
-Psionics are a supernatural force, but, unlike magic, it does not come from the world. It does not come from a deity. It does not come from other planes of existence. It comes from within. Generated by all living creatures, day in, day out, it is a silent force, a power. A power which can be harnessed by those with the Will, by those who know the Way. Come. You know the Way.-

T A B L E O F C O N T E N T S

- * TEXT VERSION: Plain text version for download, or for older web browsers.
- * Introduction: Just what is this net book for?
- * Rules
 - * Basics: Welcome to S&P Psionics 101!
 - * Optionals: Fixes and expansions to the published rules.
 - * Useful charts: Basic Mechanics, Armor, Proficiencies
- * Character Classes
 - * Psionicist: character class overview and breakdown
 - * Psychic: a chaotic "version" of the psionicist
 - * Psypher: a brand new, generic warrior character class
 - * Monk: this monk is no priest; he's devoted to self-improvement
- * New...
 - * Disciplines: Monk Paths; Metapsionics reprint; Stealth Telepathy
 - * Powers: Several useful powers which weren't included in the books.
 - * Monsters: Every DM's plothook.
 - * Items: Confuse and amuse your veteran PCs!
- * Credits and Links: Roll 'em!
- * Appendicies
 - 1 Variet System: A varient psionic system comprised of the new and the old.
 - 2 Converting Between Systems: Rule-of-thumb for converting power scores between CPH and S&P
 - 3 Mental Hit Points: The most common revision of psionic combat
- * Feedback: Questions, Comments, and Suggestions are welcome!
- * Go to Pscion's Campaign World Magincia<<http://www.geocities.com/Area51/Zone4123/magincia.htm>>

GOOD NEWS!

TSR has finally put -The Will and The Way- online for free downloading at <http://www.tsrinc.com/darksun/twatw/TWatW.rtf><<http://www.tsrinc.com/darksun/twatw/TWatW.rtf>>. It is a 386K .RTF file, so it can be read by most word processors. Click on the link to it and download it while reading this netbook!

INTRODUCTION

- "All along, my question has not been how, but why." -

Psionics is one of those really cool concepts that suffer from poor implementation. Many people believed that the psionics presented in -The Complete Psionics Handbook- were too powerful. But since the new rules for psionics in -Player's Option: Skills & Powers- as well as the -Revised Dark Sun- set suffered from even more problems than the original, I've taken upon myself to fix them.

If you believe psionics are too powerful, a score of optional rules allow the DM to adjust the power level. If you believe psionics is un-medieval, well, AD&D has always been a fantasy game, never a medieval one (and this goes double for Planescape players). And, if you still don't like the psion icist character class and/or wild talents, perhaps you can still use psionics in the form of another character class.

This net book was compiled by me, Pscion, the Scion of Psionics, and specific parts of it (very important parts, mind you) were developed by others, who I mention in the ever-growing credits section. If you've anything useful to contribute, note my new email address.

- Pscion<pscion@geocities.com>, October 1997

RULES

- "The way mind games were meant to be played." -

As your introduction to S&P psionics begins, we will start with the simple side of psionics, initiating a non-telepathic power. Those characters and creatures who possess the ability of using psionics - called a psionic in this netbook - have a score called MTHAC0, which is analogous to a character's THAC0. At first level, MTHAC0 is 20, and will decrease with experience. Exceptional intelligence can give a to-hit bonus, much like exceptional strength and dexterity modifies THAC0.

Now, every psionic power has at least two statistics: MAC and Cost. MAC is to MTHAC0 as AC is to THAC0, and also ranges from 10 (easy powers) to -10 (incredibly difficult powers). COST is the amount of PSPs (psionic strength points) which is required to use a power. It is listed as two numbers; the first number is the PSPs expended if the power succeeds, the second number is the PSPs expended if the power fails. TO DETERMINE IF A POWER WORKS, roll 1d20. You must roll equal to or higher than your MTHAC0 minus the power's MAC (its kinda like a mental attack roll).

-Example: As a 6th level psionacist, Rys's MTHAC0 is 15. To initiate his Body Control power (MAC=5, Cost=6/2), he must have at least 6 PSPs, and roll (15 - 5) 10 or higher on 1d20. If he succeeds, he spends 6 PSPs. If the roll fails, he has expended 2 PSPs, and may try again next round, assuming he still has enough PSPs.-

That's all there is to the simple powers (anything extra, such as variable MAC or Cost scores, are in the individual power descriptions). Now we move on to the harder part, telepathic powers. A few telepathic powers work the same exact way. They are recognized by not requiring 'contact'. The rest require 'contact'.

As far as a psionic is concerned, there are TWO STATES OF MIND, open and closed. Most telepathic powers require the recipient to have an open (also

called 'contacted') mind. This is accomplished in one of two ways: either the subject is willing, or the psionic forces the mind to open. Once the mind is open (contacted), any telepathic power may be used upon it by initiating the power same as Rys did with Body Control above. But, its the forcing that gets complex. Forcing another's mind to open is called contacting, and is done by the five psionic attacks.

The five PSIONIC ATTACKS are listed in S&P as proficiencies, partially because they do not have a MAC like the normal powers. So how is an attack initiated? Creatures as well as psionic powers have a MAC. Its usually 10, unless high attributes improve it. To psychically attack another, pay the PSP cost, and roll the attacker's MTHACO against the victim's MAC.

-Example: Rys wants to Ego Whip a fighter bearing down on him. The fighter's MAC is 9 (he has a high Wisdom). Rys has 4 PSPs, and needs to roll (15 - 9) 6 or higher to hit. If his attack roll fails, 2 PSPs are used up instead.-

Damage done is recorded as a reduction in PSPs, and contact is granted when the current PSP score reaches 0. If the victim is a non-psionic, and therefore has no PSP score, rolls a saving throw vs. paralyzation to resist contact. ONCE CONTACT IS GAINED, HOW IS IT SEVERED? For the non-psionic, a save vs paralyzation is granted every round. For the psionic with 0 PSPs, contact is broken when he a) regains PSPs, usually via a Receptable (see power), b) he uses the Ejection power (see power), or c) 1d4+1 rounds have passed, after which a Wisdom check with a -3 penalty is granted every round. When contact is severed, any telepathic powers in operation cease to function.

-The fighter Rys just ego whipped makes his save. Next round, Rys tries again. This time, the fighter fails his save. The fighter has been contacted, and now Rys will use a telepathic power to immobilize his opponent.

Afterward, Rys is attacked by another psionic, who reduces Rys to 0 PSPs. Rys has been contacted, and cannot reclose his mind for at least 1d4+1 rounds. While the psionic tries to successfully initiate Dominate, Rys runs forward to stick a sword in him.-

There are ways, however, of defending oneself against psychic attacks, and that is the five PSIONIC DEFENSES. Also proficiencies in the same sense as the attacks, they have only a PSP cost. By paying the cost, consult Table 76 in S&P for the to-hit modifier for the power. Notice that a psionic defense does not always help, as the Mind Thrust vs Mind Blank example shows.

This is the absolute basic amount of info for using S&P psionics. There are a few numeric modifiers due to circumstance, but those can be found by reading S&P.

OPTIONAL RULES

- "The story rules! But the rules are a different story..." -

SHORT CIRCUIT! (IMPRISONING A PSIONICIST)

It is highly problematic for DMs to keep a psionist in jail, especially a psychoporter. The Short Circuit rule states that psionics cannot work when there is an enclosed loop of metal (or use obsidian, if you prefer) around the head. This includes helmets, crowns, and circlets.

The DM may limit the ARMORED PSIONICIST option for S&P character classes to maintain game consistency.

SKILLS & POWERS WILD TALENTS

Rather than rolling the percentage dice to determine if a character is a wild talent, pay character points for the ability:

-Psionic Wild Talent- (5/15): Characters who purchase this ability gain a psionic devotion for 5 points or science for 15. Prerequisite powers must be purchased first. DM has final approval on which powers may be bought, and may adjust their character point cost.

-Psionic Defenses/Attacks- (5/10): Characters who purchase this ability gain a psionic defense at experience levels 1, 4, and 8. As a 10 point ability, the character also gains a psionic attack at each of those levels.

PSIONIC ATTACKS

One of the biggest problems with the 5 telepathic attacks is that, on average, they do more PSP damage to the user than the victim. The fix is to raise the PSP damage.

Attack	Cost	Original	Dmg	Fix	Effect vs. Contacted Victim
Mind Thrust	2/1	1d4		1d4	lose use of a randomly determined psionic power
Ego Whip	4/2	1d6		1d6+1	dazed: 1d4 rounds; -5 to rolls; spell level 3 max
Id Insinuation	6/3	1d8		1d8+2	cannot act for 1d4 rounds*
Psychic Crush	8/4	1d10		1d10+3	1d6 hit point loss
Psionic Blast	10/5	1d12		1d12+4	1d8 hit point loss

* The Will & the Way states that the victim still can defend himself with full AC.

* -Optional Rule-: Successful attacks enrage the id and may allow it to take over. When this happens, the character is considered in a Berserker Rage, granting +3 to hit and damage, is immune to enchantment/charm spells as well as telepathic powers, and enjoys the benefits of a -haste- spell.

PSIONIC SPECIALIZATION AND MASTERY

There are three areas in which a psionist can specialize: psionic attacks, psionic defenses, and psionic powers. Specialization is accomplished by spending an extra slot on the power/proficiency. Note that if one specializes in a psionic attack, for example, then it will not be possible to gain all 5 psionic attacks. Mastery is accomplished by spending a third slot on the power/proficiency. These are the effects of specialization and mastery.

Area	Specialization Effects	Mastery Effects
Psionic attack	+1 to-hit, +2 to-damage PSP cost of attack halved	Extra attack every other round Total of +3 to-hit
Psionic defense	+2 MAC bonus Total PSP cost reduction of 2	PSP cost reduced by 1 Total +3 MAC
Psionic power	+2 to-hit bonus PSP cost reduced by 5	Critical hit chance increases by one Total +3 to-hit

PSIONIC DEFENSES

Normally, defenses were only helpful 40% - 60% of the time. This way of doing psychic defenses results in a flat bonus to MAC. The relative power has been kept, so Mind Blank is still a useless defense against Mind Thrust. Initialization of a defense does not require a roll and never fails, so there is only one listed PSP cost.

Defense	Cost	EW	II	MT	PB	PsC
---------	------	----	----	----	----	-----

Thought Shield	2	0	0	10	1	4
Mind Blank	3	5	10	0	3	3
Intellect Fortress	4	9	3	9	6	7
Mental Barrier	5	10	7	5	4	2
Tower of Iron Will	6	8	7	10	7	9

NON-PSIONICIST DEFENSE TECHNIQUES: By spending the round concentrating, a non-psi can improve his MAC score by 2. But the best defense is to break the attacking telepath's line-of-sight. Unfortunately, this only works BEFORE he contacts you.

-Optional Rule-: Use psionic defenses actively, to parry the incoming attack(s) by rolling the defender's MTHAC0 against a MAC of 5, modified by table 76 in S&P.

-Example: Rys is attacked by an Ego Whip. Using Mind Blank, Rys rolls his MTHAC0 of 14 against a MAC of 5, modified by the +3 from table 76. Rys needs to roll a $(14 - 5 + 3) = 12$ or better to parry.-

TANGENTS REVISED

Tangents were a cool idea in the old rules, but weren't implemented very well. 'Three strikes and you're out' didn't take into account differences in experience levels or psionic ability. So vary the number of tangents required. For characters of equal levels, three tangents are required. For every 3 levels of difference, the number of required tangents changes by one in favor of the higher level character. Contact always requires at least one tangent. Remember that tangents aren't needed for willing subjects.

-Optional Rule-: Add an extra required tangent when the victim is also a psionist. Just remember that on average psionists have a better MAC than the non-psionic, so each tangent is a bit more difficult to acquire.

