION (CHA)

You can impose emotional states on others.

Requirements: Telepathy feat

Check: None. The target makes a Will saving throw against your skill DC. You can impose any of the following emotional states on the subject:

DESPAIR

The creature suffers a -2 morale penalty on saving throws, attack and damage rolls, and ability and skill checks. Despair dispels the effects of hope.

FEAR

The creature flees from the object of its fear (chosen by you). Fear dispels the effects of rage.

FRIENDSHIP

The creature's attitude shifts toward the next more positive reaction (hostile to unfriendly, unfriendly to indifferent, etc.). Creatures involved in combat continue to fight back normally, however. Friendship dispels the effects of hatred.

HATRED

The creature's attitude shifts toward the next more negative reaction (indifferent to unfriendly, unfriendly to hostile, etc.). Hatred dispels the effects of friendship.

HOPE

The creature gains a +2 morale bonus on saving throws, attack and damage rolls, and ability and skill checks. Hope dispels the effects of despair.

RAGE

The creature gains a +2 bonus to Strength and Constitution scores, a +1 morale bonus on Will saves, and a -1 penalty to AC. They are compelled to fight, heedless of danger. Rage does not stack with barbarian rage or with itself. Rage dispels the effects of fear.

Time: Empathic Projection is a standard action. It lasts as long as you concentrate.

Strain: 3.

ENHANCE ABILITY (WIS)

You can improve your Strength or Dexterity for a short time.

Requirements: Psychometabolism feat

Check: An Enhance Ability check adds a psychic bonus to either your Strength or Dexterity for 1 minute (10 rounds). The result of the skill check indicates the amount of the bonus. If desired, you can split the bonus equally between your Strength and Dexterity.

ENHANCE ABILITY

DC	Bonus
15	+2
20	+4
25	+6
30	+8
35	+10

Special: You can take 10 or take 20 when making an Enhance Ability check.

Time: Enhance Ability is a standard action. The bonus lasts for 10 rounds (1 minute). If you take 20 when making this check, you spend 2 minutes and take 40 strain to attain the best result.

Strain: 3.

ENHANCE SENSES (WIS)

You can enhance your normal sensory abilities.

Requirements: Clairsentience or Psychometabolism feats

Check: An Enhance Senses check adds a psychic bonus on your Listen, Search, Sense Motive, and Spot checks. It also adds to skill checks made to find or follow tracks. The result of the skill check indicates the amount of the bonus.

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ENHANCE SENSES

DC	Bonus
10	+2
15	+4
20	+6
25	+8
30	+10
35	+12

Special: You can take 10 or take 20 when making an Enhance Senses check.

Time: Enhance Senses is a move action. The bonus lasts for 10 minutes. If you take 20 when making this check, you spend 2 minutes and take 40 strain to attain the best result.

Strain: 3.

ILLUSION (CHA)

You can fool the senses of other creatures, creating illusions.

Requirements: Telepathy feat

Check: Make an Illusion check with a DC based on the complexity of the illusion. If successful, the illusion appears to the subject. The illusion exists solely in the subject's mind, so it can be of any apparent size. Creating the illusion of something small is just as easy as creating the illusion of something huge.

ILLUSION

Complexity	DC
Illusion affects a single sense	10
Illusion affects two senses	15
Illusion affects all senses	20
Simple (random noise, static image, etc.)	+0
Complex (coherent sound, moving images, etc.)	+5
Very Complex (multiple overlapping sounds or images)	+10

Since the illusion isn't real, it cannot produce any real effects. It cannot cause damage, support weight, provide nutrition, illuminate darkness, or provide protection from the elements. Thus, characters fall through an illusory bridge or floor if they try to walk on it, and although they can appear to eat (and taste) illusory food, it has no nutritional value. Characters encountering an illusion do not get a saving throw against it until they study it carefully or interact with it in some fashion. For example, if characters encounter a section of illusory floor, they would receive a saving throw if they stopped and examined the floor, poked at it, and so forth. Likewise, if an illusory giant attacks the characters, they get a saving throw because they are interacting with the illusion. A successful saving throw against an illusion reveals it to be false, but a translucent after-image remains. For example, a character making a successful saving throw against an illusory section of floor knows the floor isn't real and isn't safe to walk on, and can see what lies below it, but he can still note where the illusion is. A failed Will saving throw

means the character fails to notice anything is amiss. A character faced with incontrovertible proof that an illusion isn't real needs no saving throw. Someone who falls through an illusory floor knows something is amiss. A character who communicates this information to others gives them a +4 bonus on saving throws against the illusion.

Retry: No. You can attempt to affect the same character after time has passed, but not in the same encounter or scene.

Special: You can take 10 when making an Illusion check, but you can't take 20. You must be in mental contact with a target to use Illusion.

Time: Illusion is a full-round action. You must concentrate to maintain an illusion.

Strain: DC divided by 5.

LIFE DRAIN (WIS)

You can drain the life force of others to strengthen your own.

Requirements: Psychometabolism feat

Check: Your Life Drain check sets the damage and saving throw DC. A successful Will saving throw negates the damage. You gain temporary hit points equal to the amount of damage you deal using this skill. The temporary hit points fade after an hour.

LIFE DRAIN

Result	Damage
up to 14	1d4
15-24	2d4
25-34	3d4
35+	4d4

Special: You can't take 10 or take 20 on Life Drain checks. The target must be in your line of sight.

Time: Life Drain is a standard action.

Strain: 6.

LIFE EXTENSION (WIS)

You can extend your natural lifespan and ignore the physical effects of aging.

Requirements: Psychometabolism feat

Check: Each month you can make a Life Extension check (DC 20). If successful, you do not physically age for that month. If the check fails, you age normally. Keep separate track of your chronological and physical age. Ability score bonuses accumulate according to your chronological age, but ability score penalties accumulate according to your physical age, and your lifespan is measured by your physical rather than chronological age.

Special: You cannot take 10 or take 20 on Life Extension checks.

Time: None.

Strain: 4.

- CHAPTER TWO: PSYCHIC SKILLS -

MENTAL CONTACT (CHA)

You can make telepathic contact with another mind.

Requirements: Telepathy feat, can be used untrained.

Check: You can make psychic contact with another mind. The base DC is 10, modified by familiarity. If the subject has a Psychic Shield, you have to make a Mental Contact check to overcome it. An unwilling subject gets a Will saving throw to avoid contact. If the save is successful, no contact is made. If you do not want the subject to know that you are making mental contact, you can make a Mental Contact check against the subject's Wisdom, Psychic Sense, or Psychic Shield check (whichever has the highest bonus). If you win, the subject is unaware of your attempt. If the subject wins, he is aware of your attempt (whether you succeed or fail).

While you are in mental contact with another creature, the two of you can communicate at the rate of normal speech, "hearing" each other's transmitted thoughts. You can also send a single visual image each round instead of speaking. Both you and the subject can choose to lie or omit information; you're "speaking" to each other telepathically, not reading each other's thoughts.

Mental contact is two-way, meaning that you are in mental contact with the subject for purposes of his psychic skills and vice versa. If a friendly mental contact turns hostile, the subject can make a Will saving throw or Psychic Shield check to break contact. Once the subject has failed a Will save to eject the intruder from his mind, he can't break the contact. The intruder is in his mind until he chooses to break contact or some outside force interferes, such as a distraction or another psychic skill such as Psychic Shield or Psychic Static. If your mental contact is broken, any other psychic skills you are maintaining that require mental contact are also broken.

PSYCHIC SHOUT

While in mental contact with another creature you can hit them with a "psychic shout" (the mental equivalent of screaming in their ear). A psychic shout is a standard action and the creature must make a Will saving throw against your Mental Contact save DC or be dazed for 1 round. Since Mental Contact is a move action, you can make mental contact and shout in the same round.

PSYCHIC GRAPPLING

You can initiate a psychic grapple with any creature that you are in mental contact with, a mind-to-mind struggle. See p. 53 for details.

DEATHCRY

If a creature you are in mental contact with dies, you must make a Will saving throw or Psychic Shield check (DC 20) to avoid being dazed for 1 round by the psychic feedback. Since mental contact is two-way, this applies to any creature in mental contact with another. A creature can deliberately avoid letting out a deathcry when it dies by making a Will saving throw (DC 20).



RAPPORT

Two or more characters with the Mental Contact skill can enter a psychic raptort with each other, an intense state of mental contact. Each character establishes mental contact with the other (who must be willing). Characters in raptort are like one mind, each instantly aware of everything that the other thinks and experiences. Characters in raptort cannot deliberately lie or deceive each other. Characters in raptort can enhance their psychic abilities in a psychic gestalt (see p. 52).

Special: You can take 10 on a Mental Contact check, but you can't take 20.

Time: Mental Contact is a move action. The contact lasts as long as you choose to maintain it.

Strain: 2 plus modifiers for familiarity, 1 per psychic shout.

MIND READING (CHA)

You can read information from another creature's mind.

Requirements: Telepathy feat

Check: Make a Mind Reading check, with the DC determined by the level of information you want to access. The target makes a Will saving throw. If the Will save is successful or the skill check fails, the attempt fails. If the saving throw fails and the skill check succeeds, you have access to the information. You can locate one piece of

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information per round as a standard action as long as you continue to concentrate.

MIND READING

Level of Access	DC
Surface thoughts	10
Associations	15
Short-term memory	20
Long-term memory	25
Subconscious	30

SURFACE THOUGHTS

You can learn what the subject is thinking. A successful Bluff check against the target's Sense Motive check causes the subject to think consciously about a particular piece of information you're looking for, such as a password or name, allowing you to pick it from the subject's surface thoughts.

ASSOCIATIONS

You pick up emotional and informational associations with the subject's surface thoughts. For example, if the subject is thinking about someone, you know how the subject feels about that person, what her relationship to the subject is, and why the subject is thinking about her.

SHORT-TERM MEMORY

You can access the subject's memories of the past week or so, picking up on recollections and associations from that time.

LONG-TERM MEMORY

You can access any of the subject's conscious memories, although the information is only as accurate as the subject recalls.

SUBCONSCIOUS

You can access the subject's subconscious. This gives you access to memories and information the subject may not consciously recall (due to trauma or simple forgetfulness). It also grants you insight into the subject's psyche, such as her deep subconscious desires, fears, traumas, and so forth.

Retry: Attempting a deeper level of access requires a new skill check and grants the target a new Will save. You must also take additional strain.

Special: You can take 10 on Mind Reading checks, but you can't take 20. You must be in mental contact with the subject.

Time: Mind Reading is a standard action. It lasts as long as you concentrate.

Strain: 4.

MINDSWITCH (CHA)

You can exchange minds with another creature.

Requirements: Mindswitch feat

Check: Make a Mindswitch check with a DC of 10 plus the creature's Will save bonus. The creature makes a Will

saving throw. If the skill check fails or the Will save succeeds, there is no effect. If the skill check succeeds and the target's Will save fails, you and the target switch minds: your mind occupies the target's physical body and the target's mind occupies yours.

You each retain your mental ability scores, skills, and class abilities but acquire the other's physical abilities. These include natural size, Strength, Dexterity, and Constitution scores, armor, attack routines, and similar gross physical abilities. You also acquire the natural movement capabilities and natural sensory abilities of the new form. See the *polymorph* spell for details. The switch is permanent until you or another creature uses Mindswitch to reverse it. At the GM's option the switch can also be reversed by *break enchantment*, *remove curse*, *limited wish*, *wish*, or *miracle*.

Retry: Once you have failed to Mindswitch with a particular creature, you cannot try against for at least 24 hours.

Special: You cannot take 10 or take 20 on Mindswitch checks. You must be in mental contact with the subject.

Time: Mindswitch is a full-round action.

Strain: 12.

PHOTOKINESIS (INT)

You can mentally control light.

Requirements: Psychokinesis feat

Check: Make a Photokinesis check to psychically manipulate light waves. With a successful check, you can warp light around yourself, making your outline blurred and indistinct or even becoming invisible. Attacking does not negate the effects of this skill. You can create holograms—realistic three-dimensional images of light—that occupy a 10-ft. cube. Each additional 10-ft. cube the image occupies increases the DC by 5.

Subjects seeing the hologram get a Will saving throw to realize it is an illusion if they have any reason to suspect it, such as the fact that the illusion makes no noise. You can also create a point of light that illuminates a 20-ft. radius that you can move at will anywhere in your line of sight as a move action. You can create photokinetic effects anywhere in your line of sight, and they last as long as you maintain them. Creating multiple effects at once (such as becoming invisible while also creating the illusion you are elsewhere) count as maintaining multiple skills.

PHOTOKINESIS

Task	DC
Illuminate	5 (+5 per additional 10-ft. radius)
Visual Illusion	10 (+5 per additional 10-ft. cube)
Blur (20% miss chance)	15
Blur (50% miss chance)	20
Invisibility	25

Special: You can take 10 or take 20 on Photokinesis checks.

Time: Photokinesis is a standard action.

Strain: DC divided by 5.

- CHAPTER TWO: PSYCHIC SKILLS -

PRECOGNITION (WIS)

You receive visions of future events.

Requirements: Clairsentience feat, can be used untrained

Check: You can get glimpses into the future, as if you were actually present at a particular future event. The visions you receive are by no means assured: The future can be changed by the actions of those in the present. You can use this power in three ways.

ACTIVE PRECOGNITION

You can attempt to see the future of a particular person, place, or object with which you are in contact (including yourself). You must be able to see or touch the subject of your power. This requires a full-round action and a Precognition skill check.

SPONTANEOUS VISIONS

Second, your Precognition may spontaneously activate at the GM's discretion when you are in contact with a subject with particularly strong "vibes" or there is a momentous event approaching in the future. This also requires a Precognition skill check.

DANGER SENSE

Finally, whenever you would normally be surprised in combat, you can make a Precognition check (DC 15). If successful, you are not surprised and can take an action during the surprise round.

The Gamemaster should make Precognition checks secretly so the player doesn't necessarily know if a particular vision was accurate or not. Consult the table below for the results of a precognitive vision, based on the skill check.

PRECOGNITION

DC	Result
10	A vague vision of the future that may be accurate.
15	An accurate glimpse at the future.
20	Awareness of how long before a particular event occurs.
25	Awareness of the people involved in a particular future event.
30	Awareness of the time, subjects, and location of a future event.
35	Near-complete knowledge of a particular future event and everything involving it.

Things seen in precognitive visions generally count as slightly familiar in terms of familiarity, possibly more if the vision was long or extremely accurate (in the GM's opinion).

Special: You can take 10 on Precognition checks, but you can't take 20.

Time: Precognition is a full-round action.

Strain: 9 for active precognition, 1 for spontaneous visions, 0 for danger sense.

PSYCHIC BLAST (CHA)

You can psychically assault another creature's mind.

Requirements: Requires the Telepathy feat

Check: You can affect any creature in your line of sight or mental contact. Your Psychic Blast rank sets the damage dealt by the attack: 1d6, plus 1d6 per 5 full skill ranks. The target makes a Will saving throw. Success halves the damage. Damage reduction does not protect against this attack.

Time: Psychic Blast is a standard action.

Strain: 4.

PSYCHIC HEALING (WIS)

You can psychically heal yourself and others.

Requirements: Psychometabolism feat

Check: This skill can restore lost hit points or ability score points to you or another creature that you are touching. The result of the Psychic Healing check indicates the amount of damage healed. You can only restore temporary ability damage, not permanent ability drain. The target cannot go above normal maximum hit points or ability scores. Any excess points restored are lost. A dying character restored to 0 or more hit points is automatically stabilized. If the subject has suffered ability damage to more than one ability score, you can divide points of ability scores restored as desired.



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PSYCHIC HEALING

DC	Amount Healed	Strain
10	Stabilize a dying character	1
15	Restore 1d4+1 hit points	1
20	Restore 1d6+2 hit points or 1d4+1 ability score points	2
25	Restore 1d8+4 hit points or 1d6+2 ability score points	4
30	Restore 2d6+6 hit points or 1d8+4 ability score points	6
35	Restore 2d8+8 hit points or 2d6+6 ability score points	8
40	Restore 3d6+10 hit points or 2d8+8 ability score points	10

Special: You can take 10 on Psychic Healing checks, but you can't take 20.

Retry: You can heal hit points once per hour and ability damage once per day per subject. Any further uses of Heal on the same subject before the required time interval has passed have no effect.

Time: Psychic healing is a full-round action.

Strain: At least 1; see above.

PSYCHIC SENSE (Wis)

You can sense the use and effects of psychic abilities.

Requirements: Psychic Ability feat, can be used untrained

Check: Make a Psychic Sense check to sense a psychic skill in use in your vicinity, to sense an attempt at mental contact, to detect and read the psychic "signature" left behind by psychic skill use, or to trace the source of a psychic manifestation.

SENSE PSYCHIC SKILL USE

The GM makes a Psychic Sense check for you in secret as a reaction whenever a psychic skill is used in your general area. The base DC to sense skill use is 10 or the user's Psychic Shield check result, whichever is greater, and the DC increases by +1 for every 10 feet between you and the user or subject of the psychic skill (whichever is closer). A successful result means you sense the psychic skill use and know which talent it falls under, but not necessarily the exact skill used. You also know the general direction and distance to the source of the skill and its target, if both are within your range. If you succeed by 5 or more, you know the exact psychic skill used. If you succeed by 10 or more, you recognize the skill user, if known to you.

SENSE MENTAL CONTACT

You make a Psychic Sense check against the telepath's Mental Contact check to know when someone is trying to secretly get into mental contact with you. If you win the check, you sense the attempt, although you may not be able to avoid it (depending on your Psychic Shield and Will save).

SENSE PSYCHIC SIGNATURE

If you have the Clairsentience and Telepathy feats you can sense old uses of psychic skills in a particular area. The base DC is 15 to detect that a psychic skill was used in the area in the past and 20 to determine what talent was used

OPTION:

PSYCHIC FAMILIARITY

The Psychic Sense skill can detect any psychic skill use in the character's area. However, the GM may wish to keep some mystery to psychic abilities in the campaign, making it more difficult for psychics to detect skills they do not themselves possess. In this case, the option of psychic familiarity can be used.

The prerequisite to using Psychic Sense to detect a particular psychic skill is either having the psychic talent feat(s) that skill requires or (for an even more limited version of Psychic Sense) having ranks in the skill being detected. Therefore, a telepath can use Psychic Sense to detect telepathy skills, but not psychoportation or psychokinesis skills. In the restricted version, the telepath can only detect the psychic skills that he himself possesses.

This option may be useful if psychic skills are particularly common in the campaign, since it means that a player character has her own unique set of skills that she can detect, giving her more reason to rely on others. It also makes it more difficult for any given psychic to detect another, allowing for some degree of mystery and surprise when it comes to psychic abilities.

and roughly when. It is DC 25 to know exactly which skill was used and what (or who) it was used on.

PSYCHIC TRACING

You can trace the origin or the target of any psychic skill use that you detect. Each requires a separate skill check. The DC is 10 or the result of the subject's Psychic Shield skill check, whichever is higher. Distance is not a factor, but you must have detected the psychic skill use before it can be traced. When used on old psychic signatures, this gives you the skill's origin and target at the time it was used; it doesn't provide you with information as to their current whereabouts. You can use psychic tracing to locate the origin or destination point of a psychoportation skill or its user's location at the time of use (if different from the first two). Any subject that you psychically trace is considered at least casually familiar to you (see **Familiarity**, p. 21).

Special: You can take 10 or take 20 when using Psychic Sense. Taking 10 requires you to concentrate for a minute and not be engaged in other activities. Taking 20 requires you to concentrate for at least 2 minutes. Taking 10 increases the skill's strain by 1, while taking 20 increase it by 2.

Time: Sensing psychic skill use and mental contact are reactions, taking no time. Sensing psychic signatures and psychic tracing require a full-round action.

Retry: No.

Strain: 0 for sensing psychic skill use and mental contact, 1 for sensing psychic signatures and psychic tracing.

- CHAPTER TWO: PSYCHIC SKILLS -

PSYCHIC SHIELD (WIS)

You can shield your mind from psychic influences.

Requirements: Psychic Ability feat

Check: When you are the target of any psychic skill that grants a Will saving throw, you can make a Psychic Shield skill check instead. The attacker must make a skill check using the attacking psychic skill. If your check result is higher, the attack fails. If the attacker's result is higher, the psychic skill affects you normally, but you still get a normal saving throw. You may choose to voluntarily lower your Psychic Shield as a free action (and can raise it again as a free action as well). Otherwise, your shield is assumed to always be active, even if you are unconscious or sleeping.

OVERCOMING PSYCHIC SHIELDS

An attacker can attempt to use extra effort to overcome your Psychic Shield and you can reinforce it at the same time. For each point of strain that the attacker suffers, your Psychic Shield bonus is reduced by 1 (but not to less than 0). For each point of strain you take, your Psychic Shield bonus is restored by 1 (but not greater than its normal value). This continues until both sides choose to stop expending effort, then psychic skill checks are made to determine whether the shield holds. This process takes no actual time, it happens as part of the check to overcome the Psychic Shield. An attacker trying to avoid notice cannot use extra effort.

SHIELDS AND MAINTAINED SKILLS

Once a psychic skill check has overcome your Psychic Shield, it continues to affect you as long as the user maintains it. You're still entitled to your normal saving throws (if any) but your shield no longer protects you. Once the attacker needs to make a new skill check, your shield comes into play again and must be overcome again.