-Optional Rule-: Require that all tangents need to be established in a row. As soon as one attack fails, the attacker must start over. This makes psychic combat difficult, indeed.

-Optional Rule-: A simple fix to the old system, which requires exactly 3 tangents for contact, would be to grant a saving throw vs. paralyzation against each tangent (but no save against contact itself). Combined with HIGH LEVEL SAVING THROW MODIFIERS, this would be a fair system.

BETTER PSP CONFIGURATION

The old rules didn't vary PSPs like hit points. When that was changed in the new rules, it caused wild talents to receive more PSPs than psionists do, especially after passing 9th level. The following chart suggests a fix. For those who favor a fixed rate, it is listed in brackets. Remember that PSP bonuses due to high Con, Int, and Wis all apply until Name level (9th level for most classes). Upon reaching Name level, only the Wisdom bonus applies.

Class	Level 1 (initial)	Levels 2 - Name	Name Level+
Psionist	15 + 1d6 [20]	1d8 [5]	3
Monk	15 + 1d6 [20]	1d8 [5]	3
Psychic	15 + 1d6 [20]	1d8 [5]	3
Psypher	15 + 1d4 [17]	1d6 [3]	2
Wild talent	10 + 1d3 [12]	1d4 [2]	1

PSP RECOVERY

The old rules allowed PSPs to recover gradually, based on one's activity for the hour. Optionally, one can recover PSPs based upon one's mental activity rather than physical. Optionally, if the DM uses mental hit points, they recover based upon a character's mental activity.

Physical Activity	Old Rules	Alternate	Mental Activity
Hard Exertion	none	none	Concentrating, studying

Walking, Riding	1/2 turns	1/hour	Alert (reading, paying attention)
Sitting, Resting, Reading	1/turn	1/turn	Relaxing, sleeping, repetitive physical action
Rejuvenating, Sleeping	2/turn	10% of max	Meditating, Rejuvenating

3 - 2 - 1 - CONTACT

To clarify the books, I present to you a short synopsis of how contact works in S&P rules.

* The Contact proficiency is used when the psionist tries to contact a willing subject. A proficiency check is rolled, but no PSPs are spent, either for success or failure. In calm circumstances, the DM will probably assume contact is automatic, since a failed roll loses only a minute of time. But in a combat situation, the psionist loses his action for the round if the contact attempt fails.

* Psionic attacks are used when the psionist tries to contact an unwilling subject. Psionic attacks have two range restrictions: line of sight and so-many yards. Both of these requirements must be satisfied for the psionist to mentally attack someone. This means that 1) victims may protect themselves by hiding; and 2) the psionist CANNOT attack someone far away, even with clairvoyant abilities.

* Contact can be done quietly. This is called Stealth Contact, and it is more difficult to establish than normal, overt contact. If the attempt fails, the victim notices it. If the attempt succeeds, the victim must make a save vs paralyzation to notice. A bonus applies to this save equal to 1 per 10 PSPs the victim has currently.

1 Stealth contact is not possible if a psionic defense is in place (i.e., PSPs are being expended for defense).

2 There are range restrictions: line-of-sight and within 30 yards.

3 A stealth attempt takes 1d10 rounds "testing the waters".

4 The PSP cost is the victim's level or hit die multiplied by three.

5 A -4 MTHAC0 penalty is incurred to the roll, to reflect the required precision. -Optional Rule-: Stealth contact is temporary, intended only to get in long enough to do a job and get out. All stealth attempts are automatically detected after 2d4 rounds.

* Contacting creatures of different life orders incurs penalties, either to the Contact proficiency roll, or to any and all MTHAC0 rolls. To use the chart, find the psionist's race along the top row, and the victim's race underneath.

Human/Demihuman	Thri-kreen	Penalty
Mammal	Insect	1
Marsupial	Arthropods	2
Bird	Fish	3
Reptile, Amphibian	Reptile, Amphibian	4
Fish	Bird	5
Arachnid, Insect	Mammal	6
Monster	Monster	7
Plant	Plant	8

Pterrhan	Aarakocra	Penalty
Reptile	Bird	1
Amphibian	Reptile, Amphibian	2
Fish	Fish	3
Arachnid, Insect	Mammal	4
Bird	Insect	5
Mammal	Arachnid	6
Monster	Monster	7
Plant	Plant	8

-Optional Rule-: If the DM does not want, say, a first level psionist

contacting all manner of things, then it is perfectly possible to require that the psionist's XP level be at least equal to the MTHACO penalty listed on the chart. For example, contacting a giant spider requires at least a level 6 psionist and incurs a -6 penalty to MTHACO.

-Optional Rule-: Many MACs listed for monsters do not take into account the difference in life order of the participants. If a red dragon has a listed MAC of 7, that is for other red dragons. A human psionist has an additional -7 penalty to his MTHACO since his target is a monster (more so than a reptile). Combined with the above optional rule, a psionist would have to be at least 7th level just to attempt contacting a red dragon, and even then the effective MAC is 0.

* Contact can be done over a long distance, but only if the subject is willing. This is because the psionic attacks have range restrictions, and contact can't be forced without the attacks. The subject will feel the contact attempt, and, on a successful Wisdom/Intuition check, realizes who contactor is. A psionist using Psychic Impersonation can fool the subject into thinking he's someone else. The chart displays penalties to the Contact proficiency check.

Distance	Penalty
Line of Sight	0
1 mile	1
10 miles	3
100 miles	5
1,000 miles	7
10,000 miles	9

-Optional Rule-: If the DM does not want, say, a first level psionist contacting someone hundreds or thousands of miles away, then it is perfectly possible to require that the psionist's XP level be at least equal to the MTHACO penalty listed on the chart. For example, contacting someone 100 miles away requires at least a level 5 psionist and incurs a -5 penalty to MTHACO.

* -Optional Rule-: To vary the amount of telepathic power of individuals, the DM may have a Telepathic devotion Contact. The power version of Contact may give the Distance, Life Order, or Stealth capabilities, or any combination of the three. These abilities would not come with the proficiency. The DM may also withhold some combination of these capabilities from wild talents, as well.

EARLY CONTACT: CRITICAL HITS IN PSIONIC COMBAT

Normally, contact with a psionic mind is granted after that mind has been reduced to 0 PSPs. However, as an optional rule, contact may be granted early if the attacker scores a critical hit in psionic combat. It's suggested you use the same method of determining -when- a critical hit happens. Here, only the -effects- of a psionic critical hit are presented (with three different systems). There is no additional effect against non-psionic characters for a psionic critical hit.

-Critical Hit Effect: Official-: The victim gets a save vs. paralyzation to keep his mind closed UNLESS the attack caused at least 25% PSP damage (that's 25% of the victim's PSP maximum), in which case contact is automatic.

-Critical Hit Effect: Home Brew-: Figure PSP damage as normal, but immediately roll the attack again. If the second roll succeeds, contact is granted. (If the second roll is also a critical, apply the PSP damage again and yet roll again.) The additional roll(s) is not an actual attack, just a mechanic to determine severity.

-Critical Hit Effect: Simple-: PSP damage is doubled. Note that this tends to even the odds a little between psionics of different levels. It is not recommended that contact is granted by this system, because it evens the odds between levels by a lot.

-Critical Hit Effect: Tangents-: A critical hit yields an extra tangent (or an extra chance at one).

-Critical Hit Effect: Stealth-: A critical hit scored on a Stealth Contact attempt causes the victim to automatically fail the saving throw.

PSIONIC FUMBLES

Just as its possible to screw up in physical combat, it's perfectly possible to screw up in psionic combat as well. It's suggested you use the same fumble mechanic for psionic combat as physical. Here, only the effects of that fumble are presented; use one or more of them.

-Fumble Effect: Lose Weapon-: The psionic attack (or power) shorts out for 1d4 rounds.

-Fumble Effect: Wide Open-: The psionics has a -2 to his MAC until his next attack.

-Fumble Effect: Tangents-: A pre-existing tangent is lost.

-Fumble Effect: Stealth-: If the psionics fumbled a Stealth Contact attempt, then the victim received contact with the fumbler's mind rather than vice-versa. Optionally, if the victim is not a psionic, then the fumbler's identity and location become known to the victim.

HIGH LEVEL SAVING THROW MODIFIERS

It has been suggested that a system be installed that makes it more difficult to resist higher-level psionics, or for a higher-level character to resist a lower-level psionics. This problem is present throughout the AD&D system, and has finally been touched upon by the presentation of Saving Throw Modifications by Level, a set of new rules presented within the -DMs Option: High Level Campaigns- sourcebook (table 36, p.143).

For example, let's consider a 7th level fighter attempting to close his mind from the intrusions of 12th level psionics. When the fighter makes his saving throw vs paralyzation, his roll would normally need be 10 or better. Due to the higher level of his psionics attacker, this saving throw is penalized, requiring a 14 or better. If the fighter were to have been of higher level than his attacker, the saving throw would have received a bonus.

In HLC, the psionics do not have a chart. For them, use the same chart as the Rogue.

HIGH STATS AND POWER CHECKS

In the old rules, a character with a high Constitution had a greater than normal chance of initiating many psychometabolic powers. In the new rules, a MTHAC0 bonus is granted from a high Intelligence, no matter the power or discipline. To bring back this inclination toward certain disciplines, the MTHAC0 bonus comes from Int, Wis, or Con, depending.

Discipline	Relevant Ability
Psychoportive, Psychokinetic	Intelligence
Clairsentient, Telepathic	Wisdom
Psychometabolic, Metapsionic	Constitution

OTHER RESTRICTIONS

DMs wanting to curb their psionic PCs can also use these tried-and-true techniques:

- * DISTASTEFUL POWER SELECTION: Require teachers (until 7th level or so) (maybe just for sciences)
- * COWARDS: Characters normally gain experience points for being in danger; no danger, no XP
- * CHICKEN FIGHTERS: you can't attack something in another Plane/Dimension
- * BRAINWASHING THE KING: psionic guards (Psyphers are ideal)
- * CONTROL PSPS: psionically dead areas; variant PSP recovery system
- * PROBLEMS: Cerebral Parasites; the psychic wind; astral storms; migranes

FOR DMS!

Many problems crop up with specific powers in specific situations. All too frequently this is blamed on the "deficiencies" of the psionics system, or the "overpowered" strength of the powers. Whenever a player attempts something which the DM does not approve of, the DM should ask himself, "Could a wizard (or cleric) do this?" Frequently, the answer is yes. For example, substitute Wraithform for Ectoplasmic Body or Shadow Form, and a wizard could do the same trick. But by some unexplained phenomenon, only such devious tricks are tried by players with psionic characters. They rely on the DM's relative inexperience with the psionics system. If they try the trick with a wizard, the DM has much more confidence in what wizards can and can't do, and will more readily say, "No, that is not possible.". Remember this, DMS!

USEFUL TABLES

Game Mechanics involving Psionics

Ability Score	Base	MAC	MAC bonus	PSP bonus	MTHACO bonus
--->	Wis	Int		Wis,Int,Con	Int *(Wis,Con)
15 or less	10	0	0	0	0
16	9	-1	+1	+1	+1
17	8	-1	+2	+1	+1
18	7	-2	+3	+2	+2
19	6	-2	+4	+2	+2
20	5	-3	+5	+3	+3
21	4	-3	+6	+3	+3
22	3	-3	+7	+3	+3
23	2	-4	+8	+4	+4
24	1	-4	+9	+4	+4
25	0	-4	+10	+4	+4

* Intelligence only, unless Optional Rule: High Stats and Power Checks is used

Psionist Non-Weapon Proficiency Group

Proficiency	Slots	Ability	Where Found
Alchemy	2	Int - 3	Spells & Magic
Anatomy	2	Int - 2	Spells & Magic
Concentration	2	Wis - 2	Spells & Magic
Crystal Focus	1	Wis - 1	The Will and the Way
Ejection	1	Wis - 3	(new)

Gem Cutting	2	Dex - 2	Player's Handbook
Harness Subconscious	2	Wis - 1	Complete Psionics Handbook; Skills & Powers
Hypnosis	1	Chs - 2	Complete Psionics Handbook; Spells & Magic
Investigation	1	Int - 2	Spells & Magic
Law	1	Int - 0	Spells & Magic
Meditative Focus	1	Wis + 1	Complete Psionics Handbook; Skills & Powers
Musical Instrument	1	Dex - 1	Player's Handbook
Power Manipulation	2	Int - 4	The Will and the Way
Psionic Lore	1	Int + 1	The Will and the Way
Reading / Writing	1	Int + 1	Player's Handbook
Rejuvenation	1	Wis - 1	Complete Psionics Handbook; Skills & Powers
Religion	1	Wis + 0	Player's Handbook
-----	-	-----	General Proficiency Group:
Mental Armor	1	Wis - 2	Skills & Powers
Contact	1	Wis - 0	Skills & Powers

Armor	Penalty
Padded, Studded leather, Leather, Hide	0
Brigandine, Ring, Scale, Splint mail	1
Chain mail, Banded mail	2
Plate mail	3
Field plate	5
Full plate	7

THE PSIONICIST

- "Do you mind?" -

ABILITY REQUIREMENTS: Constitution: 11 ; Intelligence: 12 ; Wisdom: 15

PRIME REQUISITES: Constitution, Wisdom

RACES ALLOWED (& LEVEL LIMIT): Human (U); Half-humans (12); Elf (8); Gnome (8); other (10)

The psionist uses the power of his mind and body to accomplish feats some would call 'magic'. However, psionics is not magic; magic is an external force, infusing the world and environment, while psionics is an internal force, infusing one's self. The psionist uses this internal energy in a similar way that a mage uses his external force.

ALIGNMENT: A psionist may not have a chaotic alignment, due to the discipline required. A wisdom check at half is called for each day a psionist has a chaotic alignment. Failing this check results in a loss of a randomly determined discipline.

WEAPONS: Psionists disdain mundane weapons, and as such are limited to small ones generally weighing six pounds or less: hand crossbow, dagger, dart, dirk, knife, sickle, and short sword. Multi-classed psionists may also use weapons of their other class.

ARMOR: Armor interferes with a psionist's concentration, so only padded, hide, leather, and studded leather are allowed. Multiclassed psionists also have this penalty.

-Optional Rule-: Wearing other types of armor is possible, but it incurs an MTHAC0 penalty. See the appropriate table in the CHARTS section.

PROFICIENCIES: In the chart below, both systems of proficiencies are listed. Psionists get the Contact non-weapon proficiency free.

Proficiencies Initial # levels Char. Pts

Weapon (-4)	2	5	6
Non-Weapon	3	3	7

MISCELLANEOUS: All psionicists have a +2 bonus vs Enchantment/Charm spells. A psionicist becomes a contemplative master at 9th level, and starts to attract beginning psionicists as students. Psionicists may dual-class under the normal rules. Dwarves, halflings, and half-humans may multiclass, though combinations are limited to non-magical classes: Fighter/Psionicist and Thief/Psionicist.

CLASS BREAKDOWN

Psionicists get 40 character points for purchasing class abilities. Normally, these points are spent on Access to Disciplines (25), Psionic Attacks/Defenses (5), Followers (5), and Saving Throw Bonus (5).

ACCESS TO DISCIPLINES (5-25): It costs 5 points per discipline to which the psionicist has access. For example, if the psionicist wanted access to 4 disciplines, it would cost 20 character points. The standard psionicist purchases all 5 disciplines for 25 points.

ARMORED PSIONICIST (10/15): This psionicist can use his abilities while wearing the armor of his choice, though with MTHACO penalties (see CHARTS section) and he still cannot use helmets. As a 15 point ability, there are no MTHACO penalties, and helmets are OK. This option may be limited or disallowed by the DM; see SHORT CIRCUIT! (IMPRISONING A PSIONICIST) optional rule for details.

COMBAT BONUS (10): A psionicist with this ability uses the priest's THACO table.

DISCIPLINE FOCUS (10): The psionicist's MTHACO scores in his primary discipline are increased by +2. Furthermore, the chance for a critical hit when using a power in his primary discipline increases by 1.

FAST ADVANCEMENT (5): Upon reaching a level up, this psionicist receives extra PSPs. If a variable rate is used, this psionicist instead rolls the next larger die size. If a flat rate is used, two extra PSPs are gained per level up.

FOLLOWERS (5/10): By purchasing this skill, a psionicist can gain followers as described in S&P if he builds a sanctuary and is at least 9th level. If this is purchased as a 10 point ability, the psionicist can attract followers whenever he establishes a sanctuary, regardless of level.

HIT DIE BONUS (10): Psionicists with this ability use 1d8 to determine their hit points instead of 1d6.

OVERDRAW (10): This ability allows a psionic to overdraw PSPs. This means, when his PSPs are spent, he may directly spend hit points as PSPs with a 2:1 ratio (2 hit points = 1 PSP). Caution must be exercised, as it is perfectly possible to kill oneself. After overdrawing, he must recover the overdrawn PSPs before he can recover normal PSPs. To keep track of overdrawn PSPs, its best to record the current PSP score as a negative number.

PSIONIC ATTACKS/DEFENSES (5): Psionicists who purchase this ability gain psionic attacks and defenses automatically by level advancement. The rate of acquisition is listed in S&P, p.154, table 80.

SAVING THROW BONUS (5): Psionicists with this ability gain a +2 bonus to all saving throws vs enchantment/charm spells.

WARRIOR HIT POINT BONUS (5): A psionicist with this ability can enjoy the benefits of a high Con score as if he were a fighter. For example, a psionicist with Con 18 would gain 4 bonus hp instead of 2.

WEAPON SPECIALIZATION (15): The psionicist can specialize in a particular weapon. The character point cost for gaining proficiency and specialization in the weapon must be met in addition.

OPTIONAL RESTRICTIONS

ARMOR RESTRICTION (5): The psionist cannot wear any kind of armor.

COMBAT PENALTY (5): A psionist with this restriction uses the wizard's THACO table.

LIMITED MAGICAL ITEM USE (5+): A psionist with this restriction disdains enchanted items as a crutch for the weak and refuses to use certain categories of magical items. For each barred category, he receives 5 points. The categories are: potions/oils/scrolls, rings/rods/staves/wands/miscellaneous, and weapons/armor.

LIMITED PSIONIC ITEM USE (5): Due to the psionist's peculiar nature (and/or personality), he cannot create or use psionic items. He may not learn Empower.

SLOW ADVANCEMENT (5): Upon reaching a level up, this psionist receives fewer PSPs. If a variable rate is used, this psionist instead rolls the next smaller die size. If a flat rate is used, two less PSPs are gained per level up. Regardless, a level up will always yield at least one PSP.

WEAPON RESTRICTION (5/10): As a 5 point restriction, the psionist may only use weapons allowed to a mage. As a 10 point restriction, the psionist cannot use any weapons.

THE PSYCHIC

- "I have a curse. It's called 'the Gift'." -

ABILITY REQUIREMENTS: Constitution: 11 ; Wisdom: 14 ; Charisma : 12

PRIME REQUISITES: Wisdom, Charisma

RACES ALLOWED (& LEVEL LIMIT): Human (U); Half-humans (12); Other (10)

A psychic is a wild talent who decides to study and develop the innate power she possesses. This power, called 'the Gift', is often not wanted by those who have it. A person with such a power is prone to seeing and hearing things that can't or shouldn't be seen or heard. Lucky individuals learn a degree of control over the ability. The unlucky ones go insane, or are burned at the stake, or both.

ALIGNMENT: Psychics possess a non-lawful alignment. Lawful characters suppress too many of their inner desires and urges in deference to society. This also suppresses the mind's natural power. A wisdom check at half is called for each day a psychic acts in such a reserved way. Failing this check results in a loss of a randomly determined power.

WEAPONS: Psychics have no preference either way for weapons, and so may use any weapon they have the strength to wield. Multi-classed psychics must still abide by the weapon restrictions of their other class.

ARMOR: Psychics have the same armor restriction as a psionist, so only padded, hide, leather, and studded leather are allowed. It is not recommended any heavier armor be allowed due to the unlimited weapon selection. Multiclassed psychics must also abide by this restriction.

PROFICIENCIES: In the chart below, both systems of proficiencies are listed. Psychics cannot learn the Contact non-weapon proficiency, or the psionic attacks and defenses. The DM may allow the psychic to slot them as powers. Then again, he may not.

Proficiencies	Initial	# levels	Char.	Pts
Weapon (-4)	2	5	6	
Non-Weapon	3	3	7	

MISCELLANEOUS: Psychics may dual-class under the normal rules.

Half-humans may multiclass, pairing Psychic with Fighter or Thief. The DM may also allow certain Clerical orders to multi-class with Psychic. Upon

attaining 9th level, psychics may attract fledgling psychics, or seek out similarly Gifted individuals. Unlike other character classes, this is not a student/teacher relationship as psychic abilities can't exactly be taught. Instead, the higher level psychic acts as a counselor, confidante, or role-model to the developing psychic.

PSYCHIC POWERS: While psionists and psychics have the same PSP progression, psychic powers differ from psionic powers in several ways. First, power acquisition is not preset; two psychics of the same level may have a different number of powers. Secondly, power checks are more like the CPH rules since it involves rolling 1d20 equal to or less than the power's rank. Thirdly, telepathic powers have been weakened.

1 **ACQUISITION:** Psychics get Power Points to purchase powers (see chart below). Powers may be chosen with no regard for discipline or relative power. Pre-requisites do not have to be obeyed, with the exception of XP level requirements. Also, all psychics receive a clairscient science free, which starts at rank 1. This unstable power can be used normally, but it sometimes initiates without the psychic wanting it to (i.e., DM's whim).

2 **POWER CHECKS:** To initiate a power, roll its rank or less on 1d20, and pay the PSP cost. When a power is first acquired, its rank equals the power's MAC. After a level up, all pre-existing powers (not newly acquired ones) have their rank increased by one. Hence, a power known since first level will have a higher chance of success than one gained at tenth level, even if the first power was more difficult to begin with.

3 **VARIABLE-MAC POWERS:** Some powers' MAC vary with the extent of effects, such as Teleportation. Acquire such a power by paying the (lowest) PSP Failure cost, but set the rank to the lowest MAC (or 1). Newly acquired, only the weakest effect can be used (like the shortest range on Teleportation). At each level up, the next weakest effect becomes available.

4 **TELEPATHY:** Telepathic powers requiring contact simply require a kind of connection. For psychics, sciences require stronger connections than devotions. Line of sight is a weak connection for devotions. Touch is a strong connection for devotions, and a weak one for sciences. Eye contact is always a strong connection. Once the connection is established, the power check can be rolled. A modifier applies to the power check based upon the levels of its participants. The modifier used for a strong connection is the difference between the levels or hit dice (meaning a bonus if the psychic's level is higher). Weak connections are similar except that the psychic uses half her level. A subject's MAC-improving items also apply to the roll.

5 **DETECTING TELEPATHY:** The subject receives a saving throw vs. spells, modified by Wisdom, to detect the attempt. If both the power and the save succeed, then the knowledge does not come to the subject until the psychic ceases maintenance. If the subject has a psionic defense up, the attempt is automatically detected. If the psychic's attempt succeeds, she learns a psionic defense is active.

6 **MAINTAINING TELEPATHY:** Once the power check succeeds, the psychic may release the subject, even letting him out of sight. She may maintain the power as many times as her XP level until having to re-establish the connection. Exactly how long this is depends on the power's renewal period. Dominate is measured in rounds, while Fate Link is measured in days.