DEATHBLOCK

In extreme cases, a psychic can prevent mental tampering of any sort by setting a deathblock. This requires a full-round action by the psychic. Thereafter, if the psychic fails both a Psychic Shield check and a Will save against a psychic skill that requires mental contact, his mind collapses in on itself rather than bend to the invading psyche. In essence, the psychic dies rather than allowing the psychic skill to affect him. Among other things, this prevents the character from being telepathically interrogated, controlled, or altered in any way.

Deathblocks are considered a last line of defense. Another psychic who achieves mental contact with the character can tell that there is a deathblock in place unless there's a deliberate attempt to hide it, in which case an opposed Psychic Sense and Psychic Shield check is required to detect it. A psychic can set a deathblock for specific circumstances such as to protect a specific piece of information, or only to guard against specific psychic skills (such as Mind Reading or Domination). The character who set the deathblock always chooses whether to activate it, and can choose to deactivate it at the last second, if necessary.

Special: You can't take 10 or take 20 on Psychic Shield checks.

Time: Psychic Shield use is a free action.

Strain: 0 (plus any strain due to extra effort).

PSYCHIC STATIC (CHA)

You can create interference with other psychic abilities.

Requirements: Telepathy feat

Check: As a move action, you can create an area of psychic "white noise" around you with a radius equal to your skill rank times 5 feet. Alternatively, you can choose to focus your psychic static against a single creature in your line of sight. Any creature affected by your Psychic Static that attempts to use a psychic skill must make an opposed check against the result of your Psychic Static skill check. Psychic skill checks with results less than your check result fail, although the user still suffers the skill's strain.

Psychics can attempt to overcome your Psychic Static by expending additional strain and you can reinforce it at the same time. For each point of strain that the attacker suffers, your Psychic Static bonus is reduced by 1 against them (but not to less than 0). For each point of strain you take, your Psychic Static bonus is restored by 1 (but not greater than its normal value). This continues until both sides choose to stop expending effort, then psychic skill checks are made to determine whether the skill attempt is successful. This process takes no actual time, it happens as part of the check to overcome the Psychic Static.

Special: You can take 10 on Psychic Static checks, but you can't take 20.

Time: Psychic Static is a move action. It lasts for as long as you concentrate.

Strain: 4.

PSYCHIC SURGERY (WIS)

Psychic Surgery allows you to remove other psychic influences or to alter memories and behavior.

Requirements: Telepathy feat

Check: Make a Psychic Surgery check, with the DC determined by the task.

REMOVE PSYCHIC INFLUENCE

Make a Psychic Surgery check with a DC equal to the check result of the psychic skill currently affecting the subject. If you succeed, that skill no longer affects the subject. Note that this only removes the effects of ongoing psychic skills, not permanent aftereffects. So you can use Psychic Surgery to remove Domination or Illusion affecting a victim, but not to restore ability score points lost to Drain Ability or damage suffered from Psychic Blast: for that, use the Psychic Healing skill. You can undo the effects of Psychic Surgery used to alter the subject's mind in any way by equaling or exceeding the Psychic Surgery check result used to cause the alteration.

- CHAPTER TWO: PSYCHIC SKILLS -

ALTER PSYCHE

You can effect changes in the subject's mind. The DC is based on the extent of the change you wish to make.

ALTER PSYCHE

DC	Alteration	Time
15	Alter a single unimportant fact or brief recollection, about 5 minutes worth of memory.	1 full round
20	Alter a single fact or an hour's worth of memory	1 minute
25	Alter a single significant fact (such as the name of the subject's spouse) or a day's worth of memory.	10 minutes
30	Alter a deeply personal fact, such as the subject's name or alignment. Alter a week's worth of memory.	1 hour
35	Alter up to a month's worth or memory	6 hours
40	Alter up to a year's worth of memory. Give the subject an entirely new personality, complete with false memories, or erase the subject's entire memory, causing total amnesia.	10 hours

False or altered memories can cause dissonance within the subject's mind, depending on how well they fit into the subject's other memories. If the subject notices a conflict between the false and true memories (GM's discretion), he gets an additional Will save to shake off the effect and regain his true memory. He gains a bonus of +1 to +4 on the save, depending on how strong the dissonance is between the true and false memories.

IMPLANT KNOWLEDGE

You can use Psychic Surgery to implant knowledge of a particular skill in the subject's mind. You can implant knowledge of any skill that you know, up to your rank in that skill or your Psychic Surgery rank, whichever is less. If the subject lacks a necessary prerequisite, then they have knowledge of the skill but cannot use it effectively. The subject uses his own ability score modifier with the implanted skill. Implanted skills fade at a rate of one skill rank per hour until they are gone. You can make an implanted skill permanent by paying 2,000 XP per skill rank made permanent.

Special: You must be in mental contact with the subject. You can take 10 or take 20 on a Psychic Surgery check. Taking 10 requires ten times the usual time while taking 20 requires twenty times the usual time. Generally, this means the subject must be cooperative, unconscious, or restrained in some way.

Time: A full round to remove psychic influence. Altering psyche as given above. It takes 1 minute per skill rank to implant knowledge.

Retry: If you fail a Psychic Surgery check, you must wait at least 24 hours before attempting the same task again.

Strain: 2 to remove psychic influence, half the DC (rounded down) to alter psyche, and 2 per skill rank to implant knowledge.

PSYCHIC WEAPON (Wis)

You can create a weapon of psychic energy.

Requirements: Psychic Weapon feat

Check: Make a Psychic Weapon check as a move action to create a melee weapon of ghostly, crackling psychic energy in your hand. The appearance of the weapon is up to you; its effects are the same regardless. The result of your Psychic Weapon check determines the weapon's damage.

PSYCHIC WEAPON

Result	Damage
up to 14	1d4
15-24	1d6
25-34	1d8
35+	2d6

You can wield a psychic weapon like a normal melee weapon, except you are automatically considered proficient with it, and you wield it as if you had the Weapon Finesse feat (meaning you apply your Dexterity rather than your Strength modifier to attack rolls). The psychic weapon strikes as a touch attack, ignoring armor and natural armor bonuses (but not deflection or force bonuses). It is considered a magic weapon for the purposes of overcoming Damage Reduction; this does not provide any attack or damage bonus to the weapon. Add your Wisdom modifier rather than your Strength modifier to the weapon's damage. The psychic weapon is immaterial and only affects creatures with an Intelligence score. It has no effect on nonintelligent creatures or objects, meaning it cannot sunder an opponent's material weapon, for example. Two psychic weapons affect each other normally. If your psychic weapon is somehow knocked from your grasp or sundered, you can recreate it with another use of this skill.

Special: You can take 10 or take 20 with Psychic Weapon checks. Taking 10 requires a full minute and costs 30 strain. Taking 20 requires 2 full minutes of concentration and costs 60 strain to achieve the best possible result.

Time: Psychic Weapon is a move action. The weapon lasts for 10 rounds (1 minute).

Strain: 6.

PSYCHOMETRY (Wis)

You can "read" psychic impressions from places and objects, getting images of their pasts.

Requirements: Clairsentience feat

Check: You can get glimpses into the past, as if you were actually present at a particular event. You can use this power in two ways:

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ACTIVE PSYCHOMETRY

You can attempt to see the past of a particular person, place, or object with which you are in contact. You must be able to see or touch the subject of your power. This requires a full-round action and a Psychometry skill check.

SPONTANEOUS VISIONS

Your ability may also spontaneously activate at the GM's discretion when you are in contact with a subject with particularly strong "vibes." This also requires a Psychometry check.

The Gamemaster should make Psychometry skill checks secretly so the player doesn't necessarily know if a particular vision was accurate or not. Consult the table below for the results of a vision, based on the skill check.

PSYCHOMETRY

DC	Result
10	A vague vision that may not be accurate.
15	A brief and accurate vision of the events.
20	A longer vision of the events, encompassing everything that took place in a particular place and time.
25	The ability to "rewind" the vision backward or forward in time to review the event.
30	The ability to track the vision backward through time and space to trace an event to its origin.
35	Near-complete knowledge of a particular past even and everything involving it.

Things seen in psychometric visions generally count as slightly familiar in terms of familiarity, possibly more if the vision was long or extremely accurate (in the GM's opinion).

Special: You can take 10 on Psychometry checks, but you can't take 20.

Time: Psychometry is a full-round action.

Strain: 6 for active psychometry, 1 for spontaneous visions.

PYROKINESIS (INT)

You can mentally start and control fires.

Requirements: Psychokinesis feat

Check: You can make a Pyrokinesis check to ignite a fire, to increase the size of an existing fire, or to create light (but not heat).

IGNITE FIRE

You can set any flammable object in your line of sight on fire as a standard action with a successful Pyrokinesis check (DC 15). Targets must make a Reflex saving throw (DC 15) to avoid taking 1d6 points of fire damage. The target must save each round, a successful save means that the fire has gone out, although the pyrokinetic can reignite it with another standard action and successful skill check. A character on fire can automatically extinguish the flames



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by dousing in water. Spending a full round rolling on the ground grants a +4 bonus on the Reflex saving throw. In addition to using it as an attack, you can use ignite fire to light candles (up to a dozen candles in a five-foot square with a single skill check), torches, hearth fires, and so forth.

INCREASE FIRE

You can increase the size and intensity of a fire. The DC of the Pyrokinesis check is 10 +2 per square foot of increase. Each square foot that you increase the size of the flames also increases the fire's damage potential by 1 point. The fire maintains its increased size as long as you concentrate and can even burn in the absence of fuel, although smothering still puts it out. While you maintain an increased flame, a victim does not get a Reflex saving throw to put the fire out (although it can still be extinguished by dousing with water) and the fire does additional damage based on your skill check. So a pyrokinetic who makes a DC 16 Pyrokinesis check can spread a fire over an additional three square feet and it does 1d6+3 damage.

LIGHT

By psychically exciting air molecules you can create a glowing spot of "psychic fire" that sheds light but no heat, illuminating an area 20 feet in radius. This requires a move action and a DC 5 Pyrokinesis check. You can increase the intensity (and therefore the radius) of the illumination by increasing the DC of the Pyrokinesis

check; each +5 DC increases the radius of the illumination by 10 feet. The point of light moves wherever you direct it within your line of sight as a move action. It can be maintained as a free action.

Special: You can take 10 on Pyrokinesis checks, but you can't take 20.

Time: Igniting fires and increasing or decreasing flames are standard actions, creating or moving light is a move action.

Strain: 3 for igniting or increasing flames, 1 for creating light.

REMOTE VIEWING (Wis)

You can sense distant events as if you were present there.

Requirements: Clairsentience feat

Check: You can make a Remote Viewing check to sense a particular place, creature, or thing known to you. The base DC is 10, modified by familiarity. If successful, you can observe the subject as if you were physically present and the subject is considered in your line of sight for purposes of other psychic skills. The vision lasts for as long as you maintain it, but your ordinary senses are overridden, so you are unaware of what is happening near you while you are observing events elsewhere. Remote Viewing creates a psychic disturbance that creatures with Int 10 or better can detect. Any such creature under observation can make an Intelligence or Psychic Sense check, opposed by your Remote Viewing check. Nonpsychic creatures get the intense feeling of being watched. Creatures with the Psychic Ability feat see a ghostly or shadowy image of you. You are also considered in the creature's line of sight for the purposes of psychic skills.

Special: You can take 10 when making a Remote Viewing check, but you can't take 20.

Time: Remote Viewing is a full-round action. You must concentrate to maintain it.

Strain: 2 plus familiarity modifiers.

SENSE MINDS (Wis)

You can determine the presence and location of other minds.

Requirements: Telepathy feat

Check: You can make a DC 15 Sense Minds check to sense the presence of any creature with an Intelligence score within 30 feet of you. For every factor of 10 that you extend your sensing radius, the DC increases by 5, as shown below.

SENSE MINDS

DC	Radius
15	30 feet
20	300 feet
25	3,000 feet
30	30,000 feet
35	300,000 feet
40	3,000,000 feet

REMOTE VIEWING & ASTRAL PROJECTION

In the past, some psychics and scholars have considered remote viewing a separate phenomenon from "astral projection," sending the spirit or life force out of the body to visit distant locales. This is likely because of the ghostly or shadowy images of remote viewers that some subjects notice. Some remote viewers perceive themselves as having an "astral body" while others feel like they are entirely disembodied.

Gamemasters wanting to include astral projection in the campaign can emphasize the ghostly image created by remote viewers, even allowing remote viewers to deliberately make themselves visible to those they "visit." This may explain stories about ghostly visions and manifestations. The Mental Contact skill (p. 31) even allows remote viewers to "speak" to others in places they are viewing. Since a remote viewer's image is considered in the line of sight of other psychics, mental combat can take place between another psychic and a remote viewer or even between two remote viewers focused in the same area. The issue of whether remote viewers go "out of body" is largely semantic since a remote viewer's body is essentially immobile and helpless while using the skill.

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With a successful check, you sense the presence of other minds, their approximate number, their general type (animal, humanoid, etc.), and their approximate location. The larger the number of minds present, the more general the information tends to be. Psychic Shield opposes Sense Minds. A Psychic Shield check greater than your Sense Minds check allows a creature to go unnoticed. You can also attempt to Sense Minds on a place you can see, such as a building (or even a ship or planet in space) with the same effects as above.

Special: You can take 10 or take 20 on a Sense Minds check.

Time: Sense Minds is a move action.

Strain: 1.

SLEEP (CHA)

You can psychically put other creatures to sleep.

Requirements: Telepathy feat

Check: You can attempt to psychically put a target into a deep sleep. The target gets a Will saving throw against your skill DC. Success negates the effect. If the Will save fails, the creature falls instantly asleep and remains so for 1 minute per skill rank. Sleeping creatures are helpless. Slapping or wounding awakens them, but normal noise does not. Awakening the creature requires a standard action (an application of the aid another action). Creatures that do not sleep are unaffected by this skill.

Special: You must be in mental contact with the subject. You can take 10 on Sleep checks, but you can't take 20.

Time: Sleep is a standard action. It lasts for 10 rounds (1 minute) per skill rank.

Strain: 4.

SUGGESTION (CHA)

You can implant suggestions into the minds of others.

Requirements: Telepathy feat

Check: You influence the actions of a single creature by mentally implanting a course of action (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking a creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act automatically fails. However, a suggestion that a pool of acid is actually pure water and that a quick dip would be refreshing is another matter. If the target's Will saving throw fails, the suggested course of action is followed for up to 30 minutes per skill rank, or until the course of action is complete, whichever comes first. You can specify conditions that trigger a particular course of action, in which case the duration is counted from when the triggering event occurs. A very reasonable suggestion may impose a saving throw penalty of -1 or -2, at the GM's discretion.

Retry: No. You can attempt to affect the same character after some time has passed, but not in the same encounter or scene.



Special: You can take 10 when making a Suggestion check, but you can't take 20.

Time: Suggestion is a full-round action. It lasts for 30 minutes per skill rank.

Strain: 4.

TELEKINESIS (INT)

You can move objects with the power of your mind.

Requirements: Psychokinesis feat

Check: A Telekinesis check allows you to move an object in your line of sight. The DC of the Telekinesis check is based on the mass of the object you wish to move. Moving a 10-pound object is DC 10. For every factor of 10 that mass increases, the DC increases by 5 and the strain you suffer doubles.

TELEKINESIS

DC	Mass Moved	Damage Dealt	Strain
10	up to 10 lb.	1d6	1
15	up to 100 lb.	2d6	2
20	up to 1,000 lb.	4d6	4
25	up to 10,000 lb.	8d6	8
30	up to 100,000 lb.	16d6	16
35	up to 1,000,000 lb.	32d6	32
40	up to 10,000,000 lb.	64d6	64

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You can move the object a distance of 5 feet times your Telekinesis rank per round. If two psychics vie for control of an object, use opposed Telekinesis checks. If a creature is holding the object, use an opposed Telekinesis and Strength check. The winner controls the object for that round.

MOVING CREATURES

Using Telekinesis on a living being allows it a Will saving throw to resist. If the save fails, consider the target an object. If the save succeeds, the skill has no effect.

STRIKING WITH OBJECTS

You can hit opponents with telekinetically controlled objects. This requires a ranged touch attack and the object deals damage based on its weight (as shown on the table). Since using Telekinesis is a move action, you can move an object and strike with it (as a standard action) in the same round.

MOVING MULTIPLE OBJECTS

As a full-round action, you can attempt to move multiple objects at once. Use the DC of the heaviest object, then add +2 for each additional object (regardless of weight), and increase the strain by 2 for each additional object. You cannot strike a target with multiple objects as part of the same action.

FLY

You can telekinetically lift your own body. This requires a DC 30 Telekinesis check (regardless of your own mass) and allows you to fly at a speed of 5 feet times your Telekinesis rank (perfect maneuverability). It causes 8 points of strain.

Special: You can take 10 on Telekinesis checks, but you can't take 20.

Time: Telekinesis is a move action. The skill use lasts for 10 rounds (1 minute) and must be maintained.

Strain: 0 plus mass modifier.

TELEKINETIC BLAST (INT)

You can attack with a blast of telekinetic force.

Requirements: Psychokinesis feat

Check: Make a ranged touch attack against a target in your line of sight. If the attack is successful, your Telekinetic Blast rank sets the impact damage dealt: 1d6 plus an additional 1d6 per 5 skill ranks. You can score a critical hit with your Telekinetic Blast on a natural roll of 20, with a

x2 critical multiplier. A Telekinetic Blast is a force effect. The target must also make a Reflex saving throw against your skill DC or fly back 5 feet and be knocked prone. You can choose to do nonlethal damage with your Telekinetic Blast, but you suffer a -4 penalty on your attack roll.

Time: Telekinetic Blast is a standard action.

Strain: 4.

TELEKINETIC GRIP (INT)

You can damage other creatures internally with a crushing telekinetic grip.

Requirements: Psychokinesis feat

Check: You can affect any creature in your line of sight. Your Telekinetic Grip rank sets the damage dealt by the attack: 1d6, plus 1d6 per 5 skill ranks. The target makes a Will saving throw. Success halves the damage. Damage reduction does not protect against this attack, which is considered a force effect.

Time: Telekinetic Grip is a standard action.

Strain: 4.

TELEKINETIC SHIELD (INT)

You can create a psychic barrier that protects you from attacks.

Requirements: Psychokinesis feat

Check:

You can create a telekinetic field around your body that provides a deflection bonus to AC. The telekinetic shield is considered a force effect. The telekinetic shield lasts for 1 minute (10 rounds) but requires no effort on your part to maintain once it's created. It lasts until you are rendered unconscious or the duration runs out. You can renew an existing telekinetic shield before it runs out as a move action, suffering the strain for invoking the skill again but with no additional skill check needed. The result of your Telekinetic Shield skill check determines the amount of the deflection bonus.



TELEKINETIC SHIELD

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DC	Bonus
15	+2
20	+4
25	+6
30	+8
35	+10

Special: You can take 10 or take 20 on a Telekinetic Shield check. If you take 20 when making this check, you spend 2 minutes and take 40 strain to attain the best result.

Time: Telekinetic Shield is a move action. The deflection bonus lasts for 10 rounds (1 minute).

Strain: 2.

TELEPORT (INT)

You can move from one place to another instantly.

Requirements: Psychoportation feat

Check: You can make a Teleport check to transport yourself

(and possibly additional material that you are touching) to another location. The base DC is 10, modified by the familiarity of the destination and the amount of additional mass you are carrying (apart from yourself). You choose whether objects you are touching are carried along or left behind (allowing you to teleport out of things such as ropes and manacles, or your clothes, for example). You cannot teleport only part of an object or creature. All the material must be touching you or another solid object that is touching you for it to be carried along. Creatures that do not wish to be taken along can make a Will saving throw. If the save is successful, they're left behind. A failed Teleport check means you don't go anywhere.

Special: You can take 10 on a Teleport check, but you can't take 20.

Time: Teleport is a move action.

Strain: 1 plus familiarity and mass modifiers.

MISJUMPS

Normally, a failed Teleport check simply means the character doesn't go anywhere. Gamemasters who want to make teleportation a bit riskier can apply the following optional rule. A Teleport check that fails by 10 or more results in a "misjump," the character teleports, but not necessarily to the desired destination. The character is off-target in a random direction. The distance off-target is $1d10 \times 1d10\%$ of the distance traveled. Characters teleporting great distances can end up far off target, and in some cases can find themselves in very hazardous environments (such as the open ocean or even deep space). A misjump also leaves the psychic dazed for 1d6 rounds. A Will saving throw (DC 15) negates this.

The possibility of misjumps tend to encourage psychics to use Psychoportation only for destinations they are fairly familiar with, keeping the DC within 10 or so of their skill rank to minimize chances of a misjump. It also encourages taking 10 on Apport and Teleport skill checks whenever possible.

TELEPORTATION AND THE CONSERVATION OF MOMENTUM

It is assumed that Psychoportation skills such as Apport and Teleport are not subject to the Law of the Conservation of Momentum and that teleporting causes an object to arrive at rest relative to its surroundings, regardless of its original orientation or velocity. Thus, a character can teleport from one point on a planet to another without any concerns about the speed of the planet's rotation (or its movement through space, for that matter). A character can also teleport out of a fall (as long as he has time to take a move action) without any harm. Characters can teleport to and from moving vehicles, and so forth.

In some settings, however, this may not be the case. If the Gamemaster wishes to preserve the conservation of momentum in the campaign, then Apport and Teleport are considerably more limited. Psychoportation skills are limited to an effective distance of 300 miles on the surface of a planet, greater distances result in serious injury or immediate death. Even at distances under 300 miles, characters must make a Will saving throw (DC 15) to avoid being dazed for 1 round after teleporting due to disorientation.