SUMMARY OF POWER POINTS:

Received at first level = Half of Chs/Leadership, + 1d4

Received at level up = new XP level + 1d4

Received beyond level 9 = 2d4 per level up

Cost of acquiring a power = power's PSP Failure Cost

Cost of raising max PSP score = 1, (no more than 5 per level up)

Cost of one S&P character point = 1, (no more than 5 per level up)
Max # of points that can be saved til next level = half gained at
current level

CLASS BREAKDOWN

Psychics get 40 character points for purchasing class abilities. Normally, these points are spent on Access to Disciplines (25), Followers (5), and Wild Power [clairsentient science] (10).

ACCESS TO DISCIPLINES (5-25): It costs 5 points per discipline to which the psychic has access. For example, if the psychic wanted access to 4 disciplines, it would cost 20 character points. The standard psychic purchases all 5 disciplines for 25 points.

ARMORED PSYCHIC (15): This psychic can use her abilities while wearing the armor of her choice, though with power rank penalties (see CHARTS section). She still cannot use helmets. This option may be disallowed by the DM; see SHORT CIRCUIT! (IMPRISONING A PSIONICIST) optional rule for details.

CLAIRVOYANT (5): The psychic receives a power rank bonus of 2 to all powers in the Clairsentience discipline. Furthermore, the chance for a critical hit when using a clairsentient power increases by 1.

COMBAT BONUS (10): A psychic with this ability uses the priest's THACO table.

FAST ADVANCEMENT (5): Upon reaching a level up, this psychic receives extra PSPs. If a variable rate is used, this psychic instead rolls the next larger die size. If a flat rate is used, two extra PSPs are gained per level up.

FOLLOWERS (5/10): By purchasing this skill, a psychic can gain 1d3 followers if she builds a sanctuary and is at least 9th level. If this is purchased as a 10 point ability, the psychic can attract 2d4 followers whenever she establishes a sanctuary, regardless of level. Followers are usually psychics, though there is a slight chance (10%) a follower is a non-psionic class.

HIT DIE BONUS (10): Psychics with this ability use 1d8 to determine their hit points instead of 1d6.

OVERDRAW (10): This ability allows a psychic to overdraw PSPs. This means when her PSPs are spent, she may directly spend hit points as PSPs with a 2:1 ratio (2 hit points = 1 PSP). Caution must be exercised, as it is perfectly possible to kill herself. After overdrawing, she must recover the overdrawn PSPs before she can recover normal PSPs. To keep track of overdrawn PSPs, record the current PSP score as a negative number. The lost hit points must be recovered normally.

PSIONIC ATTACKS/DEFENSES (5): Psychics who purchase this ability may slot psionic attacks and defenses as powers. The initial rank of an attack or defense is 10 minus the PSP cost. Note that a psychic cannot use psionic attacks to establish contact.

SAVING THROW BONUS (5): Psychics with this ability gain a +2 bonus to all saving throws vs enchantment/charm spells.

STRONG GIFT (10): The psychic receives 2 extra power points per level up.

TELEPATH (5/10): As a 5 point ability, line-of-sight sustains a weak connection for telepathic sciences. As a 10 point ability, the above applies, and touch sustains a strong connection for telepathic sciences (meaning sciences are as easy to use as devotions).

WARRIOR HIT POINT BONUS (5): A psychic with this ability can enjoy the benefits of a high Con score as if she were a fighter. For example, a psychic with Con 18 would gain 4 bonus hp instead of 2.

WEAPON SPECIALIZATION (15): The psychic can specialize in a particular

weapon. The character point cost for gaining proficiency and specialization in the weapon must be met in addition.

WILD POWER (5/10): The psychic receives a power which is not under her complete control. As a 5 point ability, the power is a clairsentient devotion. As a 10 point ability, the power is a clairsentient science, or a psychokinetic devotion. The DM may choose the power, or simply approve a player's choice.

OPTIONAL RESTRICTIONS

ARMOR RESTRICTION (5): The psychic cannot wear any kind of armor.

COMBAT PENALTY (5): A psychic with this restriction uses the wizard's THACO table.

LIMITED MAGICAL ITEM USE (5+): A psychic with this restriction cannot use certain categories of magical items. For each barred category, she receives 5 points. The categories are: potions/oils/scrolls; rings/rods/staves/wands/miscellaneous; weapons/armor.

LIMITED PSIONIC ITEM USE (5): Due to the psychic's peculiar nature, she cannot create or use psionic items. She may not learn Empower.

LIMITED TELEPATHY (5/10): As a 5 point ability, eye contact is required for a strong connection for telepathic devotions. As a 10 point ability, the above applies, and touch is required for a weak connection for telepathic devotions (meaning the devotions are as hard to use as the sciences). Note that with the 10 point restriction, having line-of-sight is useless.

SLOW ADVANCEMENT (5): Upon reaching a level up, this psychic receives fewer PSPs. If a variable rate is used, this psychic instead rolls the next smaller die size. If a flat rate is used, two less PSPs are gained per level up. Regardless, a level up will always yield at least one PSP.

WEAK GIFT (10): The psychic receives 2 fewer power points at a level up.

WEAPON RESTRICTION (5/10/15): As a 5 point restriction, the psychic may only use weapons allowed to a psionist. As a 10 point restriction, the psychic may only use weapons allowed to a mage. As a 15 point restriction, the psychic cannot use any weapons.

THE PSYPHER

- "By weapon and wisdom, I shall triumph." -

ABILITY REQUIREMENTS: Strength: 12 ; Constitution: 13 ; Intelligence: 12 ; Wisdom: 15

PRIME REQUISITES: Strength; Wisdom; Constitution

RACES ALLOWED: All (same as Psionist)

A psypher is a warrior who realizes that a sword arm cannot solve all problems. Through meditation and dedication, a psypher develops his mind, making it as sharp as his mundane weapons. Psyphers may use any weapon and any armor, though armor heavier than studded leather incurs MTHACO penalties (see CHARTS section). A psypher who spends a weapon proficiency slot on a type of armor has that penalty halved.

Psyphers have all the normal Warrior abilities, including THACO, hit dice, Saving Throws, allowed types of magical items, and melee attacks per round. A psypher uses the same Experience Point and Level Progression table as Rangers and Paladins (i.e. 2,250 XP required for 2nd level; 4,500 XP for 3rd, etc.). A psypher's MAC is figured just like any warrior, and although psyphers are allowed the psionist non-weapon proficiency group, the Mental Armor proficiency gives them only a +1 to MAC, just like any other warrior.

Since psyphers have psionic powers, they must keep a non-chaotic alignment at all times, or start to lose their psionic powers, just like a normal

psionicist would. A psypher has access to one and only one discipline, chosen at character creation. It may -not- be changed afterward. Psionic defenses come naturally with level advancement, psionic attacks must be purchased with proficiency slots, and only four of each may be learned. A psypher's MTHACO is equivalent to a priest's THACO. Unless the optional PSP acquisition rate rule from the Rules section is used, PSPs for a psypher are figured as follows:

- AT 1ST LEVEL: Base Score = 15 + 1d4, modified by Wisdom, Constitution, and Intelligence
- AT A LEVEL UP: Gain 1d4+1 additional PSPs, modified by Wisdom, Constitution, and Intelligence
- STARTING AT 10TH LEVEL: Gain 2 additional PSPs, modified by Wisdom only

Psyphers recover PSPs at the same rate as anyone else. Humans may dual-class as usual. Dwarves, halflings, and half-humans may multiclass as a Psypher/Thief.

Psypher's Psionic Abilities per Experience Level

XP Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
MTHACO	20	20	20	18	18	18	16	16	16	14	14	14	12	12	12	10	10	10	8	8
Sciences	0	0	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6
Devotions	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Defenses	1	1	1	2	2	2	3	3	3	4	4	4	4	4	4	4	4	4	4	4

CLASS BREAKDOWN

Psyphers get 25 character points for purchasing class abilities. Normally, these points are spent on Access to Disciplines [one, full] (10), Armored Psypher (5), Followers (5), and Psionic Defenses/Attacks (5).

ACCESS TO DISCIPLINES (5+/10+): It costs 10 points to gain full access to a discipline. Minor access is granted by 5 points, meaning the character can only learn devotions. The standard psypher purchases full access to one discipline for 10 points.

AFFINITY FOR PSIONICS (5+): For every 5 points, the psypher with this talent has access to sciences and devotions as if he were one level higher, to a maximum of 3 levels higher as a 15 point talent. For example, a 1st level psypher with this 10 point talent has 1 science and 3 devotions. MTHACO and PSPs remain unchanged.

ALERT PSYPHER (5): While all warriors learn to hone their senses, this psypher raises it to an art form. He has a +1 bonus to his surprise roll. Every 5 levels, his chances of being surprised drops again as the bonus increases by 1.

ARMORED PSYPHER (5/10): This psypher can use his abilities while wearing armor heavier than studded leather, but with MTHACO penalties, and he cannot use helmets. As a 10 point ability, there are no MTHACO penalties, and helmets are allowed. The standard psypher purchases the 5 point ability. This option may be limited or disallowed by the DM; see SHORT CIRCUIT! (IMPRISONING A PSIONICIST) optional rule for details.

DISBELIEF BONUS (5): This psypher is so analytical he receives an +2 bonus to saving throws against and disbelieving illusions.

DISCIPLINE FOCUS (10): The psypher's MTHACO scores in his primary discipline are increased by +2. Furthermore, the chance for a critical hit

when using a power in his primary discipline increases by 1. This option can only be taken if the psypher has access to at least two disciplines.

FAST ADVANCEMENT (5): Upon reaching a level up, this psypher receives extra PSPs. If a variable rate is used, this psypher instead rolls the next larger die size. If a flat rate is used, two extra PSPs are gained per level up.

FOLLOWERS (5/10): By purchasing this skill, a psypher can gain followers if he builds a sanctuary and is at least 9th level. If this is purchased as a 10 point ability, the psypher can attract followers whenever he establishes a sanctuary, regardless of level. Followers are usually other psyphers, psionicists, psychics, and warriors.

GUARDED MIND (5+): The psypher has a neat, orderly, and tightly guarded mind, granting him a +2 MAC bonus. This option may be taken up to 3 times.

OVERDRAW (10): This ability allows the psypher to overdraw PSPs. This means, when his PSPs are spent, he may directly spend hit points as PSPs with a 2:1 ratio (2 hit points = 1 PSP). Caution must be exercised, as it is perfectly possible to kill oneself. After overdrawing, he must recover the overdrawn PSPs before he can recover normal PSPs. To keep track of overdrawn PSPs, its best to record the current PSP score as a negative number.

PSIONIC COMBAT BONUS (5): The psypher uses the psionicist's MTHAC0 table.

PSIONIC DEFENSES/ATTACKS (5/10): A psypher who purchases this 5 point ability automatically gains a psionic defense at experience levels 1, 4, 7, and 10. In addition, psionic attacks may be slotted by spending a proficiency slot. As a 10 point ability, psionic attacks are also automatically gained at each of those levels.

QUICK PSYPHER (5): While all warriors learn to react quickly out of necessity, this psypher creates a study of it. He has a +1 bonus to his initiative. Every 6 levels, this bonus increases by one.

SAVING THROW BONUS (5): Psyphers with this ability gain a +2 bonus to all saving throws vs enchantment/charm spells.

WEAPON SPECIALIZATION (5): The psypher can specialize in a particular weapon. The character point cost for gaining proficiency and specialization in the weapon must be met in addition.

OPTIONAL RESTRICTIONS

ARMOR RESTRICTION (5): The psypher cannot wear any kind of armor.

COMBAT PENALTY (5/10): A psypher with this 5 point restriction uses the priests's THAC0 table. As a 10 point restriction, he uses the psionicist/rogue THAC0 table.