Changes in altitude and gravitational potential are even more limited. These result in potential energy gains or losses, increasing or decreasing the subject's temperature. Psychoportation is limited to no more than a 1,200 feet increase or decrease in altitude per jump. Any more results in death or serious brain damage.

These limitations may not apply if both the departure and arrival points for the teleportation are in deep space, away from any large masses or gravitational disturbances. This permits Psychoportation to function over interplanetary or interstellar distances, while still being limited on a planetary scale, for GMs who want to use Psychoportation as an effective means of interplanetary travel. Of course, the GM can also just as easily say that Psychoportation doesn't work at such distances because of galactic and universal motion.

The limitations of Psychoportation (if any) on fantasy worlds without Earthlike physics are entirely up to the Gamemaster (and, perhaps, the deities of the setting).

- CHAPTER THREE: PSYCHIC FEATS -



- CHAPTER THREE -

PSYCHIC FEATS

This chapter discusses various feats that grant characters the ability to learn and use psychic skills along with feats that enhance psychic abilities in various ways.

Psychic feats are only available to characters with a measure of psychic talent or potential. A character must have the Psychic Ability feat to acquire psychic feats. Psychic talent feats and metapsychic feats are also considered psychic feats for this purpose (that is, characters must have one of the two prerequisite talents in order to acquire them).

PSYCHIC TALENT FEATS

Psychic talent feats are “enablers” for various psychic skills. The feats represent the raw potential to learn certain psychic skills. Some psychic talent feats—such as Psychokinesis or Telepathy—grant access to many different psychic skills while others—such as Dimensional Shift or Psychic Weapon—grant access to only a single psychic skill (usually a less common one). Psychic talent feats grant immediate use of any of the talent’s skills that can be used untrained and allow the character to purchase ranks in the talent’s skills.

Note that psychic talent feats do not determine whether psychic skills are class skills, only whether a character can buy the skills at all. Psychics and many psychic prestige

PSYCHIC FEAT DESCRIPTIONS

Detailed below are the new psychic, psychic talent, and metapsychic feats.

APPORT ARROWS (PSYCHIC)

You can teleport away incoming arrows, as well as crossbow bolts, spears, and other shot or thrown weapons.

Prerequisites: Wis 13+, Psychoportation, 5 or more ranks in the Apport skill.

Benefit: Once per round when you would normally be hit by a ranged weapon, you may make a Reflex saving throw against a DC of 20 (if the ranged weapon has an enhancement attack bonus, the DC increases by that amount). If you succeed, you reflexively apport the weapon away from you, causing it to miss. You must be aware of the attack and not flat-footed. Attempting to apport an incoming weapon does not count as an action. You cannot apport spells or ranged weapons created by spells. You can apport particularly large ranged

classes have psychic skills as class skills while other characters must acquire them as cross-class skills.

METAPSYCHIC FEATS

Metapsychic feats modify psychic skills in various ways, usually expanding their capabilities at the cost of greater strain. Most metapsychic feats can be applied to various psychic skills on a case-by-case basis; that is, the player can decide what metapsychic feats (if any) to apply to a particular skill use and can apply some, all, or none of the metapsychic feats available to him at any given time. Unless the feat’s description says otherwise, applying a metapsychic feat to a skill does not increase the time required to use that skill.

Metapsychic feats typically double the strain cost of the psychic skill they affect. If multiple metapsychic feats are applied to the same skill use, their strain values do not stack. Instead, each additional doubling of the skill’s strain increases the multiple by one. So, it is x2 (double) strain for one metapsychic feat, x3 strain for two, x4 strain for three, and so forth.

If a metapsychic feat increases strain by a set amount rather than a multiplier, the strain increase is added after the multiplier for other metapsychic feats is applied.

weapons, such as rocks hurled by catapults or giants, but the strain cost is increased by the object’s mass (see p. 22).

Note: You must be able to see the incoming weapon in order to apport it, so invisible ranged weapons cannot be apported, nor can ranged attacks such as bullets, which simply move too fast to be seen.

Strain: 1.

CLAIRSENTIENCE (PSYCHIC TALENT)

You have the potential to learn clairsentience skills.

Prerequisites: Psychic Ability.

Benefit: You can learn clairsentience skills.

Normal: Characters without this feat cannot learn clairsentience skills.

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COMBAT CONCENTRATION (GENERAL)

You can use your psychic skills in combat.

Prerequisites: Psychic Ability.

Benefit: You get a +4 bonus on Concentration checks made to use a psychic skill while on the defensive. The general feat Combat Casting described in the *PHB* is essentially the same as Combat Concentration, and taking either serves the same purpose, whether casting spells, manifesting psionic powers, or invoking psychic skills, unless the Gamemaster decides otherwise (see **Chapter Four** for details).

CRAFT PSYCHIC CONSTRUCT (PSYCHIC)

You can create and empower psychic constructs.

Prerequisites: Psychic Ability and one psychic talent feat.

Benefit: You can create psychic constructs (p. 72).

Normal: Characters without this feat cannot create psychic constructs.

CURE BLINDNESS/ DEAFNESS (PSYCHIC)

You can use the Psychic Healing skill to cure blindness and deafness.

Prerequisites: Psychic Ability, Psychometabolism, 5 or more ranks in the Psychic Healing skill.

Benefit: You can psychically restore a healing subject's sight or hearing (your choice when the healing is performed) with a DC 15 Psychic Healing check. You cannot restore lost eyes or ears, but you can heal damaged ones.

Strain: 5.

CURE DISEASE (PSYCHIC)

You can use the Psychic Healing skill to cure diseases.

Prerequisites: Psychic Ability, Psychometabolism, 5 or more ranks in the Psychic Healing skill.

Benefit: You can psychically remove diseases affecting

living creatures (including yourself). This requires a Psychic Healing skill check with a DC of the disease's save DC. On a successful check, you eliminate the disease, preventing it from doing any further damage to the target, although any damage already done remains and must be healed.

Strain: 5.

CURE POISON (PSYCHIC)

You can use the Psychic Healing skill to eliminate poisons.

Prerequisites: Psychic Ability, Psychometabolism, 5 or more ranks in the Psychic Healing skill.

Benefit: You can psychically remove poisons affecting living creatures (including yourself). This requires a Psychic Healing skill check with a DC the poison's save DC. On a successful check, you eliminate the poison, preventing it from doing any further damage to the target, although any damage already done remains and must be healed.

Strain: 5.

DIMENSIONAL SHIFT (PSYCHIC TALENT)

You have the potential to learn the Dimensional Shift skill.

Prerequisites: Psychic Ability, Psychoportation.

Benefit: You can learn the Dimensional Shift skill (p. 26).

Normal: Characters without this feat cannot learn the Dimensional Shift skill.

DIRECT TALENT (METAPSYCHIC)

Choose a psychic skill you already have that requires mental contact. You can now use this skill without the need for mental contact.

Prerequisite: Psychic Ability, Telepathy.

Benefit: You can use a psychic talent that normally requires you to be in mental contact with the subject without being in mental contact. You must still have a line of sight to the subject. The subject's Psychic Shield (if any) still affects your skill check.

Strain: Twice the skill's normal strain cost.



- CHAPTER THREE: PSYCHIC FEATS -

DIVERT TELEPORT (PSYCHIC)

You can redirect the apportionment or teleportation of others.

Prerequisites: Psychic Ability, Psychoportation, 5 or more ranks in the Psychic Sense skill, 10 or more ranks in the Apport skill.

Benefit: You can attempt to divert the final destination of any apportionment or teleportation that you can sense. This is a reaction, but you can attempt to divert only once per round. You can divert the destination of both incoming and outgoing teleportation. Roll an Apport skill check against the teleporter's Apport or Teleport skill check. If you win, you can divert the teleporter's destination by making an Apport skill check against the DC of the desired destination as if you were apportioning the target to that location. If the diverted subject is a creature, it gets a Will saving throw to avoid being diverted.

Strain: Equal to that of apportioning the target to the desired destination, plus 2.

EMPOWER TALENT (METAPSYCHIC)

You can strengthen the effects of your psychic skills.

Prerequisites: Psychic Ability, Wis 13+.

Benefits: You can increase the variables of your psychic skills to 150% of normal. So, a psychic skill that normally does 2d6 damage does 3d6, for example.

Strain: The skill's normal strain is doubled.

ENERGY SHIELD (PSYCHIC)

You can psychokinetically shield yourself from harmful energy.

Prerequisites: Psychic Ability, Psychokinesis, 7 or more ranks in the Telekinetic Shield skill.

Benefit: You can harmlessly dissipate energy damage you might otherwise suffer. Make a Fortitude saving throw with a DC equal to 10 plus the damage dealt. Success means you take no damage. If the save fails, you take full damage.

Time: Energy Shield is used as a reaction.

Strain: 0.

ERASE SIGNATURE (PSYCHIC)

You can eliminate evidence of psychic signatures (your own or others').

Prerequisites: Psychic Ability, Telepathy or Clairsentience, Wis 13+, 1 or more ranks in the Psychic Sense skill.

Benefit: You can erase any old psychic signature that you can sense, eliminating any evidence of it.

Time: Erase Signature is a full-round action.

Strain: 1.

EXTEND TALENT (METAPSYCHIC)

You're more adept at affecting multiple targets with your psychic skills.

Prerequisites: Psychic Ability, Wis 13+.

Benefit: You reduce the penalties to Difficulty Class and strain for affecting more than one target with a psychic skill by 2. That means you can affect two targets at once with no additional difficulty or strain.

Special: You can take this feat more than once. Its effects stack, so each time you can affect an additional target with your psychic skills without any additional difficulty or strain.

FLIGHT (PSYCHIC)

Telekinetic flight is easier for you.

Prerequisites: Psychic Ability, Psychokinesis, 1 or more ranks in the Telekinesis skill.

Benefit: The DC for you to use Telekinesis to lift and move yourself is 20 rather than 30 and doing so only causes 2 points of strain rather than the usual 8.

GREATER PSYCHIC FOCUS (PSYCHIC)

Your psychic skills within a particular talent are more potent than normal.

Prerequisite: Psychic Ability, Psychic Focus.

Benefit: Choose a psychic talent (Clairsentience, Psychokinesis, Psychometabolism, Psychoportation, or Telepathy). Add +4 to the DC of all saving throws against skills from the selected talent. This includes (and does not stack with) the bonus for Psychic Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time it applies to a new talent.

IMBUE ITEM (ITEM CREATION)

You can imbue objects with psychic energy.

Prerequisite: Psychic level 3rd+.

Benefit: You can imbue psychic impressions in objects and places. (See **Psychic Impressions**, p. 68, for more information).

IMBUE WEAPON (PSYCHIC)

You can imbue a melee weapon with psychic force.

Prerequisites: Psychic Ability.

Benefit: You can imbue a melee weapon with a field of psychic energy that enhances its striking power. The weapon does an additional 1d8 points of damage per six character levels you possess (round down with a minimum of +1d8). You can imbue a psychic weapon (created by the Psychic Weapon skill, p. 36) and this damage bonus stacks with the weapon's normal damage. An imbued weapon can also block a psychic weapon,

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unlike most physical weapons. The imbued weapon is considered to be magic for the purposes of overcoming Damage Reduction.

Time: Imbuing a weapon is a full-round action. The effect lasts for a number of rounds equal to your character level.

Strain: 3.

MAXIMIZE TALENT (METAPSYCHIC)

With this feat, you can maximize the effects of your psychic skills.

Prerequisites: Psychic Ability, Wis 13+.

Benefit: You can choose to maximize the variables of a psychic skill when you use it. A variable is any die roll other than the skill check itself. If you maximize your Psychic Healing skill, for example, you automatically heal the maximum amount of damage based on your skill check. If you maximize your Psychic Blast skill, you automatically deal the maximum amount of damage, and so forth.

Strain: The maximized skill costs double the normal amount of strain (or 1 if the normal strain is 0).

MENTAL FORTITUDE (GENERAL)

You are particularly resistant to psychic attack.

Prerequisites: Wis 13+.

Benefit: You have a Mental Damage Reduction score of 1, meaning you ignore the first point of damage from any psychic attack: this includes nonlethal damage, hit point damage, and ability damage (but not strain). Psychic abilities that don't deal damage affect you normally and you still suffer normal damage from the indirect effects of psychic skills, such as being struck by an object thrown with Telekinesis.

Special: You can take this feat more than once. Its effects stack, so the second time you have Mental Damage Reduction 2, the third time 3, and so forth. Your Mental Damage Reduction score cannot exceed your Wisdom modifier.

MENTAL RECOVERY (PSYCHIC)

You recover more quickly from the strain of using psychic abilities.

Prerequisites: Psychic Ability, Wis 13+.

Benefit: Add your Wisdom bonus to your normal rate of recovery from nonlethal damage, as long as the damage was caused by psychic strain.

MIND OVER MATTER (PSYCHIC)

Your mental strength allows you to heal faster.

Prerequisites: Psychic Ability, Psychometabolism, Wis 13+.

Benefit: Add your Wisdom bonus to your normal rate of healing (your level in hit points per day of rest).

MIND SWITCH (PSYCHIC)

You have the potential to learn the Mind Switch skill.

Prerequisites: Psychic Ability, Telepathy.

Benefit: You can learn the Mind Switch skill.

Normal: Characters without this feat cannot learn the Mind Switch skill.

MIND TRAP (PSYCHIC)

You can psychically act against anyone who tries to overcome your mental defenses.

Prerequisites: Psychic Ability, Telepathy, 7 or more ranks in the Psychic Shield skill.

Benefit: When an opponent attempts to use a psychic skill against you and fails to overcome your Psychic Shield, you get an immediate psychic skill use against that opponent as a reaction. This can be any psychic skill that can be used as a standard action or move action (but not a full-round action). If the psychic skill requires mental contact, you are considered in mental contact with your opponent for the purposes of the skill use. You can gain only one free psychic skill use per round, regardless of the number of attempts to overcome your Psychic Shield. The reactive psychic skill has its normal strain cost and difficulty.

MULTITASKING (PSYCHIC)

You can maintain multiple psychic skills with less difficulty.

Prerequisites: Psychic Ability, Wis 13+.

Benefit: Reduce the DC modifier to Concentration and psychic skill checks for maintaining psychic skills by 2. This means you can maintain one psychic skill while using another at no increase in difficulty and that maintaining multiple psychic skills is somewhat easier for you.

Special: You can take this feat multiple times. Its effects stack, reducing the DC modifier by 2 each additional time. This allows you to maintain more psychic skills at once without any increase in difficulty.

PSYCHIC ABILITY (GENERAL)

You have the potential to acquire psychic feats and skills.

Benefit: You can acquire psychic feats.

Normal: Characters without this feat cannot acquire psychic feats or learn psychic skills that require them.

PSYCHIC CHANNELING (PSYCHIC)

You can channel spell energy to fuel your psychic abilities.

Prerequisite: Ability to cast arcane or divine spells, Psychic Ability.

Benefit: When using a psychic skill, you can choose to expend one of your spell slots for the day to help fuel that skill, converting the magical energy into psychic power. The

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strain for the psychic skill use is reduced by an amount equal to the level of the spell slot squared, so a 3rd-level spell slot would reduce a skill's strain by 9 points, for example (3 x 3). A skill's strain cost cannot be reduced below 0, and any additional points from the spell slot are lost. If the spell slot is a prepared spell, you lose that spell. If it is a spontaneous spell slot, you lose the use of it for that day.

Special: Note that this feat does not work in reverse; you cannot suffer strain to cast additional spells per day, only convert spell energy into psychic fuel.

PSYCHIC COMPANION (PSYCHIC)

You have a psychic companion creature.

Prerequisite: Animal companion or familiar.

Benefit: Apply the psychic creature template to your animal companion or familiar. It gains all the benefits of the template. You may choose to spend your own skill ranks and feats to purchase psychic skill ranks and psychic feats for your companion.

PSYCHIC FOCUS (PSYCHIC)

Your psychic skills within a particular talent are more potent than normal.

Prerequisite: Psychic Ability.

Benefit: Choose a psychic talent (Clairsentience, Psychokinesis, Psychometabolism, Psychoportation, or Telepathy). Add +2 to the DC of all saving throws against skills from the selected talent.

Special: You can gain this feat multiple times. Its effects do not stack. Each time it applies to a new talent.

PSYCHIC INVISIBILITY (PSYCHIC)

You can block your presence from the minds of others.

Prerequisite: Psychic Ability, Telepathy, 6 or more ranks in Mental Contact.

Benefit: You can become invisible at will to all creatures with Intelligence 1 or more. Psychic invisibility has no effect on targets without an Intelligence score.

Time: You can become invisible as a move action. The invisibility lasts for 10 rounds (1 minute) or until you make an attack. You can maintain your invisibility after it would normally end by paying an additional 3 strain. The renewed invisibility ends when the new durations expires or when you attack.

Strain: 3.

PSYCHIC LINK (PSYCHIC)

You have a mental connection with someone.

Benefit: You and another character (who must also have this feat) are considered to always be in mental contact (such as a use of the psychic skill Mental Contact, p. 31). If



some outside force, such as Psychic Static, interferes you can make a Mental Contact or Wisdom check to overcome it. If your psychic link is broken, it is automatically reestablished as soon as possible.

Special: If both of you have ranks in the Mental Contact skill, you can deepen your psychic link, making it a rapport (p. 31), at will as a full-round action.

PSYCHIC REFLECTION (PSYCHIC)

You can reflect psychic effects back at their originator.

Prerequisites: Psychic Ability, Telepathy, 8 or more ranks in Psychic Shield.

Benefit: When your Psychic Shield successfully blocks a psychic effect directed at you, you can make another Psychic Shield skill check against the attacker's skill check. If you succeed, the psychic skill directed at you affects the attacker instead, using the attacker's skill bonus. You do not suffer any strain for the reflected skill (the attacker does) but you are in control of the effect, even if you do not possess that skill. You must maintain the skill yourself (if necessary) and it has its normal effect and duration. The attacker may defend and save against the reflected psychic effect normally, but cannot use Psychic Reflection against it as well. Any attempt to do so simply causes the effect to dissipate.

Time: Psychic Reflection is a reaction.

Strain: 4.

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PSYCHIC SEVERANCE (PSYCHIC)

You can remove another creature's psychic talents.

Prerequisites: Psychic Ability, Telepathy, 10 or more ranks in the Psychic Surgery skill.

Benefit: You can make a Psychic Surgery check (DC 30) to deprive someone of his psychic talents. The target makes a Will saving throw against your Psychic Surgery DC. If the skill check succeeds and the Will save fails, the subject loses all use of any psychic talent feats or psychic skills he possesses, although he retains those abilities. The target gets an additional Will save each day to regain the use of his psychic abilities and another use of Psychic Surgery (DC 30) can reverse the effect. With the expenditure of 3,000 XP, the psychic severance becomes permanent and can only be reversed by a psychic with this feat who makes a DC 30 Psychic Surgery check and spends an additional 3,000 XP.

Time: Psychic Severance is a full-round action. You must be in mental contact with the subject. You can take 10 on the Psychic Surgery check, but you can't take 20.

Strain: 15.

PSYCHIC STAMINA (PSYCHIC)

Your mental strength reinforces your physical endurance.

Prerequisites: Psychic Ability, Psychometabolism, Wis 13+.

Benefit: Apply your Wisdom bonus as an adjustment to your hit points per level rather than your Constitution modifier, if your Wisdom modifier is greater. This retroactively adjusts your hit point total for levels acquired before gaining this feat.

PSYCHIC WEAPON (PSYCHIC TALENT)

You have the potential to learn the Psychic Weapon skill.

Prerequisites: Psychic Ability.

Benefit: You can learn the Psychic Weapon skill (p. 36).

Normal: Characters without this feat cannot learn the Psychic Weapon skill.

PSYCHOKINESIS (PSYCHIC TALENT)

You have the potential to learn psychokinesis skills.

Prerequisites: Psychic Ability.

Benefit: You can learn psychokinesis skills.

Normal: Characters without this feat cannot learn psychokinesis skills.

PSYCHOMETABOLISM (PSYCHIC TALENT)

You have the potential to learn psychometabolism skills.

Prerequisites: Psychic Ability.

Benefit: You can learn psychometabolism skills.

Normal: Characters without this feat cannot learn psychometabolism skills.

PSYCHOPORTATION (PSYCHIC TALENT)

You have the potential to learn psychoportation skills.

Prerequisites: Psychic Ability.

Benefit: You can learn psychoportation skills.

Normal: Characters without this feat cannot learn psychoportation skills.

QUICKEN TALENT (METAPSYCHIC)

You can use psychic skills more quickly than normal.

Prerequisites: Psychic Ability, Wis 15+.

Benefit: Once per round, you can use a psychic skill that normally requires a full-round action as a standard action, or a skill that normally requires a standard action as a move action.

Strain: The quickened skill costs double the normal amount of strain (or 1 if the normal strain is 0).

REDUCED STRAIN (METAPSYCHIC)

One of your psychic skills causes less strain on you.

Prerequisites: Psychic Ability, 5 or more ranks in a psychic skill.

Benefit: Choose a psychic skill that you have at least 5 ranks in. You suffer only half the normal strain for using that skill (round any fractions down). A strain value of less than 1 means you suffer no strain from using that skill. Halve the skill's strain after applying all other modifiers (including metapsychic feat modifiers to strain). The psychic skill affected must be chosen when this feat is taken and cannot be changed.

Special: You can take this feat multiple times. Its effects do not stack. Each time, it applies to a different psychic skill.

SENSITIVE (PSYCHIC)

You're particularly sensitive to the emotions and attitudes of other creatures.

Prerequisites: Psychic Ability, Telepathy, Wis 13+.

Benefit: You gain a +2 bonus on Bluff, Diplomacy,

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Intimidate, and Sense Motive checks when dealing with creatures with Intelligence 4 or more. You do not gain this bonus against a creature that has ranks in the Psychic Shield skill (and possibly other forms of mental shielding, at the GM's discretion). The bonus stacks with bonuses to interaction skills granted by the use of Empathy (p. 29). At the GM's discretion, your bonus can be reduced or eliminated when dealing with especially alien or unusual creatures.

SHIELD PENETRATION (PSYCHIC)

You're adept at overcoming the resistance of Psychic Shields.

Prerequisites: Psychic Ability.

Benefit: You get a +2 bonus on skill checks to overcome a target's Psychic Shield.

SKILL APTITUDE (GENERAL)

You're talented in particular skills.

Prerequisites: A score of 13 or better in the skills' key abilities.

Benefit: Choose two nonclass skills. Those skills are now class skills for you.

SUBTLE TALENT (METAPSYCHIC)

You can use your psychic skills with less chance of notice.

Prerequisites: Psychic Ability, Wis 13+.

Benefit: When using a psychic skill you can "mute" its psychic signature. Characters using the Psychic Sense skill cannot detect your skill use, nor can its use be detected later using Psychic Sense.

Strain: The subtle skill costs double the normal amount of strain (or 1 if the normal strain is 0).

TELEPATHY (PSYCHIC TALENT)

You have the potential to learn telepathy skills.

Prerequisites: Psychic Ability.

Benefit: You can learn telepathy skills.

Normal: Characters without this feat cannot learn telepathy skills.

TRUTH READING (PSYCHIC)

You can sense when someone is lying to you.

Prerequisites: Psychic Ability, Telepathy, Sensitive.

Benefit: When interacting with a creature of Intelligence 4 or greater you automatically sense when the creature tells you a deliberate lie. You can do this a number of times equal to your Wisdom bonus in any given conversation, detecting further lies causes a point of strain for each statement that you check. You do not detect half-truths, lies of omission, or things the creature believes are true (even if they are not), only deliberate falsehoods.

WIDEN TALENT (METAPSYCHIC)

You can affect a radius with a single use of a psychic skill.

Prerequisites: Psychic Ability, Wis 13+.

Benefit: When using a psychic skill that normally affects a single target, you can have it affect a burst with a radius of up to twice your skill rank in feet. The skill affects all targets in the area of the burst normally. You must still meet any requirements for range, including mental contact, if the skill requires it. Make a single skill check and compare the results to each target in the area. Targets save individually against the skill's effects.

Strain: The widened skill costs double the normal amount of strain (or 1 if the normal strain is 0).

WILD TALENT (GENERAL)

You have the potential to learn and use a single psychic skill.

Benefit: You can substitute Wild Talent in place of Psychic Ability and one other psychic talent feat as the prerequisite for learning one psychic skill. You do not have access to any other psychic skills or to psychic feats (including the untrained use of Psychic Sense granted by the Psychic Ability feat).

Special: You can take this feat more than once. Each time, it applies to a different psychic skill.

Note: Wild Talent does not make the selected skill a class skill, so you may have to acquire ranks in it as a cross-class skill.



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PSYCHIC CAMPAIGNS

Psychic abilities are just one facet of a larger fantasy campaign setting, existing alongside various types of magic (arcane, divine, and otherwise) and psionics. Psychic abilities may be the only supernatural or unusual abilities available in a campaign setting, particularly a “low-fantasy” setting without magic, or a modern or near-future setting where supernatural abilities are rare. Finally, psychic abilities may be the focus of an entire campaign, either a world where psychic powers are commonplace or one where secret struggles between

psychic power blocs are played out in the shadows, with most people none the wiser.

Whatever the case, psychic abilities have an impact on the campaign and particular issues exist involving their inclusion and use in a setting. This chapter covers some advanced (and optional) uses of psychic abilities and how to customize them to suit your particular setting. It looks at ways to fit psychic abilities into the campaign and avoid some common pitfalls, and at psychic creatures as potential adversaries or allies of the player characters.

ADVANCED PSYCHIC TECHNIQUES

While psychic skills cover most of the applications of the various psychic talents, there are some more advanced uses of various basic skills, described in this section. Gamemasters should consider these techniques optional. While they can add detail and tactical options to psychic characters, they also increase the complexity of psychic abilities, which may not be desirable in the campaign.

DAMAGING PSYCHIC SHIELDS

A powerful psychic shield can be a difficult obstacle for even a skilled psychic to overcome. In addition to using extra effort to overcome a psychic shield (see p. 35), it is possible for a psychic attacker to directly damage or drain a psychic shield in order to weaken it.

An attacker using the Psychic Blast or Psychic Weapon skills can choose to target an opponent’s psychic shield rather than attacking the opponent directly. The target of the attack saves against it normally, but without the bonus of the psychic shield. If the save fails, the damage dealt by the attacking skill is subtracted from the defender’s Psychic Shield bonus rather than dealing nonlethal or hit point damage to the target. The psychic shield operates at the reduced bonus until it recovers.

A damaged psychic shield recovers one point of its bonus per minute (10 rounds) until it is restored to normal. Effects that restore hit points or eliminate nonlethal damage (including the Psychic Healing skill) can be used to restore a damaged psychic shield as well; each point of damage healed restores one point of the shield’s bonus.

EXTENDING PSYCHIC SHIELDS

A character with the Psychic Shield skill can extend his shield to protect others at the cost of strain and a reduction in shield effectiveness. The subjects to be protected must be either in the shield user’s line of sight or in mental contact. Extending a psychic shield is a full-round action and costs 2 points of strain per additional subject protected by the shield. Each additional subject reduces the shield’s overall bonus by 2. A psychic shield cannot be reduced below a bonus of +1. All protected subjects receive the normal benefits of the Psychic Shield skill at the reduced bonus and the shield user controls the entire shield.

The extended shield can be maintained by paying the strain cost every additional minute (10 rounds) and the user can withdraw any or all of the extended shield as a free action.

MENTAL CONDITIONING

The Psychic Surgery skill allows a telepath with the time and opportunity to completely rewrite a subject’s psyche, including personality, alignment, beliefs, and so forth. While extensive mental conditioning can be undone and may even wear off on its own, psychics can create entirely new people while it lasts. This loss of identity is one of the things that people fear most about psychics, and the potential for mental tampering makes telepathic abilities particularly feared.

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DRONES

A drone is a creature (usually a humanoid creature) that has been altered via Psychic Surgery to become an obedient servant of a psychic or group of psychics. In particular, a drone has been conditioned to accept the mental “touch” of certain psychics and therefore does not resist their powers. The drone foregoes any saving throw against its psychic masters, allowing them to use their abilities on the drone freely. Among other things, this means psychics can easily establish Mental Contact with their drones, read their minds, and control their actions through Dominate, Suggestion, or simple telepathic commands, depending on whether the drone has been programmed for obedience as well as psychic susceptibility.

Some psychics also remove the majority of a drone’s personality, leaving their servants largely devoid of identity, living automatons obedient to their master’s will. Others prefer drones with most of their original personalities intact, allowing them to continue to function in normal society. Some psychics even create alternate personalities for their drones. The original personality is left untouched, and may even be unaware of the existence of the drone personality, but at a code phrase or mental command, the drone personality takes over and the individual becomes an obedient servant. The original personality suffers from blackouts, with no awareness of the drone’s actions or even existence.

Turning any thinking creature into a drone is a evil act, something good and even neutral-aligned psychics shy

away from. Heroes may find drones in the service of evil psychics, however, and drones make effective “sleeper” agents for psychic conspiracies.

PSYCHICALLY AIDING OTHERS

A psychic in mental contact with another character can use the aid another action (a standard action) to grant that character a +2 bonus on Will saving throws or for any skill check where the psychic’s skill rank is equal to or greater than the subject’s. Characters can also psychically aid others in shaking off mind-affecting spells such as *sleep* and *hypnotism*.

PSYCHIC GESTALTS

Characters linked together in psychic rapport (p. 31) can aid each other in various ways, forming a psychic gestalt. In essence, the linked psychics become a single mind with enhanced psychic abilities.

CREATING A GESTALT

To form a gestalt, two or more psychic characters must be in rapport using Mental Contact. This means that all the characters involved must have at least one rank in the Mental Contact skill. One character is chosen as the coordinating mind of the gestalt and the maximum number of participants is equal to the coordinator’s Mental Contact skill rank. Creating a gestalt between two characters is fairly simple, requiring only a successful Mental Contact check from each and a move action.

Larger gestalts are more difficult to establish, since every member of the gestalt must be in mental contact with every other. Two means to do this exist. The fastest way is for each psychic to use the multiple targets option (p. 23) increasing the DC and strain of the Mental Contact check by +2 per additional mind and requiring a full-round action. The easier way is for two characters to create a gestalt and for additional minds to join it one at a time. This requires 1 round per mind in the gestalt to establish it (longer if the characters take 10 on their Mental Contact checks) but reduces the amount of strain required.

INTERACTION WITH A GESTALT

A psychic gestalt is considered a single mind for the purposes of psychic and mind-affecting abilities, although the individual personalities and identities (and free will) of the participants remain. Any time a member of the gestalt must make a Will save, it is made for the entire group, using the highest Will save bonus of the component minds, with a +2 bonus per additional mind in the gestalt. So a psychic gestalt with four minds adds a +6 bonus (for three extra minds) to the highest Will save bonus of the group when making Will saves.

A mind-affecting ability that affects one member of the gestalt affects them all equally. So psychic gestalts tend to be more resistant to psychic abilities, but are affected as a unit.

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ABILITIES OF A GESTALT

A psychic gestalt can utilize any of the psychic skills of its component minds. Range and familiarity are based on the most advantageous of the components. For example, as long as a target is in the line of sight of one component of the gestalt, it is considered in the entire gestalt's line of sight.

In the case of multiple components possessing the same psychic skill, the gestalt uses the highest skill rank, plus the highest ability score modifier, with an additional +2 bonus for each component mind that is trained in that skill. So, a gestalt of five minds using the Domination skill uses the highest Domination skill rank among the group, plus the highest Charisma bonus among the group, with a +2 bonus for each additional character in the group that has the Domination skill (+8 total if they all do). In the case of psychic skills that have a save DC, it is based on the highest skill rank and increased by +1 for each additional member of the gestalt that has ranks in the skill.

The gestalt can also make use of any psychic or metapsychic feats possessed by its component minds. These feats have their normal effect.

The strain of psychic skills is divided evenly among the members of a gestalt, rounding up any fractions. So a five-character gestalt using a skill causing 28 strain suffers 6 strain each ($28 / 5 = 5.6$, rounded up to 6). Strain modifiers, including metapsychic feats, are applied before the total strain is divided among the components of the gestalt.

WITHDRAWING FROM A GESTALT

A component mind may leave a gestalt as a free action simply by breaking the mental contact. This does not necessarily free that character from any mind-affecting abilities affecting the gestalt. They are considered separately and continue to affect the character normally. If the coordinating mind withdraws from the gestalt, the components remain in mental contact and can establish a new coordinator as a free action.

PSYCHIC GRAPPLING

Just as characters can grapple physically, psychics can grapple opponents mentally, initiating a struggle of two minds locked in mental combat. Psychic grappling is a useful means of occupying an opponent, or of putting opponents into a position where you can more easily use other psychic skills against them, but it does involve a certain measure of risk, particularly where strong-willed opponents are concerned.

GRAPPLE CHECKS

Repeatedly in a psychic grapple, you need to make opposed psychic grapple checks against an opponent. A psychic grapple check is made using your Will saving throw bonus, including your Wisdom modifier.

PSYCHIC GESTALT EXAMPLE

A group of six psychics needs to lift a very heavy object, weighing 500 tons. This is a DC 35 Telekinesis check with a strain cost of 32, beyond their individual capabilities. They form a psychic gestalt to pool their powers and lift the object. They have time, so they take 6 rounds to establish mental contact and form a rapport. The character with the highest Telekinesis skill rank (10 ranks) is designated as the coordinating mind. Since the other five all have ranks in Telekinesis, he gains a +10 bonus on his Telekinesis skill check and uses the highest Int bonus of the group (which is +4) for a total bonus of +24. The gestalt needs to roll an 11 or better on its Telekinesis check to move the object and the strain cost of 32 is divided evenly among the six participants, 6 strain each (rounded up from 5.3)

INITIATING A PSYCHIC GRAPPLE

To start a psychic grapple, you must be in mental contact with the target. Attempting to start a psychic grapple is a standard action.

ATTACKS OF OPPORTUNITY

You provoke attacks of opportunity from any opponents that threaten the area you are in when you start a psychic grapple, since you are focused on the mental plane rather than physically defending yourself. You can attempt to start a psychic grapple on the defensive, just like using a psychic skill on the defensive. This requires a Concentration check (DC 15). If the check succeeds, you can attempt to initiate the psychic grapple. If it fails, your attempt to initiate the psychic grapple fails as well. In either case, you do not provoke attacks of opportunity when attempting to start a psychic grapple on the defensive.

PSYCHIC LOCK

Make an opposed psychic grapple check against your opponent. If you win, you and your opponent are locked in psychic combat. If you lose, the opponent may break off the psychic grapple or may choose to grapple you, with the normal results.

JOINING A PSYCHIC GRAPPLE

If your target is already psychically grappling with another opponent, you can attempt to grapple normally. The target still gets an opposed psychic grapple check against you. Multiple characters can attempt to psychically grapple the same target.

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IF YOU'RE PSYCHICALLY GRAPPLING

While you are psychically grappling (regardless of who started the grapple), you can make an opposed psychic grapple check as a standard action. If you win, you can do one of the following:

DAMAGE YOUR OPPONENT

You deal 1d3 nonlethal damage, plus your Wisdom modifier. If you want to deal normal damage, you suffer a -4 penalty on your psychic grapple check.

PSYCHICALLY PIN YOUR OPPONENT

Your opponent is rendered immobile for 1 round. While you're pinned, opponents get a +4 bonus on attack rolls against you (but you're not helpless).

PSYCHICALLY INFLUENCE YOUR OPPONENT

You can use a psychic skill on your opponent that requires less than a full-round action. If the psychic skill normally grants a saving throw, your opponent is at a -4 penalty, since you have a psychic advantage. For example, if you win the psychic grappling check, you can use skills such as Domination, Drain Power, Psychic Blast, or Suggestion on your opponent and the opponent has a -4 penalty on the save against the skill's effects.

BREAK ANOTHER'S PIN

You can break the psychic hold that an opponent has over an ally.

BREAK MENTAL CONTACT

You escape the psychic grapple and break off mental contact. You can take whatever movement you normally get. If more than one opponent is psychically grappling you, your psychic grapple check has to beat all them in order to escape and break the mental contact. (Opponents don't have to try and maintain contact if they don't want to.) Once you have broken mental contact, your opponent must reestablish it to psychically grapple you again.

IF YOU'RE PSYCHICALLY PINNED

When an opponent has psychically pinned you, you are held immobile (but not helpless) for 1 round. You can make an opposed psychic grapple check as a standard action. If you win, you escape the psychic pin, but you're still psychically grappling.

OTHER ACTIONS WHILE PSYCHICALLY GRAPPLING

Taking any action other than a 5-foot step while psychically grappling requires a Concentration check (DC 15). Failure of the Concentration check means you automatically lose any opposed psychic grapple check that

round. Taking another standard action while psychically grappling also means that you automatically lose any opposed psychic grapple check that round, since the psychic grapple check requires a standard action.

USING SPECIAL ABILITIES

You can attempt to use spells, spell-like abilities, psionic powers, supernatural abilities, or psychic skills while psychically grappling. Doing so requires a Concentration check (DC 20 + spell or power level). A failed Concentration check means the attempt to use the special ability fails, but you still lose the prepared spell, spell slot, power points, strain, or daily use of that ability. A Concentration check is not required if you win the psychic grapple check for that round and have your opponent psychically pinned.

MULTIPLE GRAPPLERS

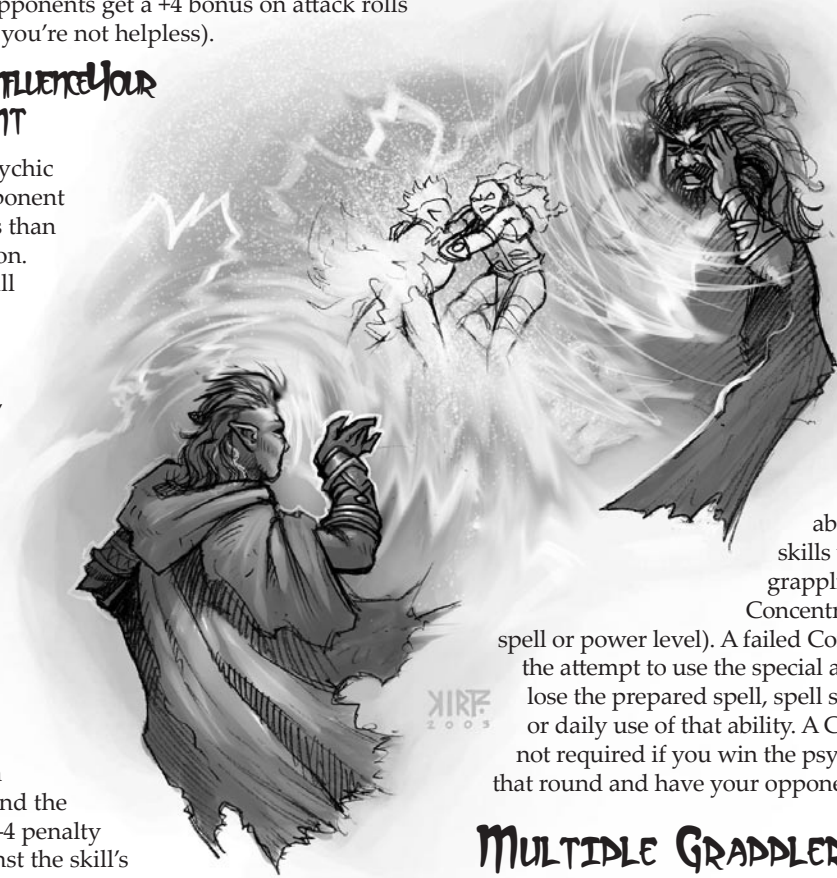
Multiple attackers can attempt to grapple a single opponent. Additional grapplers can aid their friends with the aid another action, granting a +2 bonus on that character's psychic grapple checks for that round.

PSYCHIC GRAPPLING CONSEQUENCES

While you're psychically grappling, your ability to act, attack, and defend yourself is limited.

REQUIRED STANDARD ACTION

The psychic grapple check requires a standard action each round. If you choose not to take the psychic grapple



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action each round, you automatically fail the opposed psychic grapple check. Since the psychic grapple check is a standard action, you can choose to take a move action before or after (but not during) the psychic grapple check. However, you must make a Concentration check (DC 15) to do so and failure means that you automatically lose the opposed psychic grapple check that round.

NO THREATENED AREA

You don't threaten any area while psychically grappling, so opponents do not provoke attacks of opportunity from you.

ATTACKS OF OPPORTUNITY

Each round that you make a psychic grapple check, you provoke attacks of opportunity from anyone who threatens the area that you're in. If you choose to psychically grapple on the defensive, you do not provoke attacks of opportunity but must make a Concentration check (DC 15) each round. Failure means you automatically lose any opposed psychic grapple check that round.

NO DODGE BONUS

You lose your dodge bonus (if any) to AC while you are psychically grappling. If you choose to psychically grapple on the defensive, you retain your dodge bonus but must make a Concentration check (DC 15) each round. Failure means you automatically lose any opposed psychic grapple check that round.

PSYCHIC GRAPPLING STRAIN

Psychic grappling causes no strain, apart from that needed to establish and maintain mental contact with the target, and any nonlethal damage caused by a successful psychic grapple check against an opponent.

SELF-IMPOSED MEMORY ALTERATION

In some cases, a character may wish to perform Psychic Surgery on himself, usually to conceal particular information or memories from a mind reader, or to enhance a disguise (allowing the character to really believe he is who he claims to be, for example). The Psychic Surgery check DC is 10 lower than usual since the character is performing the alterations on himself, and the character can take 10 on the check.

The character may set up a particular trigger to undo the alterations, restoring his mind to normal. This may be the passage of a particular amount of time or a particular stimulus, such as a code word or seeing a particular person. When the trigger is activated, the character makes another Psychic Surgery check against the original DC (requiring no time or strain). If it succeeds, the alteration is undone immediately. If it fails, the alteration remains for 24 hours. After that, the character may be exposed to the trigger again and attempt another Psychic Surgery check. On a natural roll of 1 on the check, the trigger fails

entirely. The alterations are permanent unless another character uses Psychic Surgery to undo them.

Self-imposed alterations can also be undone normally using Psychic Surgery, but the DC for these outside efforts is not reduced, so it is more difficult for someone else to eliminate the self-imposed alterations.

TELEKINETICALLY WIELDING WEAPONS

Rather than simply striking opponents with random objects, a psychic may wield a melee weapon telekinetically, allowing it to fight by "remote control." Telekinetically picking up a weapon is a move action. Attacking with it is a standard action. Cover and concealment are determined by the attacker and defender's positions, not the weapon's. The attacker makes a normal attack roll, but with a -4 penalty for the difficulties in remote-controlling the weapon, and adding his Int modifier to the attack roll rather than Str or Dex modifiers. The weapon deals its normal damage with no modification for Str. A telekinetic can take the Exotic Weapon Proficiency feat in psychically wielded weapons to eliminate the -4 penalty for remote-controlling a weapon.