ETHOS (5+): The psypher has a particular ethos or code of honor he must follow. If the ethos is especially restrictive it may count as more than 5 points, by DM discretion.

HIT DIE PENALTY (10/15): Psyphers with this 10 point restriction use 1d8 to determine their hit points instead of 1d10. As a 15 point restriction, 1d6 is used.

LIMITED MAGICAL ITEM USE (5+): A psypher with this restriction disdains enchanted items as a crutch for the weak and refuses to use certain categories of magical items. For each barred category, he receives 5 points. The categories are: potions/oils/scrolls, rings/rods/staves/wands/miscellaneous, armor, and weapons.

LIMITED PSIONIC ITEM USE (5): Due to the psypher's peculiar nature, he cannot create or use psionic items. He may not learn Empower.

PSIONIC COMBAT PENALTY (5): The psypher uses the wild talent's MTHAC0 table.

SLOW ADVANCEMENT (5): Upon reaching a level up, this psypher receives fewer PSPs. If a variable rate is used, this psypher instead rolls the next smaller die size. If a flat rate is used, two less PSPs are gained per level up. Regardless, a level up will always yield at least one PSP.

WEAPON RESTRICTION (5/10): As a 5 point restriction, the psypher may only

use weapons allowed to a thief. As a 10 point restriction, the psypher may only use weapons allowed to a psionist.

THE MONK

- "Very good, grasshopper. Soon it will be time for you to go." -

ABILITY REQUIREMENTS: Strength: 11 ; Dexterity: 15 ; Constitution: 13 ; Intelligence: 9 ; Wisdom: 15

PRIME REQUISITES: Dexterity; Constitution; Wisdom

RACES ALLOWED: Human (U), Half-human (12)

This monk character class is not a priest, by any stretch of the imagination. This class belongs to the Psi group (as opposed to Priest or Rogue groups). The monk is an ascetic; a loner who by discipline, devotion, and determination seeks to improve himself in body, mind, and spirit. The XP progression chart used for monks is the same as a psionist (i.e., 2,200 for level 2; 4,400 for level 3, etc).

ALIGNMENT: A monk must retain a lawful alignment because of the strict discipline his occupation requires. For every day the monk fails this restriction, he effectively loses an experience level.

WEAPONS: The monk seeks to improve himself in martial combat, and frequently by the most 'pure' form possible. Hence, monks specialize in unarmed combat. Monk characters get an additional initial weapon proficiency slot, as well as an additional slot at every fourth level, which must be spent on an unarmed combat form: punching, wrestling, and/or any of the martial arts detailed in -Combat & Tactics-. With this 'extra' art, a monk has a warrior THAC0. Monks do not suffer penalties from attacking an armed opponent, as their training specifically includes techniques to be used against armed opponents. The monk may also learn bludgeoning (type B) weapons. Monks try to become self-reliant, and so do not train in the use of edged weapons. It becomes much too easy to become reliant on the cutting power of iron and steel.

Monks have an additional ability to strike unarmed as if they were wielding a magical weapon, allowing them to damage certain creatures. The monk must invest 20 ch'i per plus in his limbs. This ch'i isn't spent, but it does have to be there. The plus does not apply to the attack roll, but it -can- apply to the damage roll if the monk spends as many points as the plus. It takes one round to "power up", after which it can be maintained with very little concentration.

-Example: Rashaar has 62 ch'i of his maximum 80. By investing 60 ch'i into his limbs, he may strike as a +3 weapon. If he were at full strength, he could strike as a +4. While no attack bonuses are granted, he can get that +3 to damage by spending 3 ch'i upon attacking. Afterward, no matter if he hits or misses, he has only 59 ch'i, and now can only strike as a +2.-

ARMOR: Monks do not wear armor for the same reason as they do not wield sharp weapons. To compensate, they train in evasive techniques. Upon attaining a level up, a monk may choose to lower his AC by 1, or his MAC by 1, with a score of 0 as the best he may get in both abilities. So if a monk lowers his AC at every level up, he'll have an AC of 0 upon attaining tenth level, and may not lower it any further. This doesn't take into account the AC bonus granted by dexterity. He may lower one or the other by 1 during character creation (i.e., upon attaining first level, lower AC or MAC by 1). They are allowed the use of magical rings, bracers, sashes

and such which improve AC and/or MAC while not hindering the monk.

PROFICIENCIES: Monks, as a psi class, have basically the same weapon and non-weapon proficiency slots as the psionicist, to be spent however s/he feels. However, monks receive an additional initial weapon proficiency slot for an unarmed combat form, and at every fourth level, they get an additional slot which also must be spent on an unarmed combat form (see the Weapon section, above). Monks have access to the general and psionicist non-weapon proficiency groups, as well as access to any physical proficiency in any other group at no extra cost (i.e., tumbling, jumping, endurance, etc., but not disguise, gaming, etc.).

SCOUTING ABILITIES: Monks receive three special physical abilities. Move Silently has a base chance of 10%. Hide in Shadows has a base chance of 5%. Climb Walls has a base chance of 20%. The monk receives 9 points at each level up to distribute among those abilities; twice that at first level.

All three work exactly like the thieving abilities, except for an expansion of Climb Walls. If the monk falls while within 5 feet of a wall/cliff/whatever, he may fall as many feet as his Climb Walls percentage without injury. He accomplishes this by touching the wall and uses the friction to slow his descent. Of course, the ability won't work if he's unconscious, unable to move, etc.

MATERIAL RESTRICTION: As an ascetic, a monk tries to rid himself of dependance upon material possessions. He donates excess money and equipment to the needy. He does not keep more than he can carry, unless he establishes a monastery. In that case, he keeps only enough money and supplies to keep the place in working order.

PSIONICS: Monks have a vastly different approach to psionics. They do not recognize the 'established' psionic disciplines, nor the distinctions of 'science' and 'devotion'. The disciplines, or 'paths', a monk has access to are Body, Movement, Sensory, and Enlightened. Relative power of the various abilities are called 'steps', of which there are 4 to each path. Prerequisites for powers also differ from the psionicist. Weaker powers such as Blink are required before gaining access to stronger powers such as Teleport (you must learn to walk before you run).

Most monk powers operate on 'self' only; rarely does a monk get access to a power which involves anything but himself. Those that do, such as Empathy, are usually restricted in some way. Monks may not learn psionic attacks, so cannot force entry. They do receive certain ways of psionically defending themselves (see the Armor section, above), though it is not what a psionicist would call a true defense.

Finally, monks are devoted to treating the body, mind, and soul as one. Throughout their physical training, for example, they learn how to throw a kick, as well as how to leap great distances. Eventually, they learn to do both in tandem, creating a leaping kick. Their mental training is similar. For all monks, using a psionic power is not exclusive. This means monks can use a psionic power and physically attack in the same round. A monk can, at any time throughout combat, for example, spend 10 ch'i and double his number of attacks (assuming he makes Accelerate's power check, of course). This ability is primarily for use with powers of the Movement path.

USING PSIONICS: Monks do have maximum and current PSP scores, though they call this inner power by a more ancient name, ch'i. Monks learn to

channel their ch'i to achieve their more spectacular effects. Through meditation, they seek to enlighten themselves, thereby increasing their ch'i. They receive the same amount of ch'i (PSP) points as a psionicist of equal level (see BETTER PSP CONFIGURATION above).

Gaining access to paths and powers is fairly simple. There are 4 paths (Body, Movement, Sensory, Enlightened), and 4 steps to each of those paths. On the character sheet, record what step each path is at (they start at 0). When choosing powers, you may only choose powers which have a step equal to or less than your current step in the path the power is in. At first level, a monk character has only one step and one power (see chart below). He may put that step toward any one of the three paths. (On the character sheet, put a 1 beside the chosen path. The other two paths have a score of 0.) Now, choose a step one power from the path in which you have the score in. Upon reaching level 2, another power is granted, but not another step. Hence, pick another step one power in that path. Upon reaching level 3, another step is granted. It may be put to any of the paths (so your path scores will now either be 2,0,0,0 or 1,1,0,0). Now remember that, when choosing a power whose step is 2 or higher, it may have a prerequisite.

-Example: Rashaar is a brand new 1st level monk. He decides to take the first step on the Movement path, so his scores are Movement:1; Body:0; Sensory:0; Enlightened:0. He now needs to decide which power he wants. It needs to be a Movement power with a step of 1. He chooses Catfall.

Upon reaching second level, Rashaar has to choose another step 1 Movement power. He chooses Spider Touch.

Rashaar has now finally achieved 3rd level. He gains another step and another power. He considers putting a step towards Sensory so he can get the Danger Sense power, but instead decides to specialize in the Movement path. His path scores are now at Movement:2; Body:0; Sensory:0; Enlightened:0. For his new power, he wants TK flight, but cannot take it because he doesn't already possess Levitate. He settles for Accelerate. He'll probably learn Levitate at 4th level, since he'll have to wait until 5th level for Danger Sense, when he gains another step.-

SAVE BONUS: Monks, due to their knowledge, control, and general fitness of their bodies and minds, receive a bonus of +2 to all saving throws versus poison, paralyzation, and death magic.

FOLLOWERS: At 9th level, the master monk may establish his own monastery and attract grasshoppers - er, beginning monks. His ascetic restriction is somewhat lifted, as he may keep enough money and supplies to run the monastery, though not at a profit. A possible exception would be the monastery's library, a vast storehouse of ancient knowledge and wisdom.

CREATING TECHNIQUES AND PATHS: Upon attaining 9th level, a master monk may create a new technique. Once the player and DM have settled upon the new power's path, step, prerequisites, and normal power statistics and effects, and the monk meets those requirements, the monk may begin to create it. It takes as many months as the power's step of study and experimentation, after which a Technique Check is rolled. A Technique check is an MTHAC0 roll against the power's MAC with a to-hit penalty equal to the power's step. Failure indicates another week of study and experimentation.

Upon attaining 17th level, one is now a grandmaster monk, and may create a new path. It takes six months of uninterrupted study, after which a successful MTHAC0 attack roll against MAC 0 indicates he is finished. Failure indicates another month of study and experimentation. The path may

contain old powers in a different order, new powers, and variations of old powers. The grandmaster monk may not have all the powers in his new path - especially if he has not created them yet - but old powers, including variations, that he has from other paths he does possess.

SCRIBE SCROLLS: Upon attaining 12th level, a master monk may scribe technique scrolls. A technique scroll contains all the knowledge of a single power. Another monk can study one of these scrolls to learn that technique, assuming he has all the necessary requirements (path, step, power prerequisites). Scribing a technique requires a week of uninterrupted study followed by a Technique Check (see above). Failure indicates one must start over.

Learning a technique from a scroll is similar. Assuming he meets the requirements of the technique, the monk may begin. It takes a month of uninterrupted study and practice, followed by a Technique check (see above). If the check fails, another one may be attempted after another week of study.

Upon attaining 17th level, one is now a grandmaster monk, and may scribe a path scroll. It contains the basic tenets, beliefs, and ideology so the reader of the scroll may gain access to the new path. It is assumed that the writer also writes technique scrolls for the new path. Learning a new path from a scroll takes three months of uninterrupted study followed by an MTHACO roll against MAC 0. Failure requires another month of study after which the check may be rerolled. The DM may adjust the MAC score based upon the difficulty of the path. Know that once success is attained, it only makes it possible to learn powers within that path; learning the path itself does not confer any powers.

Monk's Abilities per Experience Level																				
XP Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
MTHACO	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Steps	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10
Powers	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

CLASS BREAKDOWN

Monks get 40 character points for purchasing class abilities. Normally, these points are spent on Access to Paths (20), Climb Walls (5), Followers (5), Hide in Shadows (5), Move Silently (5), Saving Throw Bonus (5), and the restriction Ascetic (-5).