A telekinetically wielded weapon does not threaten an area and cannot make attacks of opportunity, nor does it provoke them. It can be struck normally by sunder attacks. Attempts to "disarm" the psychic by knocking the weapon out of his telekinetic "grip" are resolved by an opposed roll of the attacker's attack bonus and the psychic's Telekinesis skill bonus.

TELEPATHIC EAVESDROPPING

A character with Psychic Sense and Mind Reading who senses a use of the Mental Contact skill can attempt to "listen in" on the mental conversation, intercepting the psychic transmissions. This requires a successful Psychic Sense check to detect the skill use, followed by a successful Mind Reading check (DC 15) to eavesdrop on the mental conversation. This eavesdropping isn't detectable unless one of the participants in the mental contact also has Psychic Sense and detects the eavesdropper's Mind Reading skill use. This means that many telepaths observe "mental radio silence" when they know that other telepaths are around and may be listening.

TELEPORTATION AND SNEAK ATTACKS

A character who teleports behind or out of sight of an opponent can make a Hide check opposed by the target's Spot check. If successful, the character gains a +2 bonus on attack rolls against that target and negates any Dexterity bonus to the opponent's AC. This also allows the character to make a sneak attack against the target, if using a melee weapon or a missile weapon within 30 feet of the target.

PSYCHIC EQUIPMENT

Psychic talents are not dependent on equipment or tools. They require no material components. Psychic ability lies in the mind of the user, not in outside implements. However, items do exist that can enhance or limit psychic skill use, things that psychics may discover or create, or that nonpsychics may use to restrict the talents of psychics.

As with the other material in this book, the Gamemaster decides what, if any, psychic equipment is available in the campaign world. The equipment, prices and Difficulty Classes given in this chapter are suggestions balanced against the other material in this book. Adjust them as you see fit to suit your campaign.

ELIXIRS

Craft (alchemy) can create a variety of elixirs that can affect psychics and psychic talents in various ways. Gamemasters may require an alchemist to have the Psychic Ability feat or ranks in the Knowledge (psychic) skill in order to create these elixirs, and some of them may not be available in certain campaign settings. In modern 3rd Era campaign settings, elixirs may be products of Craft (pharmacy) rather than Craft (alchemy) at the GM's discretion, making them designer drugs rather than mystical formulae.

ENHANCING

An enhancing elixir improves the drinker's psychic skills. For 10 minutes after the sweet-tasting elixir is consumed, the character gains an alchemical bonus on all psychic skill checks (+1 per dose of enhancing elixir consumed). After the elixir wears off, the drinker suffers nonlethal damage equal to the bonus squared. If the nonlethal damage knocks the character unconscious, any remaining damage is applied to hit points. A character who takes more than five doses of enhancing elixir within a 24-hour period must also make a Fortitude saving throw (DC 15) or be immediately reduced to -1 hit points and dying. *Cost:* (bonus squared) x 100 gp; *DC to make:* (bonus x 5).

RECOVERY

This chalky-tasting elixir speeds the recovery of nonlethal damage from the strain of using psychic abilities. One dose allows the drinker to recover from nonlethal damage at twice the normal rate for 1 hour (level x 2 points). A second dose in the same day improves recovery rate by 50% and a third dose has no effect until at least 24 hours have passed. *Cost:* 50 gp per dose; *DC to make:* 25.

STAMINA

For up to 8 hours after drinking this sour elixir, a character can accumulate any amount of strain from using psychic abilities with no ill effects. The strain damage is "postponed" until the elixir wears off. Then the drinker suffers all the nonlethal damage due to accumulated strain at once. If the total exceeds the character's hit points, he becomes unconscious, and any excess is taken as hit point damage. If the damage reduces the character to 0 or fewer

hit points, he is dying; -10 or fewer hit points and he dies immediately. *Cost:* 100 gp per dose; *DC to make:* 25.

STIMULATION

This effervescent formula unlocks latent psychic potential. The drinker gains ranks in a particular psychic skill (chosen when the elixir is made). The drinker must have the necessary feat(s) to learn the skill. The additional skill ranks last for 10 minutes before fading. After the elixir wears off, the drinker suffers nonlethal damage equal to the added skill ranks squared. If the nonlethal damage knocks the character unconscious, any remaining damage is applied to hit points. A second dose of stimulation elixir within 24 hours has half its normal effect (round down), and a third dose has no effect. *Cost:* (bonus squared) x 100 gp; *DC to make:* 10 + (bonus x 2).

SUPPRESSION

This bitter-tasting formula suppresses psychic talents. It can be introduced into the psychic's system in food or drink or through a cut or scratch with a treated weapon. The victim must make a Fortitude saving throw (DC 15) or become unable to use any psychic skills for 1 hour. Once a dose of suppression elixir has taken effect, additional doses have no effect until the first dose wears off. *Cost:* 200 gp; *DC to make:* 25.

CRYSTALS

Certain natural crystals have the potential to enhance (or limit) psychic skills if they are properly attuned. Psychics often set crystals into jewelry, particularly headbands, rings, and necklaces, and use them to decorate wands or staves (which are otherwise mundane). Psychic crystals are prepared for use with the Imbue Item feat (p. 45). A single crystal may be prepared to have multiple functions; simply total the cost of the crystal's various properties to determine its final cost. All the crystals here have a negligible weight and are typically made from common or semiprecious stones, adding no appreciable amount to their market price. At the GM's discretion, more powerful crystals may require precious stones, increasing their value and the cost to make them.

AMPLIFYING

An amplifying crystal grants a psychic holding it additional ranks in a particular psychic skill, enhancing that skill's performance. The skill has its normal effects and strain cost. *Prerequisites:* Imbue Item, psychic skill to be amplified, total bonus cannot exceed maker's character level. *Market Price:* (bonus squared) x 200 gp, *Cost to Make:* (bonus squared) x 100 gp.

DAMPENING

A dampening crystal has the effects of the Psychic Static skill (p. 35) on any creature in contact with it. They are usually incorporated into manacles or other restrains for psychics or into headbands or diadems to be placed onto the heads of bound psychics. Any psychic skill check by

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a creature in contact with a dampening crystal must beat a DC of 10 + the crystal's rank to succeed. *Prerequisites:* Imbue Item, Psychic Static, total skill rank cannot exceed the maker's. *Market Price:* (skill rank squared) x 200 gp, *Cost to Make:* (skill rank squared) x 100 gp.

DIMENSIONAL ANCHOR

A dimensional anchor and any creature or object in contact with it cannot be affected by Psychoportation skills, including Apport and Teleport. Thus a psychic bound with restraints containing a dimensional anchor cannot teleport out of them and an object set with a dimensional anchor cannot be apported. Any attempt to do so automatically fails. *Prerequisites:* Imbue Item, Psychoportation, Divert Teleport. *Market Price:* 5,000 gp. *Cost to Make:* 2,500 gp.

LIGHTENING

A lightening crystal decreases the effective weight of a creature or object in contact with it by a factor of 10 for the purposes of affecting that mass using psychic skills, thus reducing the mass modifier for the object (p. 22) by 5. This makes massive objects easier to apport, telekinetically lift, and so forth. *Prerequisites:* Imbue Item, Psychokinesis or Psychoportation, *Market Price:* 1,000 gp to reduce mass by a factor of 10, 4,000 gp to reduce mass by a factor of 100, 9,000 gp to reduce mass by a factor of 1,000. *Cost to Make:* 500 gp (10), 2,000 gp (100), 4,500 gp (1,000).

MEMORY

A memory crystal can store information placed into it telepathically. Storing information in the crystal requires physical contact and a Mental Contact check (DC 10) while retrieving it requires physical contact and a Mind Reading check (DC 10). You can choose to "encode" information stored in a memory crystal, in which case the DC for anyone other than you to recover it is equal to your Mental Contact check total when encoding the information. Anyone able to access information from a memory crystal can choose to alter or delete it. Discovering such tampering requires a Mind Reading check that equals or exceeds the Mental Contact check when altering or deleting information. A memory crystal can store information equal to a large book or about a week's worth of memories. Larger crystals can store more, each doubling in size and cost doubles storage capacity. *Prerequisites:* Imbue Item, Telepathy, Mental Contact, Mind Reading. *Market Price:* 400 gp, *Cost to Make:* 200 gp.

MIND STORING

A mind storing crystal is roughly palm-sized. It can serve as a receptacle for a creature's mind or psychic essence. The holder or wearer of the crystal can will his mind to enter it as a full-round action. The creature's body falls into a deathlike coma. Thereafter, the mental essence within the crystal can switch minds with any creature that touches it like a use of the Mindswitch skill (p. 32). The mind within the crystal can also be contacted and affected normally by psychic skills and can use Clairsentience and Telepathy skills while stored in the crystal. Some psychics view mind storing crystals as a form of immortality in which they become pure thought and transcend their physical form. *Prerequisites:* Imbue Item,

WHY CRYSTALS?

Crystals have long been associated with certain elements of "New Age" philosophy, which deals with psychic abilities and have picked up a strong association with psychic powers in pop culture. Crystals are also used heavily in the *Psionics Handbook* for psionic items, so players are likely to be familiar with the connection between crystals and mental powers. However, there's nothing that says psychic items have to be crystals. Perhaps it suits your campaign better to say that psychic items must be made of formerly living materials (wood, bone, ivory, coral, etc.) which carry a "psychic charge" better; or they have to be made of a "psychically sensitive" metal or that they can have nearly any physical form. The physical form of the items described above is largely for the purposes of color and description, and is easily changed. Likewise, if you prefer to make psychic elixirs into one-use alchemical crystals, special herbal concoctions, or modern-day designer drugs delivered in pill, liquid, or inhaled form, go for it.

Mindswitch skill. Skill rank cannot exceed the maker's. *Market Price:* (skill rank squared) x 200 gp, *Cost to Make:* (skill rank squared) x 100 gp.

POWER

This powerful crystal is a generator of psychic energy. When wielded by a psychic, it effectively reduces the strain cost for all psychic skill use in a round by a set amount, providing the psychic with additional energy. Power crystals glow brightly when used. *Prerequisites:* Imbue Item, psychic level 8th+, *Market Price:* (cost reduction squared) x 10,000 gp, *Cost to Make:* (cost reduction squared) x 5,000 gp. Half cost if the power crystal is only useful for a specific psychic skill.

PSYCHIC BEACON

A psychic beacon crystal can attune itself to the psychic impressions of its owner (requiring a full-round action of contact with the crystal). Thereafter, the crystal and anything in contact with it is considered intimately familiar to the psychic, allowing the psychic to easily use psychic skills to locate or contact an object or creature in touch with the crystal over a distance. *Prerequisites:* Imbue Item, Psychic Sense. *Market Price:* 1,000 gp, *Cost to Make:* 500 gp.

RECOVERY

A crystal of recovery allows a psychic to more quickly recover from nonlethal damage due to psychic strain. Meditating with the recovery crystal doubles a character's rate of recovering from nonlethal damage. If the character has the Mental Recovery feat (p. 46) the Wisdom bonus to recovery is also doubled. *Prerequisites:* Imbue Item, Psychometabolism, *Market Price:* 4,000 gp, *Cost to Make:* 2,000 gp.

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SCRYING

A scrying crystal serves as a focus for Clairsentience skills, granting a bonus on any such skill as long as it requires a full-round or more to use. Skills that can be used in less time can work in conjunction with a scrying crystal only if the character takes a full round or more to use them.

Prerequisites: Imbue Item, Clairsentience, *Market Price:* (bonus squared) x 2000 gp, *Cost to Make:* (bonus squared) x 1000 gp.

SENSING

This crystal has a crude form of the Psychic Sense skill (p. 34), making it “sensitive” to psychic energy. The crystal glows whenever it senses a psychic skill use in its presence, with the color of the glow indicating the psychic talent in use: green (Clairsentience), blue (Psychokinesis), red (Psychometabolism), violet (Psychoportation), golden (Telepathy), white (other or unknown). *Prerequisites:* Imbue Item, Psychic Sense. Skill rank cannot exceed the maker’s. *Market Price:* (skill rank squared) x 200 gp, *Cost to Make:* (skill rank squared) x 100 gp.

SHIELDING

This crystal generates a psychic interference pattern that protects the creature that carries or wears it with the effects of a Psychic Shield (p. 35). The bearer of the crystal cannot expend strain to augment its psychic shield against a concerted assault, however (see the Psychic Shield skill description for details). A psychic willing to expend additional strain can overcome a shielding crystal’s effects. *Prerequisites:* Imbue Item, Psychic Shield. Skill rank cannot exceed maker’s. *Market Price:* (skill rank squared) x 200 gp, *Cost to Make:* (skill rank squared) x 100 gp.

STORAGE

A psychic storage crystal is a reservoir of psychic energy. Any psychic in contact with the crystal can tap into and use its energy to fuel psychic skills, reducing the strain of those skills on body and mind. For each point of strain the crystal offsets, it loses one point of stored energy, which it recovers at a rate of one point per hour the crystal is not used. A crystal with no stored energy is useless until it recovers. *Prerequisites:* Imbue Item. Total energy stored cannot exceed the maker’s character level x 3. *Market Price:* 500 gp per energy point, *Cost to Make:* 250 gp per energy point. Halve the cost if a storage crystal can only fuel psychic skills of a particular talent (such as only Psychokinesis or Telepathy skills). If a crystal does not recharge (therefore is only good for one use), divide its cost by 10.

CUSTOMIZING PSYCHIC ABILITIES

While this book provides a general set of psychic abilities, suitable for use in most campaigns, the Gamemaster may wish to modify the material to better suit a particular setting or style of campaign. This section offers guidelines and suggestions for customizing psychic abilities as desired.

CUSTOM FEAT & SKILL LISTS

The easiest means of customizing psychic abilities to fit the campaign is to limit the list of available feats

and psychic skills. For example, the GM may prefer a campaign with only subtle psychic abilities, in which case only Clairsentience and Telepathy feats and skills may be available. The GM can disallow certain advanced psychic feats, such as Apport Arrows, Mind Trap, Psychic Reflection, Psychic Severance, and so forth.

Certain psychic skills can also be banned, such as Psychic Weapon or Domination. Generally, if the Gamemaster is unwilling to allow a particular psychic ability to fall into the hands of a player character, it should be banned from the campaign or be allowed only to certain nonplayer characters.

RESTRICTED ACCESS TO PSYCHIC SKILLS

As outlined in this book, psychic skills are fairly accessible to characters in a campaign. Psychics have the greatest access, of course, with their free and bonus psychic feats granting them more talents and the fact that they can acquire psychic skills as class skills. Characters of other classes have somewhat more limited access to psychic skills, needing the proper feats and acquiring psychic skills as cross-class skills, meaning that their advancement in those skills is slow compared to psychic characters.

Gamemasters may prefer to restrict access to psychic skills solely to characters with levels in the psychic class. This is as simple as making all psychic talent feats exclusive features of the psychic class. You may choose to allow the Wild Talent feat for characters of other classes, allowing them to acquire psychic skills on a one-for-one basis, or you may disallow it as well. That restricts psychic skills solely to members of the psychic class.

ALTERNATIVES TO STRAIN

The strain caused by psychic skills limits how often characters can use them. Since psychic skills are so draining, higher-level characters (capable of withstanding more nonlethal damage from strain) are capable of using them more often, in addition to possessing higher skill ranks. This is similar to the progression of spellcasters and psions with their special abilities. However, Gamemasters may wish to alter the way psychic abilities work in the campaign, giving them a particular character or style. Some alternatives to the strain rules are given here. GMs should consider their effects carefully before implementing any of them in a campaign that features psychic skills.

ABILITY DAMAGE

Rather than dealing nonlethal damage, strain deals ability damage, temporarily reducing one of the user's ability scores. All psychic skills may reduce the same score or they may each reduce different scores. Perhaps each psychic talent is associated with a particular ability score that it weakens (using Psychokinesis damages Wisdom, for example, while using Telepathy damages Strength). Psychics may also have the option of choosing the ability score affected by the strain of their skills, either when the skill is learned or whenever it is used.

The ability score damaged by strain influences how strain affects the character. If Strength is drained, then psychic skills produce fatigue and weakness. Damaging Dexterity means psychic skills produce disorientation, clumsiness, and slowed responses. Constitution reflects psychic strain directly affecting the user's life energy, meaning that overuse can result in death if the character is reduced to 0 Constitution. Intelligence, Wisdom, and Charisma

reflect a reduction in the character's mental capacity due to disorientation, fatigue, or an excess of psychic energies in the brain.

If strain deals ability damage, then psychic abilities become far more dangerous and difficult to use, and the capacity for using them doesn't increase with character level. A character's overall power and ability (skill rank) may increase, but since ability scores increase slowly at best, a high-level psychic cannot use or sustain skills much longer than a low-level one. A number of psychic actions (those with a strain of 18 or more) also become effectively impossible, since few psychics can suffer so much ability damage. Since ability damage recovers slowly, psychics also use their skills sparingly, only when absolutely needed.

This option is most effective in campaigns where psychic skills are the only special abilities available to player characters (or other special abilities are similarly limited). It works particularly well for horror-oriented modern campaigns, causing psychic skills to be riskier and more taxing. Perhaps damage to Intelligence or Wisdom can also reflect psychic skill use slowly eating away at the user's sanity, with overuse leading to madness.

FATIGUE SAVING THROWS

The use of psychic skills is fatiguing, but in a different way. Any time using a psychic skill would cause strain the player must instead make a fatigue saving throw for the character. This is a Will save against a DC of 10 plus half the psychic skill's rank (round up).

A successful save results in no ill effect on the character. A failed save means the character becomes *winded*: a -1 penalty on both Strength and Dexterity, and an inability to run or charge. The character recovers from being winded after an hour of rest. A winded character who fails a fatigue saving throw become *fatigued* (-2 to effective Str and Dex, unable to run or charge), requiring 8 hours of rest to recover. A fatigued character becomes *exhausted* (-6 to Str and Dex, move at half normal speed), requiring an hour of rest, after which the character is fatigued. Finally, an exhausted character who fails a fatigue save becomes unconscious for 10 minutes for each point by which the save failed, and is exhausted upon awakening.

Fatigue saving throws make the use of psychic skills somewhat less predictable, since it's uncertain whether the character suffers fatigue from using them. Fatigue penalties are also fairly substantial, particularly once they start accumulating. Still, characters with good Will saves (which most psychics have) succeed at their fatigue saving throw more often than not.

Gamemasters looking to make fatigue saving throws more difficult can base them off Fortitude rather than Will saves, meaning they are harder for will-focused characters such as psychics and spellcasters (but easier for character of some other classes). Perhaps some psychic talents—such as Clairsentience and Telepathy—require Will fatigue saves whereas others—such as Psychokinesis and Psychometabolism—call for Fortitude saves.

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HIT POINT DAMAGE

Strain damage is normally nonlethal damage, which goes away fairly quickly. Strain damage could also be done directly to the character's hit points, making it more serious. Characters then have to balance their psychic skill use against damage they suffer in combat, and excessive psychic skill use can seriously injure or even kill a character. The damage dealt by strain is treated like any other damage and recovers at the same rate, meaning that psychic skills are more taxing and characters tend to use them sparingly.

The GM should decide whether hit point damage dealt by strain is subject to the Massive Damage rule (see the *PHB*), which requires a saving throw to avoid death if the character suffers massive damage.

PSYCHIC ENERGY POINTS

Rather than having psychic skills deal nonlethal damage through strain, psychic characters have psychic energy points (PEP), similar to the power points of psions, which reflect how much they can use their psychic skills. The default is d8 PEP per character level, although the GM may prefer d8 PEP per class level for psychics (and psychic prestige classes) and d6 or d4 PEP per level in other classes, making cross-class use of psychic skills more draining. Perhaps other classes don't have psychic energy points at all, but suffer nonlethal damage (or some other form of strain) instead, giving the psychic class an additional advantage.



Strain from using psychic skills is marked off a character's PEP. When the character reaches PEP 0, he may no longer use psychic skills. PEP recovers at the same rate as nonlethal damage: 1 PEP per character level per hour. A character recovers PEP and heals damage at the same time. The GM may allow characters with 0 PEP to suffer strain damage as nonlethal or hit point damage instead, increasing a psychic's capability to use his abilities over a longer period of time.

XP COST

To heavily limit the use of some psychic skills, the GM may require an XP cost in addition to (or instead of) the skill's normal strain. Even a small XP cost (between 1 and 10) makes players more reluctant to use that psychic skill freely and a larger XP cost (100 or more points) makes the skill quite rare, since character's won't be able to afford to use it often. XP cost is best reserved for psychic abilities the GM wishes to confine to once in an adventure uses (at the most) and skills that may have a major impact on the campaign.

NO STRAIN

Finally, you may choose to ignore strain altogether. In this case, psychic skills are as easy to use as ordinary skills. This means that psychics can use their abilities as often as they wish. This is best suited to a campaign where all the characters are psychics (or at least have access to psychic skills) and psychics are not intended to balance against spellcasters, psions, or even other class abilities. In this case, metapsychic feats should be applied solely to individual skills rather than applying them on a per-use basis (since there can be no increase in strain for using a metapsychic feat). Either that or require the skill's normal strain cost for applying a metapsychic feat (meaning that metapsychic-enhanced skills cost strain while normal psychic skill use doesn't).

FAMILIARITY VS. DISTANCE

Psychic skills as they are described in this book are assumed to transcend distance as we understand it. Many psychic abilities can operate over any distance. It's not a matter of how far away the target is, but how well known or familiar the target is to the psychic. This makes psychic abilities more flexible and more like they're often believed to work, but it can make them harder to limit, particularly when dealing with especially familiar targets. A teleporter can reach his home from anywhere in the world (anywhere in the universe, technically) and to a telepath, a close friend is only as far away as a brief mental contact, regardless of distance.

Some Gamemasters may prefer to limit psychic abilities by distance rather than familiarity. In this case, how well the psychic knows the target is irrelevant, it's entirely a matter of the distance between the psychic and the target. Simply substitute the appropriate distance modifier from the table below in place of the familiarity modifiers given on p. 22. Adjust the values on the table as desired.

**TABLE 4-1:
DISTANCE MODIFIERS**

Distance	DC Modifier	Strain
Line of sight	+0	0
Up to 50 feet	+5	1
Up to 500 feet	+10	2
Up to 1 mile	+15	3
Up to 10 miles	+20	4
Up to 100 miles	+25	5
Up to 1,000 miles	+30	6

For example, you may have the distances increase by a factor of 100 rather than a factor of 10. You can also set a maximum range for some or all psychic skills, beyond which they don't work at all. For example, all psychic skills might require line of sight (making some, such as Sense Minds, almost useless) or they might only work out to a distance of 50 feet, 100 feet, a mile, and so forth.

The GM can also choose to combine the familiarity and distance modifiers, applying both. This means that psychic skills used in line of sight or on familiar subjects close at hand are basically the same, but distant or unfamiliar subjects are more difficult, and subjects that are both distant and unfamiliar are nearly impossible to affect with psychic skills.

ACTION POINTS AND PSYCHIC ABILITIES

Modern 3rd Era Gamemasters may also wish to require the expenditure of action points for the use of certain psychic abilities. Since action points only replenish when a character increases in level, they are a very valuable resource, so applying an action point cost to a psychic ability makes players much less likely to use it casually and tends to make psychic skill use rarer in the campaign. This suits a "secret" or "hidden" psychic campaign quite well and helps to balance psychic abilities against those of other character classes without making them less effective.

Action point expenditures may be required only for certain "advanced" or powerful psychic abilities. For example, the GM may decide that some basic Clairsentience and Telepathy skills do not normally cost action points to use, but that Psychokinesis and Psychometabolism skills do (1 action point per use), and psychoporation skills are unavailable to player characters altogether. This option gives modern 3rd Era Gamemasters some additional control over psychic skill use in the game and makes an effective substitute for assigning an XP cost to some psychic skills.

PSYCHIC TALENTS IN THE CAMPAIGN

In addition to the game rules for psychic talents, there are also issues regarding how psychic talents fit into the campaign. Where did they come from? Who has them? What do people think of them? Are they widely known or kept secret? How do they interact with other forces, such as magic or psionics? The GM should consider these questions before including psychic talents in the campaign.

ORIGIN OF PSYCHIC TALENTS

Where does the potential for psychic abilities come from? Is it something inborn in all thinking creatures or a special quality that only a select few possess? Where did it come from? The GM may choose to keep the exact origin of psychic talents a mystery (see below) but should consider where psychic ability comes from and the effect it can have on the campaign setting.

NATURAL TALENT

Psychic ability may be a natural, innate talent, just like artistic ability or a head for numbers. Some people (and,

perhaps, other creatures) are born with the potential to learn and use some psychic skills and develop others. If psychic ability is a natural talent, it may be hereditary and perhaps common among particular races—or genders. On the other hand, the talent may be unpredictable, skipping generations or appearing almost entirely at random.

RACIAL ABILITY

Psychic talent may be a racial ability. Certain races may automatically have the Psychic Ability feat, perhaps even an additional psychic talent feat or two, such as Psychometabolism or Telepathy. It isn't difficult to develop a variant human race that substitutes Psychic Ability for the bonus feat all humans gain at 1st level. This variant or subrace may be the only ones that possess psychic abilities, or they may just be particularly common among them. Such a race probably also has psychic as its favored class (or one of them). Conversely, some races may be strongly anti-psychic, possessing talents that make them immune to psychic powers. The GM can choose to bar particular races or creatures from having the Psychic Ability feat at all.

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ANCIENT LINEAGE

Psychic talents may stem from some sort of ancient race that either possessed psychic abilities and passed that potential on to certain of their progeny, or granted other races psychic potential in some way, either as a benevolent gift or a side-effect of terrible experiments or psychic enslavement. Some psychic equipment may be remnants of this race's ancient technology. How the progenitors of psychic abilities are viewed affects how psychics are treated. If they were terrible monsters, then psychics may be feared and hunted (or perhaps viewed with a certain degree of pity). If they were benevolent super-beings, then psychics may be seen as especially blessed or fortunate (although some may be bitterly disappointed that psychics are not as infallible as their ancestors were). Psychics could be like sorcerers, possessed of the potential for power due to an unusual lineage from ancient crossbreeding.

MUTATION

The appearance of psychic talent may be due to some sort of mutation, from either natural evolution or as the result of exposure to some sort of mutagen. Perhaps creatures that consume particular foods or live near a particular place in the campaign setting tend to develop psychic talents. The emanations of an ancient artifact might cause psychic mutations, as might the influence of particular creatures, especially if they happen to have psychic abilities themselves.

DIVINE INTERVENTION

Psychic talents may be a gift from the gods, either a natural talent (as described above) or a particular sign of the deities' favor (or disfavor?). Sensitive individuals may be seen as "touched" even if psychic abilities don't originate with the divine. Conversely, psychics may also be seen as tainted or in league with evil forces because of their abilities, particularly because they are outside the known divine powers granted by the deities to their servants.

Unknown

Finally, the true source of psychic abilities may be entirely unknown. Some may believe in any of the above origins for psychic talents, but no one really knows. This makes psychic abilities less predictable and more mysterious, but their appearance may still be regular despite their origin being unknown. For example, if a particular family line has strong psychic talent, it may be ascribed to any of the above reasons, but it doesn't change the fact that the talent shows up reliably. Psychic abilities may be regarded with more skepticism and concern if their origin remains unknown, but that doesn't necessarily have to be the case.

ATTITUDES TOWARD PSYCHIC TALENTS

Psychic talents grant power, particularly the power to know and influence a person's innermost thoughts.

Such power provokes a wide range of reactions. The Gamemaster should consider the general attitudes in the campaign world toward psychics and psychic talents. These may vary from place to place and depend on the talents involved. For example, one nation may regard all psychics with suspicion and hatred while another practically worships them and a third accepts them but mistrusts the use of telepathic abilities. The general attitude toward psychics can determine an NPC's attitude when dealing with them and tends to dictate how open psychics are with their abilities.

ACCEPTANCE

Psychic talents are accepted as a normal part of life. The general attitude is that psychic talents aren't good or bad, it's the application of them that matters. This attitude may be common for campaign settings where special abilities such as spellcasting and psionics already exist, although that's no guarantee of tolerance toward psychics. A setting that accepts psychics doesn't necessarily grant them *carte blanche* either. Violating laws or customs still gets psychics in trouble. Most people have an indifferent attitude toward psychics in general.

MISTRUST

Psychic talents are viewed with a degree of suspicion and mistrust because of their potential for abuse. This is particularly true for Clairvoyance and Telepathy skills, which can violate privacy and influence the thoughts and minds of others without their consent. Certain uses of psychic skills may be banned and psychics may be kept from positions of trust or expected to not use their abilities too openly. Most people have an unfriendly attitude toward psychics.

FEAR

Most people fear and dislike psychics in this setting, usually because they're afraid of what psychics can do or of the possibility of having their thoughts read or interfered with indiscriminately. After all, how can they tell that a psychic isn't tampering with them? How do they know that any thought or action is really their own? Anti-psychic measures are likely to become as common as possible, including the use of dampening crystals and other sorts of psychic defense. Open use of psychic abilities is either a crime or likely to lead to one (including provoking a mob). Most people have a hostile attitude toward psychics (but are more likely to flee or contact the authorities rather than attack).

PERSECUTION

In some settings, psychics are openly persecuted for their abilities. The use of psychic skills is either banned or only permitted for psychics directly employed by the government (or others with special dispensation). People may be hunted, arrested, imprisoned, or killed simply for possessing psychic talents, and measures such as enforced lobotomies or, perhaps, more humane means of eliminating psychic abilities may be enforced. Psychics

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have to conceal their talents in this setting or run the risk of capture and worse. Some psychics may be enslaved, forced to work as “hounds” to track down others of their kind for the authorities. Although there may be a few underground sympathizers, most people have a hostile attitude toward psychics.

ESTEEMED

On the other hand, some settings may view psychics as particularly gifted or fortunate, especially if they use their talents for the good of society (or at least do no harm with them). Psychics may be as respected as learned wizards, wise clerics, sagacious loremasters, or skilled artisans. This may be particularly true for psychics such as healers but might also apply to others. People in this setting tend to have a friendly attitude toward psychics, willing to help out or do small favors for them.

BELOVED

Finally, there are those cultures and settings that treat psychics with great respect and honor, perhaps even worship. They may consider psychic abilities a sign of divine favor or nobility. In fact, such a setting may have a ruling class of beloved psychics, or psychics may simply be like celebrities. They may be great heroes, particularly if they are known for using their talents to protect ordinary folk and improve the world. Most people have a helpful attitude toward psychics in this type of setting.

SECRET VS. OVERT PSYCHICS

Do psychics live and exercise their powers openly or do they hide their abilities? Often this depends on the prevailing attitudes toward psychics, as outlined above, but not always. A setting where psychics are the ruthless overlords of nongifted people may permit psychics to use their abilities openly even if they are despised. Conversely, psychics may hide their gifts from people who consider them blessed simply to avoid unwanted attention and misdirected worship.

Generally speaking, however, psychics are more likely to conceal their true nature and abilities in settings where they are mistrusted or persecuted, whereas they're more likely to use their powers openly in settings where they are at least tolerated, if not respected.

A “secret” psychic campaign puts additional limits on psychic skill and feat use, since characters must be careful not to attract too much notice with their abilities. This is useful if you want to limit psychics without taking away their abilities altogether. It can help to balance psychic characters against those lacking such abilities, but this should only be the case in settings where psychics have a distinct advantage over other characters. In a fantasy setting characters have various class abilities (including spellcasting and possibly psionics) that match a psychic's gifts, so such restrictions probably aren't necessary, unless they also apply to characters such as spellcasters, or you simply want to restrict psychic abilities as compared to spellcasting.

Some secret psychic campaign settings may find psychic “hounds” in the employ of the authorities, using their powers to hunt down and persecute their fellow psychics. They may do this for any number of reasons, including hope of amnesty or the threat of violence against them or their loved ones. Some may not even be aware they are psychic, believing their abilities are altogether different from the “tainted” powers of the psychics that they hunt.

PSYCHIC FACTIONS

Like all thinking beings, psychics often gather together with their own kind for a wide variety of reasons. A number of different factions and organizations for psychics may exist in a campaign. Some of the more common types of psychic factions and their uses are outlined below.

THE ACADEMY

The academy is a school or training center, perhaps even a monastery, devoted to the study and teaching of psychic skills. Depending on how psychics are treated in the campaign world, the academy may operate openly or it may be covert and known only to a select few in the know. A psychic academy may be run by the government, by an independent guild of psychics, by a business consortium, or even by a wealthy individual. An academy may be devoted to teaching psychics how to use their abilities productively and responsibly or it may be intended to train psychic covert operatives or agents of a conspiracy.



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If psychic abilities appear in childhood, an academy may even accept youngsters as students, allowing for psychic campaigns set during the “school days” of a group of psychic kids.

THE INSTITUTE

The institute is similar to the academy in many ways but rather than training psychics, it is primarily devoted to the study of psychic abilities themselves. Scholars at the institute study all aspects of psychic abilities, including where they come from and how they work, and may or may not be psychics themselves. Like an academy, an institute may be a sincere and honest place of learning or a front for a more sinister operation. In fantasy settings, an institute may be where spellcasters try to unravel the secrets of psychic abilities in order to understand them or to eliminate psychics as a possible threat to their power. An institute may be a public front for nearly any other sort of psychic faction, particularly a hidden academy, conspiracy, or enclave.

THE PSYCHICS' GUILD

In a setting where the existence of psychics is publicly known and accepted, there may be a “psychics’ guild” or similar organization to regulate the activities of psychics and protect their interests. For example, psychics may have to be registered with the guild to use their abilities professionally, or to use them at all. The guild may administer tests for the licensing of psychic skills and provide training (either free or for some kind of fee). Membership in the guild could be mandatory for all psychics or just for those who intend to pursue the use of their abilities. Like a wizards’ guild or similar organization, a guild of psychics can wield considerable political power and may be an effective cover for a conspiracy or similar organization.

THE THOUGHT POLICE

The thought police are a group of psychics (overt or covert) that spy on the public and possibly use their abilities to enforce the will of a higher authority: the government, a conspiracy, or even of the psychics themselves. They’re a frighteningly effective weapon in the hands of a totalitarian government, able to ferret out spies, rebels, and dissidents and “reeducate” them using Psychic Surgery to eliminate any and all “wrong thinking” in society. In fact, the only criminals and rebels that may be able to effectively challenge the thought police may be other psychics or those with similar abilities. The thought police may be specifically assigned to deal with any such “rogue” psychics (or spellcasters, etc.) who don’t toe the line.

THE CONSPIRACY

A cabal of psychics—able to read minds, spy anywhere, and alter memories—may be the most effective conspiracy ever. A group of psychics could become the secret puppet-masters who rule the world from behind the scenes, pulling the strings of national leaders

and other important figures. With abilities such as precognition, they can even eliminate threats to their power before they arise with none the wiser that they even exist. If psychic abilities differ significantly from magic (see the following section), such a conspiracy can even exist in a fantasy campaign setting. Spellcasters and rulers confidently assure themselves that they’re protected against outside influence, never knowing that there are powers that slip past their magical defenses as if they didn’t exist. Uncovering and exposing a psychic conspiracy could be the focus of an entire campaign and would pit the player characters against some very powerful and far-reaching enemies. Once again, the only ones able to effectively deal with the conspiracy may be those with similar powers and abilities, although outsiders may not be able to distinguish between the player characters and their enemies, leaving the heroes with few, if any, allies.

THE MIND HUNTERS

If psychics are feared or hated in the setting, there may be an organization devoted to hunting them down and either destroying them or pressing them into the service of society, whether they like it or not. Even in settings where psychics are treated fairly, there may be bigots and those who fear the implications of psychic abilities enough to want to eliminate them. Such an organization faces an uphill battle unless they have some means—magical, technological, or otherwise—to protect themselves against psychic abilities. Perhaps they have their own “tame” psychics that they have conditioned or threatened into cooperating with them, or maybe they’re made up of agents who are immune to psychic abilities in some way. See the Mind Hunter prestige class for one example of this type of character.

THE HAVEN

In a world where psychics are shunned, feared, enslaved, or hunted, an underground organization of psychics may exist to find others of their kind and offer them a safe haven. They may directly oppose groups such as the mind hunters, the conspiracy, or they may *be* the conspiracy, but only to save their kind from a world that hates and fears them. Agents of the haven work covertly using their own psychic abilities to find those in need of their help and to carefully cover their tracks so no one discovers what happens when these psychics mysteriously vanish. A psychic “underground railroad” may work to get psychics out of areas where they are threatened and into places where they will be safe (if any such place exists).

THE ENCLAVE

An enclave is a society made up largely of psychics who use their abilities as part of their everyday life. Government and education may be handled through telepathic means (ensuring everyone has a voice). Heavy work is done via psychokinesis and psychoporation while psychic healers tend to the medical needs of the community and clairvoyants can warn of any danger

PSYCHIC SKILLS & HIGH-TECH

In certain settings, particularly more modern ones, the question of how psychic abilities interact with technology arises. It's up to the Gamemaster whether there's technology able to detect or influence psychic talents and just how widespread it is.

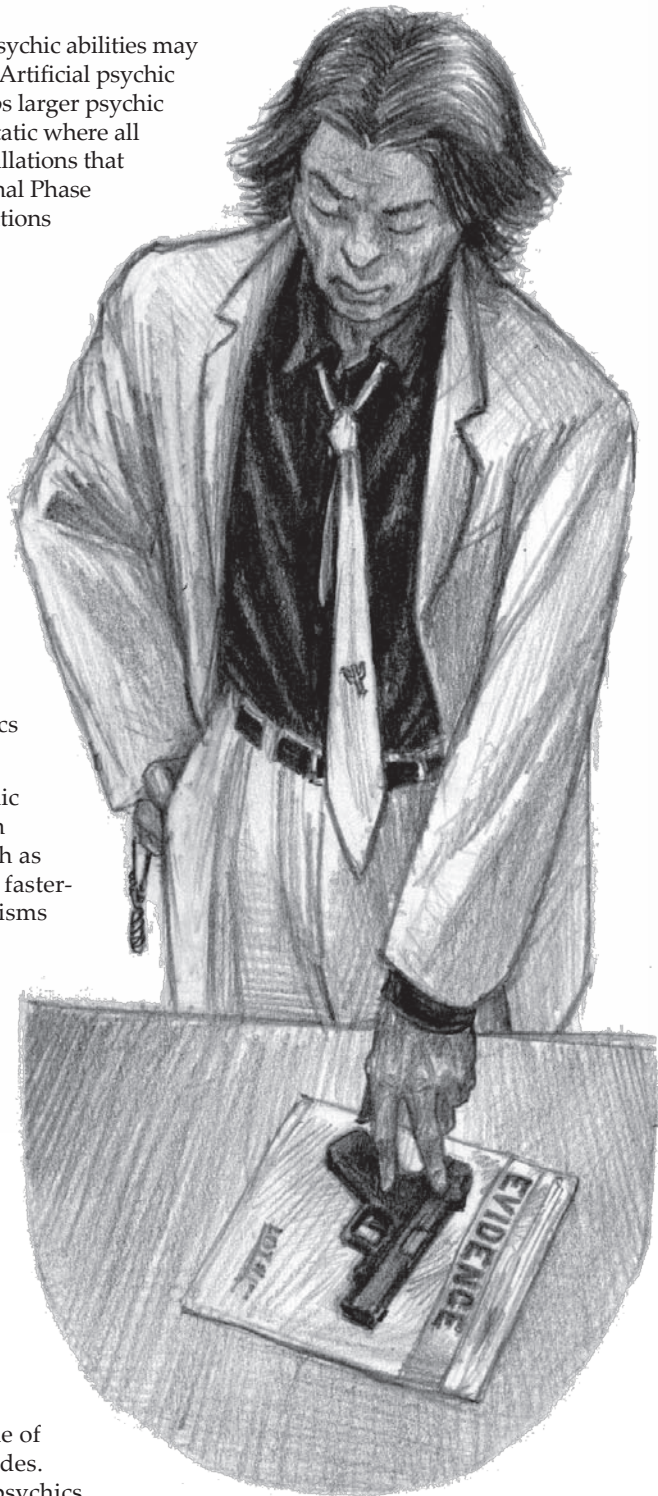
If there is "psychic technology" available, then psychic abilities may be both less useful and more difficult to conceal. Artificial psychic shields can block mind-influencing skills. Perhaps larger psychic shields can even create "null zones" of psychic static where all psychic abilities are more difficult to use, or installations that can't be infiltrated using skills such as Dimensional Phase and Teleport. Governments and wealthy corporations certainly make use of this technology to protect themselves against psychic spies, thieves, and saboteurs.

If a technological means for detecting the use or potential of psychic abilities exists, then it is more difficult for psychics to hide their true nature. Psychic detectors might go off whenever a psychic uses a skill in a protected area and the authorities might have access to portable "psychic energy trackers" to locate rogue psychics. There may be tests for determining whether someone has psychic talents, from as complex as a genetic screening, MRI scan, or aptitude test to as simple as waving a "psychic detector" over the subject. This could lead to discrimination against potential psychics of one sort or another.

Science may attempt to replicate various psychic abilities. If the mechanism for teleportation can be uncovered, for example, perhaps things such as teleportation booths, spatial gateways, or even faster-than-light travel become possible. The mechanisms for telepathy may unlock the secrets of artificial intelligence, instantaneous communication, or the more sinister ability to "hack into" people's minds. An organization with the ability to read minds and alter them would have terrifying power.

The various elixirs on p. 56 are also suitable as modern-day designer drugs intended to alter the use of psychic abilities.

Even if technology can't detect or effect psychic abilities directly there are still many indirect things it can do to affect psychics themselves. Various drugs can make it impossible to concentrate sufficiently to use psychic skills. A simple hood over a psychic's head can limit his abilities by cutting off his line of sight. The same is true of smoke and gas grenades. While a skilled psychic can be formidable, all psychics tire eventually and few of them are immune to bullets.



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or potential problems that may arise. The enclave may include nonpsychics, but it relies heavily on the abilities of psychics to get things done. Enclaves may be quite open, even commonplace, or they may be secret and isolated, hidden from an outside world that wouldn't understand them. In a world where psychics are persecuted, a secret enclave may be where the haven brings those it rescues, the place that the mind hunters want to find. It could be a hidden psychic utopia or it might be at the heart of a psychic conspiracy, where the secret rulers of the world live, protected by the thought police and served by their psychically enthralled slaves.