ACCESS TO PATHS (5+): It costs 5 points per path to which the monk has access. For example, if the monk wanted access to 2 paths, it would cost 10 character points. The standard monk purchases 4 paths for 20 points. Many paths are school or monastary specific. This is caused by a Grandmaster Monk establishing his school and teaching his favored powers. Such a path still has some overall theme to it, and the path is usually named after the grandmaster who created it.

AFFINITY FOR PSIONICS (5+): For every 5 points, the monk with this talent has access to paths and steps as if he were one level higher, to a maximum of 3 levels higher as a 15 point talent. For example, a 1st level monk with this 10 point talent has 2 steps and 3 powers. MTHACO and ch'i remain

unchanged.

CLIMB WALLS (5): The monk may climb walls as a thief. If the monk falls, and is within 5 feet of a wall/cliff, he may use the wall to slow his fall - thereby escaping injury - for as many feet as the ability's percentage. This ability is 20% initially, and yields 3 allocatable points per level up for his scouting abilities.

COMBAT BONUS (5/10): A monk with this 5 point ability uses the priest's THAC0 table for weapons. As a 10 point ability, the monk uses the warrior THAC0 for weapons. Unarmed combat always has warrior THAC0.

DETECT NOISE (5): The monk may detect noise as a thief. This ability is 15% initially, and yields 3 allocatable points per level up for his scouting abilities.

FAST ADVANCEMENT (5): Upon reaching a level up, this monk receives extra ch'i. If a variable rate is used, this monk instead rolls the next larger die size. If a flat rate is used, two extra ch'i points are gained per level up.

FOLLOWERS (5/10): By purchasing this skill, a monk can gain followers if he builds a monastery and is at least 9th level. If this is purchased as a 10 point ability, the monk can attract followers whenever he establishes a monastery, regardless of level.

HIDE IN SHADOWS (5): The monk may hide in the shadows as a thief. This ability is 5% initially, and yields 3 allocatable points per level up for his scouting abilities.

HIT DIE BONUS (10): Monks with this ability use 1d8 to determine their hit points instead of 1d6.

MOVE SILENTLY (5): The monk may move silently as a thief. This ability is 10% initially, and yields 3 allocatable points per level up for his scouting abilities.

PATH SPECIALIZATION (5): The monk may specialize in a path, gaining a +2 to MTHAC0 for that path, and a -1 to MTHAC0 for all other paths.

PSIONIC DEFENSES (5): Monks who purchase this ability may slot psionic defenses as proficiencies. The cost of each proficiency must be met in addition.

SAVING THROW BONUS (5): Monks with this ability gain a +2 bonus to all saving throws vs poison, paralyzation, and death magic.

READ LANGUAGES (5): The monk may read unfamiliar languages as a thief. This ability is 5% initially, and yields 3 allocatable points per level up for his scouting abilities.

WARRIOR EXCEPTIONAL STRENGTH BONUS (5): A monk with this ability may roll for exceptional strength if his strength score is 18.

WARRIOR HIT POINT BONUS (5): A monk with this ability can enjoy the benefits of a high Con score as if he were a fighter. For example, a monk with Con 18 would gain 4 bonus hp instead of 2.

WEAPON SPECIALIZATION (15): The monk can specialize in a particular weapon. The character point cost for gaining proficiency and specialization in the weapon must be met in addition.

OPTIONAL RESTRICTIONS

ASCETIC (5): The monk lives a spartan life, donating excess money and equipment to the needy. He cannot keep more than he can carry, unless he has an established monastery, in which he will keep only enough to keep it running.

COMBAT PENALTY (5/10/15): As a 5 point restriction, the monk uses priest THAC0 for unarmed combat. As a 10 point restriction, the monk uses wizard THAC0 for weapons. As a 15 point restriction, both apply.

LIMITED ITEM POSSESSION (5): This monk never keeps more than 5 magic and psionic items, total.

LIMITED MAGICAL ITEM USE (5+): A monk with this restriction cannot use certain categories of magical items. For each barred category, he receives 5 points. The categories are: potions/oils/scrolls;

rings/rods/staves/wands/miscellaneous; weapons/armor.

LIMITED PSIONIC ITEM USE (5): Due to the monk's peculiar nature, he cannot create or use psionic items. He may not learn Empower.

SLOW ADVANCEMENT (5): Upon reaching a level up, this monk receives fewer ch'i. If a variable rate is used, this monk instead rolls the next smaller die size. If a flat rate is used, two less ch'i are gained per level up. Regardless, a level up will always yield at least one ch'i.

WEAPON RESTRICTION (5/10): As a 5 point restriction, the monk may only use weapons allowed to a mage. As a 10 point restriction, the monk cannot use any weapons. Neither have any effect upon his unarmed combat abilities.

NEW DISCIPLINES

- "All one needs is a little discipline." -

The metapsionics discipline is reprinted for those of us who want to keep it. A subdiscipline entitled Stealth has been put together from the Telepathy discipline for a good reference for which powers do not catch a victim's attention. How the listing is used is up to the DM. Finally, the 4 main paths for the monk are also listed, with power prerequisites in parentheses.

Movement Path			
Step 1	Step 2	Step 3	Step 4
Catfall	Accelerate	Probability Travel (Dimension Walk (Astral Projection))	Shadow Walk (Dimension Walk)
Immovability	Blink	Shadow Walk	Plane Shift (Probability Travel)
Levitate	Time Dilation (T/S Anchor)	Teleport (Blink)	Time Travel (Time Shift)
Spider Touch	TK Flight (Levitate)	Time Shift (Time Dilation)	
Time/Space Anchor	Astral Projection	Phase	

Body Path			
Step 1	Step 2	Step 3	Step 4
Adrenaline Control	Body Equilibrium	Chameleon Power (Alter Features)	Body Control
Alter Features	Expansion	Regenerate	Metamorphosis
Biofeedback	Flesh Armor	Ectoplasmic Form (Body Equilibrium)	Shadow-form (Ectoplasmic Form)
Enhanced Strength	Cell Adjustment	Suspend Animation (Complete Healing)	Mind Over Body
Mind Over Body	Reduction		
Photosynthesis			

Sensory Path			
Step 1	Step 2	Step 3	Step 4
All-round Vision	Empathy	Safe Path (Danger Sense)	Clairaudience (Truthhear)

Conceal Thoughts	Cognitive Trance	See Ethereal	Clairvoyance (All-round Vision)
Danger Sense	Life Detection	Sensitivity to Psychic Impressions	Precognition (Cognitive Trance)
Heighten Senses	Mind Bar (Conceal Thoughts)	Spirit Sense (Life Detection)	
Fighting Trance	Poison Sense (Danger Sense)	Aura Sight (Empathy)	
Truthhear	See Magic		

Enlightened Path

Step 1	Step 2	Step 3	Step 4
Enhancement	Cannibalize	Convergence	Appraise (Retrospection)
Intensify	Gird (Prolong)	Kikkoken (Psychic Blade)	Subjective Reality
Magnify	Psychic Blade (Intensify)	Retrospection	
Prolong	Splice		
Iron Will			

Metapsionics Discipline

Sciences	Devotions		
Appraise	Cannibalize	Martial Trance	Retrospection
Aura Alteration	Cognitive Trance	Probability Manip.	Splice
Empower	Convergence	Prolong	Stasis Field
Psychic Clone	Enhancement	Psionic Inflation	Wrench
Psychic Surgery	Fighting Trance	Psionic Sense	
Split Personality	Gird	Psionic Vampirism	
Subjective Reality	Intensify	Psychic Blade	
Suppress Magic	Iron Will	Psychic Drain	
Ultrablast	Magnify	Receptable	

Stealth Subdiscipline (Telepathy)

Sciences	Devotions		
Fate Link*	Amnesia*	Awe	Contact*
Hallucination	Daydream	ESP*	False Sensory Input*
Superior Invisibility	Invisibility	Post-Hypnotic Suggestion	Send Thoughts*
Y	Sensory Suppression*	Telepathic Projection*	

* Power check penalty for stealth use

NEW POWERS

- "Whoa! What the hell was that?!" -

Some of these powers have been converted from the original Psionics Net Book, so may look kinda familiar. PSP Costs are for normal usage. If initialization of a power fails, the cost is half the listed PSP Cost, round down.

ANIMATE TATTOO

Disciplines: Psychometabolism [d]
MAC: 10
PSP Cost: 1/round
Range: touch
Area of Effect: individual
Prerequisites: none

This cosmetic power allows a psionist to create and animate skin designs on himself or others.

ANIMATE WATER

Disciplines: Telekinesis [d]
MAC: 7
PSP Cost: 3/round
Range: 50 yards
Area of Effect: 200 lbs.
Prerequisites: Telekinesis

This power brings liquids "to life". Besides making useful shapes, such as a chair or boat, attacks can be made, as a creature with a MV of 12 and a THAC0 equal to the psionist's MTHAC0. The creature has an effective strength equal to the psionist's Intelligence, and does a base of 1d6 points of damage.

CONTACT

Disciplines: Telepathy [d]
MAC: equal to target's MAC
PSP: variable / half
Range: variable
Area of Effect: individual
Prerequisites: none

If the DM wishes, he may reserve Contact's special abilities - Stealth, Life Order, Distance - for a power version. If so, then the contact proficiency is a special case of the contact power.

The PSP cost is equal to the MTHAC0 penalties from the chart(s), except in the case of Stealth, which has its own costs and such. If one tried to contact a particular aarockra who's 10 miles away, the total MTHAC0 penalty (and PSP cost) would be 3 (bird) + 3 (10 miles) = 6. Contacting this aarockra involves rolling your MTHAC0 (with a -6 penalty) against this aarockra's MAC, and costs 6 PSPs per round to maintain.

CRYSTAL MIND

Disciplines: Telepathy [d]
MAC: 4
PSP Cost: 6 per round
Range: 0
Area of Effect: personal
Prerequisites: 10th level

While Crystal Mind is maintained, a psionic can initiate two powers per round instead of one. Psionic attacks and defenses do not count as a power for this purpose. Crystal Mind covers itself, so it can be initiated and maintained simultaneously with another power.

DEFILE DEFLECTION

Disciplines: Metapsionics [s], Psychokinetic [s]

MAC: 5
PSP Cost: 5 per round
Range: 60 yards
Area of Effect: one creature/item
Prerequisites: none

This power creates a sort of bubble around the affected creature which blocks the life-drain from defiling magic. While the power is maintained, a being on one side of the bubble attempting to use defiling magic can only draw upon what on that side of the bubble with him, including himself. In that case, the defiler loses twice as many hit points as the level of the spell cast.

EJECTION
Disciplines: Telepathic [s]
MAC: 8
PSP: 1 / 0
Range: 0
Area of Effect: personal
Prerequisites: none

Ejection is the final defense against unwanted contact. Once a psionic has contact with another psionic's mind, the contactee can, assuming he still has PSPs, eject the other. There are four instances in which a psionic may be contacted but still have PSPs. One, the opponent scored a critical hit, gaining early contact. Two, the opponent contacted stealthily, but has since been found out. Three, the contactee has since gained PSPs, such as through the use of a receptacle. Finally, the contactee may have dropped his defenses, allowing the opponent to contact him, for the specific purpose of ejecting him again. This gutsy maneuver is usually only used against a less-skilled adversary.

Ejection is risky for both participants. If the power succeeds, then both the user and the opponent must save vs. paralyzation or suffer side effects. If a save fails, use the number on the saving throw die to find the effect. Notice that, the higher-level a character is, the lower the save must be, and so the lesser the effect of ejection. This is one instance where the OPTIONAL RULE: HIGH LEVEL SAVING THROW MODIFIERS can come into play.