PSYCHIC ABILITIES AND MAGIC

If psychic talents coexist in a world with magic and spellcasters, the Gamemaster needs to consider how (and if) the two interact. Naturally in a setting that only has psychic abilities this is a moot point, but if the GM wishes to include psychic skills in a setting where other special abilities are available, how they interact has certain effects on the campaign, as described below.

PSYCHIC ABILITIES AND MAGIC INTERACT

In this option, psychic abilities and magic interact for the most part. Spell resistance acts such as psychic shielding



and protection against mind-influencing spells also works against mind-influencing psychic skills and vice versa. A *dimensional anchor* spell prevents psychic teleportation as well as magical teleportation, and so forth.

This option means that spellcasters are generally as well prepared to deal with psychics as they are with other spellcasters or creatures with magical abilities. Magical defenses against psychic abilities exist, and overall, psychics are no more than one more type of spellcaster, at least as far as the magic-types are concerned. While a psychic has somewhat different abilities and limitations than a spellcaster, their abilities have a similar impact on the campaign.

PSYCHIC ABILITIES AND MAGIC ARE DIFFERENT

In this option, psychic and magical abilities are fundamentally different in some way. They don't directly interact, although their manifestations may (for example, a fire lit with pyrokinesis is still a normal fire and a *quench* spell can put it out). So *dispel magic* and *anti-magic shell* have no effect on psychic abilities and a psychic shield likewise doesn't offer any protection against mind-influencing spells.

This option makes psychics both more and less powerful. Less powerful because they are often not as well prepared to defend against magical attacks as others, although they can still benefit from magic items and other forms of protection, just like nonspellcasters; more powerful because psychics can now largely ignore magical defenses that would stymie spellcasters. This may make psychics particularly formidable or feared in the campaign setting or it may simply mean that those seeking to protect themselves against supernatural abilities have to be concerned with both magic and psychic powers.

PSYCHIC ABILITIES AND PSIONICS

The same decision regarding psychic abilities and magic applies to psychic abilities and psionics: do they interact or are they different forces? Oftentimes psychic abilities and psionics are linked in some fashion, so if one interacts with magic, they both do. If one is different from magic, they both are, although that doesn't necessarily have to be the case.

One option is that psychic abilities interact with psionics, and psionics interact with magic, but psychic abilities *don't* interact with magic, making psionics sort of a "bridge" between the two. Perhaps psionic abilities evolved from psychic or magical talents influenced by the opposite force in some manner.

Gamemasters may also choose to use the psychic skills in this book as a substitute for psionics in a campaign entirely, in which case the question of how psychic and psionic abilities interact is completely irrelevant. The final decision is in the GMs hands.

HANDLING PSYCHIC ABILITIES

Psychic abilities pose some particular challenges for Gamemasters interested in including them in their campaigns. This section looks at some of the more common challenges involving psychic abilities and how to handle them in the context of the campaign.

MIND OVER MATTER

Psychic talents such as Psychokinesis and Psychoportation can give characters many options when it comes to getting around or overcoming physical obstacles. A psychic locked in a cell can use Apport or Telekinesis to snag the keys, for example, or simply Teleport out of there. A psychokinetic confronted by a difficult climb or treacherous chasm may be able to simply fly across it. Mundane weapons may be of little use against a character protected by a Telekinetic Shield or able to slip between dimensions and become incorporeal.

These options aren't really different from those afforded to spellcasters or psions, but it's important for the Gamemaster to be aware of the expanded abilities of psychics. If you're planning on a chasm-crossing being a major challenge in your adventure, don't overlook the ability of a psychic character in the group to circumvent that challenge.

MAINTAINING MYSTERIES

Clairentience and Telepathy can make a mockery of any sort of mystery in your campaign if you're not careful. If the player characters are confronted with a mystery, a psychic character may be able to figure it all out with one or two simple skill checks. Want to know who committed a murder? Just use Mind Reading on the suspects to find out who did it, or Psychometry on the murder weapon (or the corpse) to get a vision of the crime. Mind readers and remote viewers can ferret out the plans and secrets of their enemies with relative ease. Soon, nothing is a mystery to the player characters and they're prepared for every eventuality, which can make for a rather dull campaign.

One solution to this problem is providing the characters' enemies with some form of psychic defense (assuming they're not psychic themselves). In fantasy campaigns, magic may protect against psychic spying; an *amulet of thought shielding* can be just as effective against Mind Reading as it is against *detect thoughts*. Protection against scrying works just as well against Remote Viewing as it does against crystal balls and magic mirrors. The trick is not to overload the opposition with too many psychic defenses. If the characters' psychic (or magical) abilities are never of any use, then the players become frustrated. Balance the need to maintain some mystery against the players' desire to use their characters' special abilities.

Keep in mind that any abilities the player characters have, their enemies may have as well. A psychic foe able to read

the characters' minds and spy on them from afar can be a formidable opponent. Just as with controlling the player characters' use of psychic abilities, you shouldn't allow enemies to know every secret and plan through psychic means. This only makes the players paranoid and slows the game to a crawl (or else ends it quickly when the villain simply crushes the heroes). Give the players fair warning and the opportunity to do something about an opponent's psychic eavesdropping.

Finally, you can maintain some mystery in the campaign by exploiting some of the uses of psychic abilities. What if the murderer in a murder mystery doesn't know that he's guilty? Perhaps he has a split personality, with his "dark half" buried deep within his psyche, making it difficult for psychics to ferret out the guilty party. Perhaps he was dominated by an evil psychic or spellcaster who has carefully covered his tracks and the killer has no actual memory of his criminal deeds. The judicious use of Erase Signature (p. 45) and other psychic abilities can actually deepen a mystery for the heroes, forcing them to work to uncover the truth through other means.

MAINTAINING FREE WILL

One major, and intimidating, element of psychic abilities is the power to influence the minds of others. With psychics around, can anyone be entirely sure that their thoughts are their own? Telepathic skills such as Dominate, Suggestion, and Psychic Surgery offer the potential for mind control and brainwashing, which can not only place considerable power in the hands of the player characters, it can also become a threat to their free will as well. How much fun will the players have if evil psychics are constantly taking over their characters' minds? If a villain forces a hero to turn against the rest of the party, will it ruin the game for everyone? These are questions the Gamemaster should take into consideration.

As a rule, players dislike losing control of their characters to the GM, and so do whatever they can to avoid having their characters controlled, enthralled, or otherwise dominated by NPCs. While this is an understandable goal, it can lead to players piling on psychic and magical defenses to ensure their characters' free will, making those mind-controlling villains all but useless against them. A number of ways exist for Gamemasters to deal with this.

The first is to find how your players feel about their characters occasionally—not constantly—falling under a villain's spell. Some players may be comfortable with the idea, may even enjoy it as a change of pace and a roleplaying opportunity, while others may hate it. Find out where your players fall and try to respect their feelings on the matter. It doesn't mean you have to go easy on them, but if it's going to ruin everyone's fun if a particular player's character gets mind-controlled or *charmed*, why do it?

If there are players who are okay with their characters occasionally falling victim to outside influence, you can have it happen from time to time. It doesn't mean you

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have *carte blanche* to take control of their characters away from them, just that you can consider them partners (or accomplices, if you prefer) in potential stories where a player character is influenced or controlled by a villain for a while. Do this sparingly, enough so that it's novel and threatening but not so much that the players become paranoid or bored with it. If possible, allow the player to keep running the controlled character, as long as the player gets into the spirit of things and plays along. Don't leave players sitting around for long stretches of time with nothing to do but watch as you control their characters.

Even if all your players hate with a passion the idea of their characters being mind-controlled, that doesn't mean your psychic villains are useless. Illustrate the villain's power and influence by controlling various NPCs, perhaps even ones that the players like. Again, don't do

this to excess or the players become paranoid and never trust anyone (unless that's the feel you're going for, ideal for a paranoid conspiracy campaign). Having a psychic villain occasionally exercise mental control over a known NPC, or having the heroes encounter the villain's mentally enslaved thralls, can emphasize the villain's power without taking control away from the players.

In particular, you can pose ethical dilemmas for the heroes. Sure, it's easy for them to slay a band of marauding orcs, but what do they do when their foes are the innocent thralls of an evil psychic? What if a friend or loved one of a player character has been mentally conditioned as a double-agent? How do the heroes stop a malevolent psychic possessing the body of an innocent? These situations demonstrate the fearsome power of psychic control while preserving the player characters' free will.

PSYCHIC PHENOMENA

Psychic phenomena are neither creatures nor items per se, but manifestations of psychic energy or abilities. It's up to the Gamemaster exactly what psychic phenomena, if any, exist in the campaign setting and what effect they have on the use and acceptance of psychic abilities. Some particular psychic phenomena are described here, but Gamemasters should feel free to develop their own unique phenomena for their campaign worlds.

PSYCHIC IMPRESSIONS

Psychic energy may sometimes be "impressed" on places or objects, leaving lingering traces that psychics can detect (see the Psychic Sense skill, p. 34, for details on this). On some rare occasions, these psychic impressions are more than just lingering traces, they accumulate enough psychic energy to have an effect on their surroundings.

Psychic impressions generally result from a creature intentionally or unintentionally impressing psychic energy on a place or object. For example, if a person with psychic potential dies an especially violent or emotional death, the location of that person's death may be charged with psychic energy, causing people who visit there to see visions or even experience the feelings or conditions of the psychic's death. Conversely, a place or object that is the focus on considerable love and care may develop impressions of well-being, peace, and comfort that anyone who handled the object or visits the place can feel.

Although it may appear to have goals or an agenda of sorts, a psychic impression is not a creature, nor is it truly intelligent, it is more akin to a natural phenomenon or perhaps a trap in some respects than it is a creature. Characters cannot interact with psychic impressions and impressions are immune to physical effects that don't entirely destroy the place or object associated with them.

POWER OF PSYCHIC IMPRESSIONS

A psychic impression has ranks in one or more psychic skills. The most common psychic skills associated with impressions are Apport, Cryokinesis, Domination,

Empathic Projection, Illusion, Psychic Healing, Psychic Static, Pyrokinesis, Suggestion, and Telekinesis, although other skills are known. A psychic impression only possesses skills that affect other creatures, since the impression is not a creature and skills such as Body Control and Precognition are useless for it.

A psychic impression's rank in a skill may range from 1 for the weakest psychic impressions to 20 or more for the most powerful. Impressions with multiple skills are rare, as are those with high skill ranks.

A psychic impression has a pool of psychic energy points equal to the total of its skill ranks. It uses this energy to pay the strain cost of using its skills. If an impression lacks the energy to perform a particular task using one of its skills, then it cannot perform that task. A psychic impression's energy points regenerate at a rate of one per hour, although the GM may rule that they recover faster for a particularly strong impression.

Psychic impressions with telepathic skills do not require mental contact to use them. For range purposes, anyone in contact with the place or object that holds the psychic impression is considered to be touching the user of the psychic skill. Saving throws against the skills of psychic impressions are based on the skill rank, as usual.

Most psychic impressions have particular circumstances that trigger the use of their skill(s). This may range from the presence of living creatures to particular actions or something as specific as the presence of a member of a particular family or a descendant of the impression's creator. The creator of a psychic impression sets the conditions that activate it. Spontaneously created impressions operate according to conditions set down by the GM.

CREATING PSYCHIC IMPRESSIONS

A psychic with the Imbue Item feat (p. 45) can create a psychic impression by spending XP to impress enough psychic energy into a place or object. The impression "occupies" one object or an area with a radius of 5 feet times the impression's skill rank. The psychic can give the

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impression ranks in any skill that he possesses, up to his own skill rank. The Gamemaster may make exceptions in the case of psychic impressions caused by things such as the death of a psychic or those built up over many years, which may have higher skill ranks and may appear spontaneously, without the need for the Imbue Item feat.

The XP cost of a psychic impression is its skill rank squared, so an impression with a single rank 1 skill costs 1 XP while an impression with a rank 20 skill costs 400 XP. It requires at least a minute of concentration to create the psychic impression.

Note that psychic impressions, even those impressed into objects, are not “magic items” or even “psychic items” per se. Characters cannot set conditions like command words or command thoughts for their activation and cannot “target” the impression’s skill use. In fact, once a psychic impression is created, its creator has no further control over it; it acts according to its nature.

That doesn’t make psychic impressions useless, but does restrict their use somewhat. A character could, for example, place a psychic impression on a weapon that gives it sufficient telekinesis to always return to its wielder’s hand when dropped or taken away. Likewise, a psychic could place a psychic impression as a trap or guardian of a particular place, or even a warning (via Mental Contact) for any psychics or visitors to that place.

NOTICING PSYCHIC IMPRESSIONS

Like most psychic phenomena, psychic impressions are undetectable to mundane senses. Characters with the Psychic Sense skill can make a check to notice the presence of a psychic impression with a DC of 10. The impression’s creator can hide it—making it more difficult to notice—by investing additional XP. Square the increase to the notice DC to determine the XP cost.

Additionally, rogues (and only rogues) can use the Search skill to notice a psychic impression. The DC of the Search check is the DC to notice the impression with Psychic Sense +15.

ELIMINATING PSYCHIC IMPRESSIONS

Psychic impressions are permanent once created.

They can be eliminated on

two ways: erasing the psychic impression or dispersing their psychic energy.

A psychic with the Psychic Sense skill and the Erase Signature feat may attempt to erase the psychic impression. This requires an opposed skill check between the psychic’s Psychic Sense skill and the impression’s highest psychic skill. If the psychic wins, the impression’s highest skill rank is permanently reduced by one. When all the impression’s skill ranks are reduced to 0, it is eliminated. This can be a long (and tiring) process when eliminating powerful psychic impressions, but the psychic can take 10 or take 20 on the skill check to ensure more efficient elimination of the impression.

Alternatively, a psychic with the Psychic Blast or Drain Vitality skill can try to disperse the impression’s psychic energy. The hit point or ability damage of the skill directly reduces the psychic impression’s highest skill rank. Once it is reduced to 0 ranks in all skills, it is eliminated.

A rogue (and only a rogue) can attempt to use Disable Device to eliminate a psychic impression. The DC for this is 25 + half the impression’s highest skill rank (rounded down). Success eliminates the impression. A rogue who beats the DC by 10 or more figures out the psychic impression and can choose to bypass it without eliminating it.

If psychic phenomena are affected by magic or psionics (see p. 66) then *dispel magic* or *dispel psionics* can also eliminate a psychic impression. Make a level check for the spell or power against 1d20 + the impression’s highest skill rank. Success on the spell or power check eliminates the impression. Failure results in no effect.



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SAMPLE PSYCHIC IMPRESSIONS

Gamemasters can use the following psychic impressions as encounters or traps for a party to encounter:

CHAMBER OF SORROWS

CR 3; Empathic Projection (Despair), rank 12; Will save (DC 16) avoids; Psychic Sense (DC 22); Search (DC 37); Disable Device (DC 37); XP Cost: 144. Anyone entering this chamber where psychics were sacrificed to an evil deity is overcome with a sense of sorrow and despair, making them easy prey for the undead haunting that place.

ELF-BANE

Dominance, rank 10 (Will save, DC 15); Empathic Projection (Rage), rank 3; XP Cost: 136. This black blade once belonged to an evil orc shaman and psychic who left his impression on it. When a creature holds the dagger in the presence of an elf or half-elf, it attempts to Dominate him to slay the elf and grants the wielder the benefits of rage in the ensuing fight.

PAIN WARD

CR 1; Psychic Blast, rank 5; 1d6 damage; Will save (DC 12) avoid; Psychic Sense (DC 15); Search (DC 30); Disable Device (DC 30); XP Cost: 25. Anyone other than the owner touching this warded object suffers 1d6 points of damage from a Psychic Blast. The ward only works once every 5 hours, requiring time to "recharge."

STONE OF HEROES

Empathic Projection (Hope), rank 15 (+2 morale bonus on saving throws, attack rolls, checks, and damage rolls); XP Cost: 225. This standing stone is imbued with the power to inspire hope in those of good will. Up to five individuals of good alignment making a stand against their enemies within 30 feet of the stone gain the benefits described above for the duration of the battle.

TELEKINETIC WARD

CR 2; Telekinetic Blast, rank 10; 3d6 impact damage plus fly back 5 feet and be knocked prone; Reflex save (DC 15) avoids; Psychic Sense (DC 20); Search (DC 35); Disable Device (35); XP Cost: 100. This ward strikes any nonpsychic who attempts to pass through a particular portal.

THE VOICE OF WARNING

Mental Contact, rank 5; XP Cost: 25. A psychic who died in this place left a warning for any who approach within 25 feet of the spot where he fell. They hear a mental voice, saying over and over, "Flee this place! To remain means death!" A Will save (DC 13) is needed to block out the voice, which repeats endlessly while characters are within the area.

PSYCHIC STORMS

Psychic storms are violent disturbances of psychic energy that are only apparent to psychically sensitive creatures

(that is, those with the Psychic Ability feat). They arise naturally and usually with little warning, often in response to areas of strong emotion but also seemingly at random. A psychic storm may cover an area as small as a mile or so or up to hundreds of miles across. They typically last anywhere from a few hours to a few days, often dissipating slowly before they are gone. Modern and science-fiction campaigns may feature psychic storms caused by things such as solar flares, electromagnetic fields, interstellar phenomena, faster-than-light travel, and so forth.

Psychics experience psychic storms as a cacophony of psychic "noise" in the area, which can be quite distracting, to say the least. In game terms, a psychic storm is like a use of the Psychic Static skill (p. 35) but blanketing a much larger area and affecting all psychic skill use. Storms range in intensity and effective skill rank from 1 (the most minor of psychic "background noise") to 20 (intense and powerful). Psychics can expend additional strain to overcome the storm's interference the same as overcoming psychic static (and storms don't resist such efforts, unlike psychic foes). Gamemasters may also require occasional Concentration checks from psychic characters experiencing a psychic storm to overcome the distraction of so much constant mental "noise." The DC of such a check is usually equal to the storm's rank.

PSYCHIC VIRUSES

A psychic virus is a unique condition that affects only telepaths and those in mental contact with them. It is akin in many ways to a computer virus, infecting the minds of intelligent creatures. A psychic virus works much like a more conventional disease (see the *DMG* for details) except that it is spread differently and must be treated differently.

A psychic virus's method of infection is through mental contact. Any creature in mental contact with an infected creature may become infected with the disease. Make a Will saving throw against the virus's Difficulty Class to avoid infection. Extended periods of mental contact may require multiple saving throws, typically one per minute, to avoid infection.

Once the incubation period for the virus has passed, the creature suffers its effects and begins making saving throws to recover from it. Infected creatures can infect others through mental contact after the incubation period has passed. Some psychic viruses only deal damage on psychic creatures. Nonpsychic creatures are immune to this damage but can still be infected and serve as "carriers" of the disease if they do not completely recover from it, infecting other creatures that later come into mental contact with them.

Conventional treatment, including spells such as *remove disease*, have no effect on a psychic virus. Treatment requires the Psychic Healing skill (with the Cure Disease feat) or the Psychic Surgery skill (which runs the risk of the healer becoming infected). The DC of the skill check is the save DC of the virus. Success eliminates the virus and its effects but the victim still must recover from the damage.

- CHAPTER FOUR: PSYCHIC CAMPAIGNS -

DAMAGE

Some psychic viruses cause ability damage, like conventional diseases. This is treated as normal ability damage.

Other psychic viruses cause damage only to psychic skills: a specific skill, all skills of a particular talent (such as Telepathy skills), or all psychic

skills in general. Skills reduced to rank 0 cannot be used until they recover. Permanent damage to psychic skills does not recover and a psychic skill reduced to rank 0 is permanently lost. Some psychic viruses completely strip a creature of all psychic ability. Finally, some psychic viruses impose certain conditions on victims, causing madness, psychoses, rewriting memories, and so forth. These viruses do ability damage—typically Int or Wis—but the damage is only used to track the progress of the virus' condition, the ability score is not actually reduced. The condition becomes more pronounced as the ability damage accumulates. When it's enough to reduce the ability score to 0, the condition becomes permanent.

TYPES OF VIRUSES

Typical psychic viruses include the following:

BRAIN FIRE

Whenever the victim uses a psychic skill, he feels like his brain is on fire and suffers the skill's strain as hit point damage. Once the ability damage reduces Wis to 0, this crippling condition is permanent.

MEMORY BLANK

The memory blank virus progressively erases the victim's memory, causing him to forget more and more until his mind is a blank slate, with no memories or life experience (even knowledge of identity or language), reducing the victim to a childlike or almost animalistic level.

MIND FOG

This virus dampens psychic sensitivity, causing temporary ability damage to Clairsentience and Telepathy skill ranks.

RED MADNESS

Victims of this virus grow increasingly irrational, paranoid, and given to violent outbursts. Those who drop to Cha 0 go on a mindless killing spree, reduced to a feral, bestial level.

SLAVER VIRUS

The victim becomes increasingly servile and loses individual identity, eventually becoming a virtual drone easily commanded by anyone who chooses to give him orders.

TABLE 4-2: PSYCHIC VIRUSES

Virus	DC	Incubation	Damage
Brain fire	15	1 day	1d3 Wis (effective)
Memory blank	14	1d3 days	1d3 Int
Mind fog	17	1d3 days (Clairsentience)	1d4 skill and Telepathy)
Red madness	16	1 day	1d4 Cha
Slaver virus	14	1 day	1d4 Wis
Thought worm	14	1 day	1d3 Int (effective)

THOUGHT WORM

A thought worm "overwrites" the victim's personality with another one. Infected victims develop a split personality, with the other persona taking over for 1 hour a day for each point of effective Int damage (with the victim

experiencing these periods as blackouts or missing time). When effective Int is reduced to 0, the original personality is destroyed and the new one takes over completely.