- 1 Lose 1d4 additional PSPs
- 2 Lose access to a randomly determined devotion for 1d10 hours
- 3 Lose 1d6 additional PSPs
- 4 Lose 1d4 hit points
- 5 Lose access to a randomly determined science for 1d10 hours
- 6 Lose 1d8 additional PSPs
- 7 Lose 1d6 hit points
- 8 Lose access to all sciences for 1d10 hours
- 9 Lose 1d10 additional PSPs
- 10 Lose 1d8 hit points
- 11 Lose access to a randomly determined discipline for 1d10 hours
- 12 Lose 1d10+10 additional PSPs
- 13 Lose 1d10 hit points
- 14 Lose 1 point of Constitution for one week
- 15 Lose access to all psionic powers for 1d10 hours
- 16 Lose 1 point of Intelligence for one week
- 17 Lose 1d10+10 hit points
- 18 Lose 1 point of Wisdom for one week
- 19 Lose consciousness for 1d10 days -Example: Thurak is an evil 2nd level psionicist, and his master Brok is an evil 17th level psionicist. Thurak tries to stealthily enter his master's mind to see if Brok killed

Thurak's parents. Brok detects the attempt, but lets Thurak in anyway, determined to teach him a lesson. While Thurak is exploring Brok's memories, Brok himself appears to Thurak in the mindscape, and tells Thurak to mind his own business if he knows what's good for him. Brok then uses the Ejection power.

Brok's save vs paralysis is 9, so the worst effect he could suffer from ejection is losing access to all sciences for a few hours. Thruak's save vs. paralysis is 13, so the most extreme effect he could suffer from ejection is losing 1d10+10 PSPs (or, just under that, losing access to a discipline for a few hours). If the high level saving throw modifiers rule is used, Brok's save is 7, while Thurak's jumps to 16.-

-Optional Rule-: Ejection may be used as a proficiency in a manner similar to contact. Even non-psionic characters could slot it. If an effect from the chart does not apply, use the next most severe effect that does apply.

ENERGY ASSIMILATION

Disciplines: Psychometabolism [s]

MAC: 5

PSP Cost: 3+

Range: 0

Area of Effect: personal

Prerequisites: Energy Containment OR Kinetic Control

This power enables a psionist to safely convert energy absorbed from the prerequisite powers into hit points by sending the energy through his natural healing mechanisms. For every 3 PSPs spent, 5 of those stored damage points can be converted into 1 hit point.

EXUDE MAGIC

Disciplines: Metapsionic [d], Psychokinetic [d]

MAC: 10

PSP: 1+ / 1+ per turn

Range/Area Of Effect: Self

Prerequisites: none

Allows a psi to power a spelljamming helm. PSP cost is 1/turn for a minor helm or 2/turn for a major helm. One PSP per turn *can* be spent while on a major helm, in which case it acts as if it were a minor helm. Power will work even within a Dispel Magic area, though the PSP cost is doubled.

This power has a few side effects. The psi will glow if Detect Magic is cast on him or he is within the area of effect. It will disrupt magical experiments and spells which call for magical 'purity' in the area, such as the Identify spell or the process of creating a magical item. In wild magic zones, it can cause mild wild surges. As far as the everyday mage is concerned, this power is similar to Nystul's Magical Aura.

KIKKOKEN

Disciplines: Enlightened [3]

MAC: 4

PSP Cost: 4+/2+

Range: (Intelligence) yards

Area Of Effect: one creature or item

Prerequisites: Psychic Blade

Kikkoken is an ancient word meaning "energy from the palm". Using this power, a monk may channel his ch'i externally into a fiery projectile, capable of igniting combustible materials. A THACO roll against the opponent's physical AC is needed for the attack to connect. To-hit bonuses

come from dexterity's missile attack adjustment. Base damage equals 1d4 plus the magical attack adjustment (from the wisdom chart). For every 2 additional ch'i points spent, the die size increases by 1, up to a maximum of 1d12 for spending a total of 12 ch'i. As an example, if a monk spends 8 ch'i on one use of kikkoken, the damage is 1d8, plus any damage bonuses granted by wisdom. Note that psionicists may not learn this power.

KINETIC WAVE

Disciplines: Psychokinetic [s]

MAC: 4

PSP Cost: 15

Range: 30 yds

Area of Effect: Cone, 30 yards long, 5 yard width

Prerequisites: Project Force, Telekinesis

The power of Kinetic Wave allows a psionicist to assault his foes with a telekinetic blast. All beings in this area are subject to 1d10 points of damage and must save vs death or be knocked prone.

LEVITATE OTHER

Disciplines: Telekinesis [d]

MAC: 5

PSP Cost: 1/10 lbs.

Range: 30 yards

Area of Effect: one item/creature

Prerequisites: Levitate

This power allows the levitation of other people and objects. It is more cost-efficient than TK, though horizontal movement is not possible. It resembles Levitate in all other ways.

MASS DRIVER

Disciplines: Psychokinetic [d]

MAC: 7

PSP Cost: 3/1 per missile

Range: touch

Area of Effect: 1+ missiles

Prerequisites: Telekinesis

Knowledge of the Mass Driver skill allows the psionicist to temporarily add velocity to missile type weapons. These weapons should normally be fired immediately after preparation, but they can be held in an excited state for 1 psp per held missile. A Mass Driven missile inflicts double dice of its usual damage.

PARALYZE

Disciplines: Telepathy [d]

MAC: 5

PSP cost: 2/1 per round per person

Range: 40 yards

Area of Effect: one victim

Prerequisites: Mindlink

This telepathic ability allows a psi to reach into an opponents mind and numb certain voluntary muscle groups. Any limb of choice can be chosen when the power works, and a new limb can be affected each round the power is maintained. The DM can use pre-existing rules for numbed limbs from the Complete Fighter's Handbook:

- * 1 arm- drops shield, cannot attack with that arm
- * 2 arms- spellcasting and weapon attacks impossible

- * 1 leg- half speed, Dexterity penalized
- * 2 legs- falls prone, cannot stand
- * head/neck- cannot see or talk effectively

PLANE SHIFT

Disciplines: Psychoportive [s]
 MAC: 2
 PSP Cost: 20,30
 Range: touch
 Area of Effect: individual
 Prerequisites: Probability Travel

This power allows the psionicist to travel to different planes of existence. Traveling between the Prime Material plane and either the Astral Plane or the Ethereal plane costs 20 PSPs per person. Traveling between the Outer Planes and the Astral costs 30 PSPs, as does traveling between the Inner Planes and the Ethereal. To travel from an Inner Plane to an Outer (or vice-versa) costs a total of 100 PSPs. The DM may disallow this power as it is for use with the PLANESCAPE campaign setting.

PORTRAIT READING

Disciplines: Clairsentient [s]
 MAC: 7
 PSP Cost: 12
 Range: 1 yard
 Area of Effect: one person
 Prerequisites: none

This power allows the psionicist to learn more about a person by studying a portrait or picture of the person. Actually looking at the person gives a +1 MTHAC0 bonus. The information gained is listed on the chart. A result on the table is cumulative with the results for lesser Power Checks.

Power Check Result	Power Check Result	Power Check Result	Power Check Result
1	age, sex, race	5-6	main profession
2-3	name	7-9	current location
4	alignment	10+	current action/situation

SUSPEND AGING

Disciplines: Psychometabolism [d]
 MAC: 7
 PSP Cost: 3/hour
 Range: touch
 Area of Effect: individual
 Prerequisites: Aging

This power allows the psionicist to stop the aging process in himself or others he maintains physical contact with. Suspend Aging is particularly useful for long-time inhabitants of the Astral Plane who need to visit another plane.

TIME SHIFT OTHER

Disciplines: Psychoportation [d]
 MAC: 5
 PSP Cost: 10,20,30
 Range: 30 yds
 Area of Effect: One creature
 Prerequisite: Time Shift

This is the use of the power Time Shift, but upon another. The user can blink a foe (or any other being) forward into time by one to three rounds,

depending upon the PSP cost. If used successfully, the being affected loses those rounds of action, as it vanishes from the timestream. This loss of action is disorienting, as the being sees nothing that transpires while it is away.

TK SUMMON
Disciplines: Telekinesis [d]
MAC: 9
PSP Cost: 3+
Range: 30 yards
Area of Effect: one item
Prerequisites: Telekinesis

This power telekinetically snatches an item and brings it to the psionist's hand within the round it was summoned. It has the same variable PSP cost as TK, but this power is not maintainable.

WOODEN
Disciplines: Psychometabolism [d]
MAC: 8
PSP Cost: 3 per round
Range: 0
Area of Effect: personal
Prerequisites: none

A psi using the devotion of Wooden has learned to lace his epidermis with cellulose, effectively lowering his AC by 3 points, This armor also reduces damage taken by one point per hit taken to a minimum of 1 point. This plant based armor interacts with defiling magic in a strange way. Because it is fueled by an animal source it supplies much more energy than normal (each spell level only drains one hit point). If the spell is fed in this manner it does not harm the land. The armor continually regenerates its effectiveness (not hp) as long as it is maintained.

NEW MONSTERS

- "Giving new meaning to the term 'brain food'" -

Herein are presented new psionic creatures and plants. For creatures who need a MAC but do not have one listed, then assume a MAC of 9 for Average intelligence, minus one for every category displaced from Average. If the creature is psionic, then lower the MAC further by 1d4-1 points. Finally, roll 1d3 for a variance of +1, +0, or -1.

PSIONIC NAGA

CLIMATE/TERRAIN: mountain; any land
FREQUENCY: rare
ORGANIZATION: solitary
ACTIVITY CYCLE: day
DIET: omnivore
INTELLIGENCE: Highly (13)
TREASURE: X
ALIGNMENT: any non-chaotic

#/APPEARING: 1 - 2
AC: 7
MV: 12

HD: 13 - 2
THACO: 9
#/ATTACKS: 1
DMG/ATTACK: 1d4
SPECIAL ATTACKS: psionics; breath weapon
SPECIAL DEFENSES: psionics
MR: 20%
SIZE: L (12' long)
MORALE: Elite (14)
XP VALUE: 9,000
MTHACO: 8
MAC: 2

PSIONICS SUMMARY

Level 13; Dis 4/Sci 7/Dev 18; Attack/Defense:any/any; PSPs: 200+
PSYCHOKINESIS: -Sciences-: TK*, any 2; -Devotions-: Molecular Agitation*,
Ballistic Attack*, Soften, Molecular Manipulation, Animate Object,
Inertial Barrier, Control Body, Deflect
TELEPATHY: -Sciences-: Mindlink*, Domination; -Devotions-: any 3
PSYCHOMETABOLISM: -Sciences-: any 1; -Devotions-: Body Weaponry*, Cell
Adjustment*, Heighten Senses
METAPSIONICS: -Sciences-: Psychic Surgery, Split Personality; -Devotions-:
Splice, Gird, Receptable, Intensify
* all psionic nagas have this power

APPEARANCE: Psionic nagas, snakes with human heads, are warm-blooded and have a dazzling display of color on their scales. Their eye and hair color usually match their scale colors. Many are two-tone and in the blue spectrum: blue, green, and purple are common, though occasionally red is known.

COMBAT: Naga often set traps to snare trespassers. Their telepathic powers and breath weapon are first used in a fight, followed by their formidable psychokinetic and psychometabolic powers for melee. They can tail lash for 1d4 points of damage, and on a damage roll of 4 score a knockdown. They have been known to use the tail lash in conjunction with the Body Weaponry power. The breath weapon is a 12 hit die cloud of sleep gas. It may be used once per turn.

HABITAT/SOCIETY: Psionic nagas live mostly solitary lives, foraging over a small area. They favor caves, aka 'mountain retreats', for homes. The sexes are distinguishable by their facial features, though young naga have snake heads until a painful molting process at puberty. Psionic nagas spend much of their time in meditation, exploring their inner space, but are still conscious of their environment.

ECOLOGY: While nagas do not produce trade goods, their lives span many human generations and they keep a detailed oral history, so they are good sources of information. They are often protectors of treasures or artifacts, especially psionic ones. Psionic nagas have been known to join adventuring parties looking for 'insight'.

VARIANTS: Guardian, water, spirit, and dark nagas are detailed in the Monstrous Manual.

METROID

CLIMATE/TERRAIN: wildspace/subterranean/sky
FREQUENCY: uncommon
ORGANIZATION: flock
ACTIVITY CYCLE: any/any/night
DIET: life energy
INTELLIGENCE: Low (5 - 7)
TREASURE: nil

ALIGNMENT: neutral

#/APPEARING: 2 - 8

AC: 7

MV: Fl 18 (B)

HD: 8+

THACO: 14

#/ATTACKS: 1

DMG/ATTACK: 1d8

SPECIAL ATTACKS: life drain; hold

SPECIAL DEFENSES: see below

MR: nil

SIZE: M+

MORALE: Steady (11)

XP VALUE: 2,000

MAC: 4

APPEARANCE: A distant relative of jellies, metroids are mostly clear, except for the 6 inch teeth and three inner stalks. They move via telekinetic flight. They have a distinctive squeak, and emit flashes of green light.

COMBAT: When metroids attack, the victim is held within its body via the teeth and feeds by sucking hit points which are added to its own total, going up to an absolute maximum of 16 HD. A held character can only attack with a size S weapon while held. The hold can be broken by a strength check at half, or by doing damage to it equal to a fourth of its maximum. During the initial attack, metroids will hold whatever seems to be the biggest threat. A metroid will help another if feasible. Metroids take double damage from cold-based attacks.

HABITAT/SOCIETY: Little is known about the origins of the metroids. They do not require air or water to survive, nor do these elements seem to affect them much. They seem to have some intelligenece; their language of squeaks and light flashes can convey basic emotions.

It is believed they reproduce asexually. The more life energy a metroid absorbs, the larger it becomes, sometimes up to fifteen feet cubed! Upon attaining this size, it is thought it divides itself.

ECOLOGY: The aftermath of a metroid attack is a ship (or area) full of upright corpses, still in their positions of death. The fragile bodies are an ashen brown color, and crumble to dust at a touch. Metroid stalks can be used in the manufacture of rings of -vampiric regeneration- or -catalyst - or similar life-draining items.

VARIANTS: One metroid in twenty has the innate power -energy containment-, rendering it immune to most energy attacks. These are worth an additional 1,000 XP.

PSYCKLE PLANT

APPEARANCE: The psyckle plant is a blue-gray spikey-shaped plant which grows to about two and a half feet high.

ECOLOGY: The psyckle plant constantly radiates a psionic dampening effect similar to Synaptic Static. Why this is so is presently unknown.

PSIONIC ITEMS

-"Well Detect Magic doesn't register anything!"-

ANIMATED CLOAK: This fine cloak has a varient TK science Animate Self

within it. It is empathic, sensing its wearer's needs. Its sole ability is moving itself as if it were alive (well, it is). But this innocuous power manifests itself in useful ways. It can fan out and act as a parachute of sorts if its wearer falls. It can bother opponents in melee, either by blocking vision or wrapping its hem around an ankle and yanking. Most importantly, it can give quite a dramatic performance, fanning out in front of someone its wearer wishes to intimidate, or rippling in the wind, when there is no wind.

PSIJAMMING HELM: psijammer helm creation, for Spelljammer campaign, or simply for the technologically-minded. Requires at least 3 psionics, one a Psychokineticist, another a Telepath, the last a Metapsionics. All must have the power Convergence, and all must be at least 10th level. Details later.

RINGS OF PROTECTION: The bonus to AC and saving throws granted by a ring of protection also applies to the wearer's MAC.

CREDITS

- "How many light bulbs does it take to change a psionics?" -

MICHAEL SCOTT BROWN<MIKEYB@EULER.ME.BERKELEY.EDU> AND STEVEN COX<SLIGHT@BEV.NET>: Their original document<<http://www.screenplayer.com/slight>> started this net book; it included simple fixes to psychic attacks and defenses, a draft copy of the breakdown of the psionics character class, the 'Getting in Touch' and 'High Level Saving Throw' optional rules, and a few other things too numerous to mention. Pscion would like to personally thank them both for being there to bounce ideas off of.

BILL SLAVICSEK, DALE DONOVAN, AND KEVIN MELKA, OF TSR: The Official fixes to the psionics attacks, early contact due to critical hit, quick MACs for monsters, and a few other odds & ends. Never give up the fight for psionics, guys!

BRI MCD<Djoser@brown.edu>: Sub-disciplines!

OSCAR MORALES<ghaele@redestb.es>: The Variant System (presented in Appendix), as well as general idea-bouncing.

ARTHUR H<arthurh@utah-inter.net>: The tangents-in-a-row optional rule.

RICHARD BLACK: "Time limit" optional rule for Stealth Contact.

ALAN KOHLER: Active psionics defenses, and general idea-bouncing.

INCUBUS: Some new powers!

MANFRED SPRAUL<masp0008@stud.uni-sb.de>: Several little fixes to the Monk class, plus the idea of the Body path.

OSGOOD: PSP recovery based upon Mental activity.

CHRIS KUNKEL<Nibenay495@aol.com>: Different-race contact penalties for non-humanoid psionics.

APPENDIX 1: VARIANT SYSTEM

- "Brought to you by the Saturday Evening God" -

I trimmed this snippet down to the essential idea, both to emphasize the point, and so one could do psionics combat as they please. I intend to use this system for the Psychic character class, as it fits quite nicely.

* Power Checks: Using the same mechanic as S&P's proficiencies, psionics

powers have a initial score which is the number to roll equal to or below on a 1d20. Use the listed MAC as the power's initial score. PSP costs are as in S&P. The Relevant Attribute for each power is the attribute listed in the CPH's Power Score heading (example: Catfall's relevant attribute is Dexterity) or use the HIGH STATS & POWER CHECKS rule from above. The table shows the modifiers.

Attribute score	3	4	5	6	7	8-13	14	15	16	17	18	19-20	21-22	23-24	25	
Modifier		-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+9

Additionally, for powers with many ranges (like teleportation) when the power is acquired you only get to use it at the first range. For every point spent in it you both increase the power's base value and get access to the next power range.

* Wild talents: Use SKILLS & POWERS WILD TALENTS for character point costs to allow a character such powers. They may also spend their regular character points to increase their power scores, similar to the psionicist (which follows).

* Psionicists: use the progression table in the CPH. At each XP level, a psionicist receives points equal to half his new level (round up). He can increase the base value of any one of his powers on a point-for-point basis (maximum 2 points per level). He can increase the base value of a power by five if he relearns a power. The maximum base value of all powers is 16.

-EXAMPLE: Marastad of Nibenay is a psychoportator. He's got Con 16, Int 17 and Wis 17. He acquired teleportation at first level, and initially his score was 9 (base value) +4 (Intelligence modifier)=13. He could only teleport up to 10 yards. Many levels later, he went to live to Tyr and trained his power so he could teleport back and forth to Nibenay. By then he had spent 5 points, so he had a score of 14 (base value +4) +4 (Intelligence modifier)=18. To teleport to Nibenay he will have to roll under 14 (18-4, the up to 1000 miles modifier for teleport) and spend 50 PSPs.

Marastad also gets flesh armor later in his career, for enhanced defense against physical attacks. As he's not willing to spend many points in the power, he just spends two additional ones. He then has a power score of 6+2 (base score + 2 points) +3 (constitution modifier)=11. Additionally, the maximum result he can get is AC 7 (only spent two points) unless he gets a power score, which would get him AC 6.

Marastad also got invincible foes, and hasn't spend any points on it. He can use the full power (no ranges), but also has a power score of 8+4=12, which doesn't make for a very reliable power.-

APPENDIX 2: CONVERTING BETWEEN SYSTEMS

-All that is comes from the mind; it is based on the mind, it is fashioned by the mind-

TO CONVERT POWER SCORES FROM THE OLD TO THE NEW SYSTEM, find the Power Check modifier in the old power description (It's the number added to the attribute to find the power score.). Find the MAC from the chart. Now, look at the Characteristics list. For every criteria the power meets under Difficult Powers, lower the MAC by 1. For every criteria the power meets under Easier Powers, raise the MAC by 1. No power may have a MAC higher than 10. If the Metapsionic discipline isn't used, Metapsionic powers should be placed into a preexisting discipline via DM discretion.

TO CONVERT POWER SCORES FROM THE NEW TO THE OLD SYSTEM, apply modifiers

from the Characteristics list to the modifier. Then find the result on chart for the MAC. If there are two, use the higher number (ie, -2 for MAC 6). Now, the relevant ability comes from the discipline in which the power is in. If the power affects any characteristics of other powers (range, duration, power check, etc.) or the PSP max score, then place it into the Metapsionics discipline.

MAC 10 9 8 7 6 5 4 3
Modifier +2 +1 0 -1 -2, -3 -4, -5 -6, -7 -8

CHARACTERISTICS OF DIFFICULT POWERS: Belongs to Psychoportive or Metapsionic disciplines; Relevant attribute is Str, Dex, or Chs

CHARACTERISTICS OF EASIER POWERS: Belongs to Clairsentient discipline, Relevant attribute is Wis

APPENDIX 3: MENTAL HIT POINTS

- "Ouch! There go the piano lessons! Ouch! I can't remember my dad!" -

MHP: Mental Hit Points, the psionic equivalent to hit points.

MHD: Mental Hit Die, the psionic equivalent to a character class's Hit Die type.

CALCULATING A CHARACTER CLASS'S MHD TYPE: Start with a base of 1d4. If Intelligence is an Ability Requirement for the class, increase the MHD size by one (i.e., 1d4 becomes 1d6). If Intelligence is also a Prime Requisite for the class, increase the MHD type again. Repeat the procedure for Wisdom. The result is the Mental Hit Die type for the class.

-Example: The psionicist class has Intelligence as an Ability Requirement, so the MHD becomes 1d6. Wisdom is an Ability Requirement, so MHD is 1d8. Wisdom is also a Prime Requisite, so the final MHD type is 1d10.-

-Example: The fighter class does not have Int. or Wis. as a requirement. Its MHD type is 1d4.-

CALCULATING A CHARACTER'S MHP MAX: Normal hit points are figured by rolling the Hit Die followed by adding a Constitution bonus (or penalty). Roll the Mental Hit Die and add any Wisdom bonus or penalty from the "Mag. Att. Adj." column.

CALCULATING A MONSTER'S MHD TYPE: Divide the creature's Intelligence by 4, round down. That is the number of times to increase the die size from 1d4.

CALCULATING A MONSTER'S MHP MAX: Roll the MHD once per HD and add the rolls (i.e., roll (HD)d(MHD)).

USING MHPS: Damage from the 5 psionic attacks is recorded against the MHP score, not the PSP score. Contact is gained when the victim's MHPs are 0. MHPs recover naturally at a rate of 1/turn.

OPTIONAL RULE: MHP RECOVERY: Instead of a flat rate of recovery, MHPs recover at a speed determined by mental activity. See PSP RECOVERY in the optional rules section.

QUESTIONS? COMMENTS? SUGGESTIONS?

- "I oughtta give you a piece of my mind..." -

Well, that's the S&P Psionics Net Book. Hopefully, you'll find it useful in some respect. I'm always working on it, updating it every two months or so. I'm pretty proud of the Psychic class, and I hope people enjoy it. It looks to be the last character class I will make for quite some time. As always, you can email me with any ideas you have. Soon I may break up the online version of the net book into various pieces because it is so huge. In other news, I've created a good HTML-to-ASCII-Text converter, so generating the text-only version of the net book is a snap. Now, I will meditate on the nature of Astral Space.

Send your deep thoughts to Pscion<pscion@geocities.com>