PSYCHIC CREATURES

Humans and humanoid races are not the only creatures that may have psychic abilities. The potential for psychic talents may extend to all thinking or even all living beings, allowing for the existence of a wide variety of psychic creatures in the campaign world.

PSYCHIC CREATURE TEMPLATE

"Psychic creature" is a template that can be added to any creature. The creature retains its normal type and abilities, but gains the ability to use certain psychic skills and feats.

Skills: The creature has four ranks in appropriate psychic skills per Hit Die based on its psychic talents.

Feats: The creature has the Psychic Ability feat plus one other psychic talent feat. Additional feats from advancement may be used to acquire psychic talents.

Challenge Rating: Equal to the base creature +2.

Class: As an alternative or addition to this template, Gamemasters may allow some creatures to acquire levels in the psychic class, developing their innate psychic abilities further.

PSYCHIC COMPANION CREATURES

Gamemasters may allow certain animals to have the psychic creature template given above, making these creatures companions for psychics or other characters, such as familiars for sorcerers or wizards. A psychic familiar counts as a cohort with a CR two greater than the animal before the application of the psychic creature template. For existing animal companions or familiars, the Gamemaster may allow the application of the psychic creature template with the Psychic Companion feat (p. 47).

NONHUMAN PSYCHICS

In a campaign with nonhuman races—either fantasy creatures or sci-fi aliens—there's nothing that says psychics have to be human, or even humanoid. In fact, in some campaigns most psychics may not be human.



Instead, they're members of strange races with powers and abilities outside of human experience.

PSYCHIC CONSTRUCTS

Psychic constructs are artificial creatures made of psychic energy. They are invisible, intangible collections of preprogrammed psychic abilities capable of carrying out certain independent tasks. A psychic construct has certain qualities, and costs the creator XP based on the qualities it is given. All psychic constructs have the incorporeal subtype.

Hit Dice: d8. A psychic construct can have Hit Dice up to its creator's total Hit Dice.

Speed: Psychic constructs can fly at a speed of 30 feet with perfect maneuverability.

AC: Psychic constructs have a base AC of 10 with a deflection bonus to AC equal to their Charisma bonus. Since they are largely immune to physical attacks, they have little need of a high Armor Class.

Attacks: Psychic constructs cannot make physical attacks. They have an attack bonus equal to their creator's for cases where an attack roll is called for.

Damage: Psychic constructs cannot deal physical damage except through the use of psychic skills.

Special Attacks: A psychic construct has no innate special attacks, but may possess psychic skills that grant it various special attacks.

Special Qualities: A psychic construct has the following special qualities: construct traits (see the *MM*) and invisibility (see "Special Abilities" in the *DMG*).

Saves: The same as its creator's base saving throws, modified by the construct's ability modifiers. Psychic constructs are immune to effects that call for Fortitude saving throws.

Abilities: Psychic constructs have no Strength, Constitution, or Intelligence scores. Their Dexterity, Wisdom, and Charisma start out at 10 and can be increased by their creator. The creator can also grant the construct an Intelligence score by buying it up from 0. The construct's ability scores cannot exceed those of its creator.

Skills: Psychic constructs start out with no skills, but the construct's creator can grant it various skills. The creator can only grant the construct skills that he possesses and only up to his own rank in the skill. This includes any psychic skills that the creator possesses.

Feats: Psychic constructs start out with no feats, but the construct's creator can grant it various feats. Psychic constructs do not require psychic talent feats to acquire psychic skills because of their nature, but they can have other psychic and metapsychic feats. The creator can only grant the construct feats that he possesses.

Psychic Skill Use: Psychic constructs can use any psychic skills they possess. They have a pool of "strain points" equal to their hit points, which recover at a

- CHAPTER FOUR: PSYCHIC CAMPAIGNS -

TABLE 4-3: PSYCHIC CONSTRUCT XP COST

Ability	XP Cost
Hit Dice (d8)	Hit Dice x 100
Ability Score Increase	Increase squared x 20
Skill (including psychic skills)	Skill rank squared
Feat	100 XP
Modifiers	Base Cost Adjustment
Permanent lifespan	Base Cost x 2
One year lifespan	Base Cost x 1
One month lifespan	Base Cost x 1/2
One week lifespan	Base Cost x 1/4
One day lifespan	Base Cost x 1/10
Eight hour lifespan	Base Cost x 1/25

rate equal to the construct's HD per hour of inactivity. Once a psychic construct has exhausted its pool of strain points, it cannot use psychic skills until they recover.

Challenge Rating: Equal to the construct's HD.

Alignment: Always neutral. Intelligent constructs have the same alignment as their creator.

CREATING A PSYCHIC CONSTRUCT

Creating a psychic construct requires the Craft Psychic Construct feat, along with time, effort, and XP. The creator must work for one day per 100 XP of the construct's final cost. Any significant interruption spoils the process although no XP is lost. The creator spends the time in deep meditation and trance, gathering psychic energy and impressing upon it

SAMPLE PSYCHIC CONSTRUCT CREATION

Psychic Alodus the Wise wishes to create a psychic construct to gather information for him. He chooses to give the construct the following abilities: 6d8 HD; Str —, Dex 12, Con —, Int 6, Wis 14, Cha 14; Mental Contact (7 ranks), Mind Reading (7 ranks), Psychic Sense (7 ranks), and Suggestion (7 ranks). This costs 600 XP for the construct's Hit Dice, 80 XP for its Dexterity, 720 XP for its Intelligence, and 320 XP each for its Wisdom and Charisma. Its four psychic skills cost 49 XP each for a total of 196 XP. This brings the construct's total cost to 2,236 XP. Alodus decides to reduce that by giving the construct a one-month lifespan, halving cost to 1,118 XP. It takes Alodus eleven days of intense meditation to bring the construct into being, whereupon he spends the necessary XP to bring it fully into existence and sends it off to pry into the hidden secrets of his enemies and return to him.

ALTERING A PSYCHIC CONSTRUCT

Psychics can alter existing psychic constructs of their own making. The difference in XP cost between the desired result and the existing construct determines both the XP

cost and time for making the alterations. So increasing a psychic construct's Wisdom from 12 (80 XP) to 18 (1,280 XP) costs 1,200 XP and takes 12 days time. Characters still cannot grant psychic constructs ability scores, feats, or skill ranks they do not possess. It takes only a day (and no XP) to reduce a psychic construct's abilities or to "disassemble" it, but the creator does not regain any XP from doing so.

SPONTANEOUS PSYCHIC CONSTRUCTS

It may be possible for some psychic constructs to arise spontaneously without being deliberately created by a psychic. Such spontaneous constructs may appear due to a combination of intense emotion and latent psychic ability in a living creature, or they may arise from psychics that suffer a sudden or traumatic death (making them a sort of undead).

Both types of constructs tend to appear in response to strong emotions, namely the emotions of the psychic agent that created them. This often gives spontaneous constructs a particular reason for being, whether to protect a family or loved one or to carry out its creator's repressed anger, hate, jealousy, or other impulses. Constructs created by the death of a psychic often try to carry out their creator's dying wishes, whatever they may be. In some cases, spontaneous psychic constructs think or look like their creator. They may possess the creator's mental skills and abilities, and may even believe that they are their creator in some fashion.

Gamemasters can use spontaneous psychic constructs as creatures in adventures without worrying about the construct's exact cost, since the creator (if still alive) doesn't control the construct directly. Spontaneous psychic constructs are greater challenges for the characters to overcome than servants or summoned minions. Psychic constructs make interesting "spirits" or "ghosts" for campaigns that lack such supernatural elements and offer variants for fantasy campaigns. For example, clerics cannot turn psychic "ghosts" and necromantic spells have no effect against them.

REFERENCE TABLES

TABLE 1-1: THE PSYCHIC

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Psychic Ability, bonus psychic feat
2	+1	+0	+0	+3	Bonus psychic feat
3	+2	+1	+1	+3	
4	+3	+1	+1	+4	Bonus psychic feat
5	+3	+1	+1	+4	
6	+4	+2	+2	+5	
7	+5	+2	+2	+5	Bonus psychic feat
8	+6/+1	+2	+2	+6	
9	+6/+1	+3	+3	+6	
10	+7/+2	+3	+3	+7	
11	+8/+3	+3	+3	+7	
12	+9/+4	+4	+4	+8	
13	+9/+4	+4	+4	+8	Bonus psychic feat
14	+10/+5	+4	+4	+9	
15	+11/+6/+1	+5	+5	+9	
16	+12/+7/+2	+5	+5	+10	
17	+12/+7/+2	+5	+5	+10	Bonus psychic feat
18	+13/+8/+3	+6	+6	+11	
19	+14/+9/+4	+6	+6	+11	
20	+15/+10/+5	+6	+6	+12	Bonus psychic feat

TABLE 1-2: THE BEASTMASTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Animal bond, animal empathy +1
2	+2	+3	+0	+0	Beast link
3	+3	+3	+1	+1	Animal empathy +2
4	+4	+4	+1	+1	Beast empathy
5	+5	+4	+1	+1	Animal empathy +3
6	+6/+1	+5	+2	+2	Beast cohorts
7	+7/+2	+5	+2	+2	Animal empathy +4
8	+8/+3	+6	+2	+2	Reduced strain
9	+9/+4	+6	+3	+3	Animal empathy +5
10	+10/+5	+7	+3	+3	Ride within

TABLE 1-3: THE FIRE-STARTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Reduced strain (pyrokinesis)
2	+1	+0	+0	+3	Flaming touch
3	+2	+1	+1	+3	Fire mastery
4	+3	+1	+1	+4	Fire resistance
5	+3	+1	+1	+4	Flame blast
6	+4	+2	+2	+5	Flaming weapon
7	+5	+2	+2	+5	Flame aura
8	+6/+1	+2	+2	+6	Fire immunity
9	+6/+1	+3	+3	+6	Fiery grip
10	+7/+2	+3	+3	+7	Animate fire

- REFERENCE TABLES -

TABLE 1-4: THE GHOST STALKER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+0	+2	Psychic weapon, ghost hunt +1
2	+2	+0	+0	+3	Ghost touch
3	+3	+1	+1	+3	Improved psychic weapon
4	+4	+1	+1	+4	Ghost hunt +2
5	+5	+1	+1	+4	Dimensional phase
6	+6/+1	+2	+2	+5	Ghost smite
7	+7/+2	+2	+2	+5	Ghost hunt +3
8	+8/+3	+2	+2	+6	Improved psychic shield
9	+9/+4	+3	+3	+6	Ghost hunt +4
10	+10/+5	+3	+3	+7	Shielded spirit

TABLE 1-5: THE MIND HUNTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+0	+2	Psychic Sense, Psychic Shield
2	+2	+0	+0	+3	Psychic Static, Imbue Weapon
3	+3	+1	+1	+3	Drain Power, Mental Fortitude 1
4	+4	+1	+1	+4	Drain Vitality, Mind Over Matter
5	+5	+1	+1	+4	Psychically Null
6	+6/+1	+2	+2	+5	Divert Teleport, Mental Fortitude 2
7	+7/+2	+2	+2	+5	Psychic Reflection
8	+8/+3	+2	+2	+6	Psychic Hampering
9	+9/+4	+3	+3	+6	Mental Fortitude 3
10	+10/+5	+3	+3	+7	Psychic Severance

TABLE 1-6: THE PSYCHIC ADEPT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+2	Psychic strike, psychic stamina
2	+2	+3	+3	+3	Battlemind
3	+3	+3	+3	+3	Perfect balance, body equilibrium
4	+4	+4	+4	+4	Mind over matter
5	+5	+4	+4	+4	Psychic leap
6	+6/+1	+5	+5	+5	Psychic speed
7	+7/+2	+5	+5	+5	Improved body control
8	+8/+3	+6	+6	+6	Improved ability enhancement
9	+9/+4	+6	+6	+6	Timeless body
10	+10/+5	+7	+7	+7	Body mastery

TABLE 1-7: THE PSYCHIC HEALER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Healing focus
2	+1	+3	+0	+3	Reduced strain
3	+1	+3	+1	+3	Cure disease and poison
4	+2	+4	+1	+4	Cure blindness/deafness
5	+2	+4	+1	+4	Restoration
6	+3	+5	+2	+5	Heal mastery
7	+3	+5	+2	+5	Maximize healing
8	+4	+6	+2	+6	Psychic healing mastery
9	+4	+6	+3	+6	Regeneration
10	+5	+7	+3	+7	Raise dead

- REFERENCE TABLES -

PSYCHIC FEATS

General Feats	Prerequisites	Psychic Feats	Prerequisites
Combat Concentration	Psychic Ability.	Erase Signature	Psychic Ability, Telepathy or Clairsentience, Wis 13+, 1 or more ranks in the Psychic Sense skill.
Mental Fortitude	Wis 13+.		
Psychic Ability	None.		
Skill Aptitude	A score of 13 or better in the skills' key abilities.	Flight	Psychic Ability, Psychokinesis, 1 or more ranks in the Telekinesis skill.
Wild Talent	None.		
Item Creation Feats	Prerequisites		
Imbue Item	Psychic level 3rd+.	Greater Psychic Focus	Psychic Ability, Psychic Focus.
Metapsychic Feats	Prerequisites	Imbue Weapon	Psychic Ability.
Direct Talent	Psychic Ability, Telepathy.	Mental Recovery	Psychic Ability, Wis 13+.
Empower Talent	Psychic Ability, Wis 13+.	Mind Over Matter	Psychometabolism, Psychic Ability, Wis 13+.
Extend Talent	Psychic Ability, Wis 13+.	Mind Switch	Psychic Ability, Telepathy.
Maximize Talent	Psychic Ability, Wis 13+.	Mind Trap	Psychic Ability, Telepathy, 7 or more ranks in the Psychic Shield skill.
Quicken Talent	Psychic Ability, Wis 15+.		
Reduced Strain	Psychic Ability, 5 or more ranks in a psychic skill.	Multitasking	Psychic Ability, Wis 13+.
Subtle Talent	Psychic Ability, Wis 13+.	Psychic Channeling	Ability to cast arcane/ divine spells, Psychic Ability.
Widen Talent	Psychic Ability, Wis 13+.	Psychic Companion	Animal companion or familiar.
Psychic Feats	Prerequisites	Psychic Focus	Psychic Ability.
Apport Arrows	Wis 13+, Psychoportation, 5 or more ranks in the Apport skill.	Psychic Invisibility	Psychic Ability, Telepathy, 6 or more ranks in Mental Contact.
Craft Psychic Construct	Psychic Ability and one psychic talent feat.	Psychic Link	None.
Cure Blindness/Deafness	Psychic Ability, Psychometabolism, 5 or more ranks in the Psychic Healing skill.	Psychic Reflection	Psychic Ability, Telepathy, 8 or more ranks in Psychic Shield.
Cure Disease	Psychic Ability, Psychometabolism, 5 or more ranks in the Psychic Healing skill.	Psychic Severance	Psychic Ability, Telepathy, 10 or more ranks in the Psychic Surgery skill.
Cure Poison	Psychic Ability, Psychometabolism, 5 or more ranks in the Psychic Healing skill.	Psychic Stamina	Psychometabolism, Psychic Ability, Wis 13+.
Divert Teleport	Psychic Ability, Psychoportation, 5 or more ranks in the Psychic Sense skill, 10 or more ranks in the Apport skill.	Sensitive	Psychic Ability, Telepathy, Wis 13+.
Energy Shield	Psychic Ability, Psychokinesis, 7 or more ranks in the Telekinetic Shield skill.	Shield Penetration	Psychic Ability.
		Truth Reading	Psychic Ability, Telepathy, Sensitive.
		Psychic Talent Feats	Prerequisites
		Clairsentience	Psychic Ability.
		Dimensional Shift	Psychic Ability, Psychoportation.
		Psychic Weapon	Psychic Ability.
		Psychokinesis	Psychic Ability.
		Psychometabolism	Psychic Ability.
		Psychoportation	Psychic Ability.
		Telepathy	Psychic Ability.

- PSYCHIC SKILL SHEET -

RANKS	ABILITY MODIFIER	MISC. MODIFIERS	SKILL MODIFIERS	SKILL	KEY ABILITY			
_____	+	_____	+	_____	=	_____	ADAPTATION	Wis
_____	+	_____	+	_____	=	_____	ADPORT	INT
_____	+	_____	+	_____	=	_____	BLINK TELEPORT	None
_____	+	_____	+	_____	=	_____	BODY CONTROL*	Wis
_____	+	_____	+	_____	=	_____	COMBAT SENSE	Wis
_____	+	_____	+	_____	=	_____	CRYOKINESIS	INT
_____	+	_____	+	_____	=	_____	CYBERKINESIS	INT
_____	+	_____	+	_____	=	_____	DIMENSIONAL PHASE	None
_____	+	_____	+	_____	=	_____	DIMENSIONAL SHIFT	INT
_____	+	_____	+	_____	=	_____	DOMINATION	CHA
_____	+	_____	+	_____	=	_____	DRAIN ABILITY	Wis
_____	+	_____	+	_____	=	_____	DRAIN EMOTION	CHA
_____	+	_____	+	_____	=	_____	DRAIN POWER	Wis
_____	+	_____	+	_____	=	_____	DRAIN VITALITY	Wis
_____	+	_____	+	_____	=	_____	DREAMWALK	Wis
_____	+	_____	+	_____	=	_____	ELECTROKINESIS	INT
_____	+	_____	+	_____	=	_____	EMPATHY*	Wis
_____	+	_____	+	_____	=	_____	EMPATHIC PROJECTION	CHA
_____	+	_____	+	_____	=	_____	ENHANCE ABILITY	Wis
_____	+	_____	+	_____	=	_____	ENHANCE SENSES	Wis
_____	+	_____	+	_____	=	_____	ILLUSION	CHA
_____	+	_____	+	_____	=	_____	LIFE DRAIN	Wis
_____	+	_____	+	_____	=	_____	LIFE EXTENSION	Wis
_____	+	_____	+	_____	=	_____	MENTAL CONTACT*	CHA
_____	+	_____	+	_____	=	_____	MIND READING	CHA
_____	+	_____	+	_____	=	_____	MINDSWITCH	CHA
_____	+	_____	+	_____	=	_____	PHOTOKINESIS	INT
_____	+	_____	+	_____	=	_____	PRECOGNITION*	Wis
_____	+	_____	+	_____	=	_____	PSYCHIC BLAST	CHA
_____	+	_____	+	_____	=	_____	PSYCHIC SENSE*	Wis
_____	+	_____	+	_____	=	_____	PSYCHIC SHIELD	Wis
_____	+	_____	+	_____	=	_____	PSYCHIC STATIC	CHA
_____	+	_____	+	_____	=	_____	PSYCHIC SURGERY	Wis
_____	+	_____	+	_____	=	_____	PSYCHIC WEAPON	Wis
_____	+	_____	+	_____	=	_____	PSYCHOMETRY	Wis
_____	+	_____	+	_____	=	_____	PYROKINESIS	INT
_____	+	_____	+	_____	=	_____	REMOTE VIEWING	Wis
_____	+	_____	+	_____	=	_____	SENSE MINDS	Wis
_____	+	_____	+	_____	=	_____	SLEEP	CHA
_____	+	_____	+	_____	=	_____	SUGGESTION	CHA
_____	+	_____	+	_____	=	_____	TELEKINESIS	INT
_____	+	_____	+	_____	=	_____	TELEKINETIC BLAST	INT
_____	+	_____	+	_____	=	_____	TELEKINETIC GRID	INT
_____	+	_____	+	_____	=	_____	TELEKINETIC SHIELD	INT
_____	+	_____	+	_____	=	_____	TELEPORT	INT

*SKILLS THAT CAN BE USED UNTRAINED

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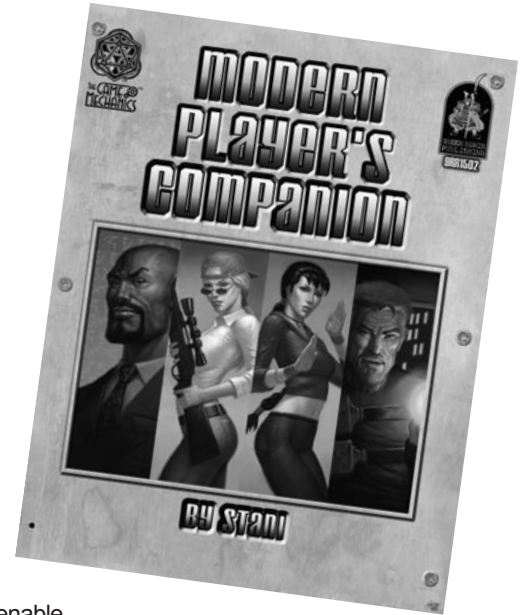
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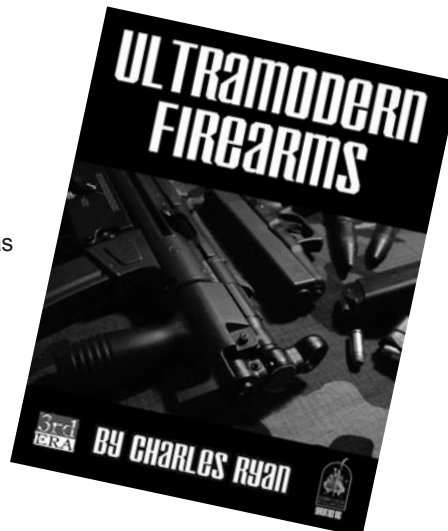
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