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Introduction

d20 Skills-n-Feats Psionics System is a comprehensive psionics system for use with the Sleeping Imperium d20 campaign setting, created by Kenneth S. Hood.

This document assumes that you are using *The Grim-n-Gritty Hit Point and Combat Rules*, by Kenneth S. Hood. These rules provide some variants that make combat much more deadly for characters and creatures in your campaign setting. They are available for free from The Sleeping Imperium web site at <http://sleepingimperium.rpghost.com>.

If you are not using the Grim-n-Gritty rules, some minor conversions may be necessary to use these psionics rules in your game. For example, all references to Defense should be converted to AC.

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The Entry Level Feat

For you to develop psionic powers in this system, you must purchase the feat, Psionic Talent. This general feat is available to all sapient species. Because the system assumes that psionics are an innate capacity of consciousness and represent a slightly higher “quantum level” of enlightenment or self-awareness, an Intelligence and Wisdom prerequisite exists for the feat. It is not possible for animals to possess psionic powers, nor may objects be imbued with psionic energy. This power derives solely from a fully sentient mind.

Psionic Talent [General]

You possess a higher “quantum level” of consciousness, allowing you to affect reality with the power of your mind.

Prerequisite: Intelligence 9+ and Wisdom 9+.

Benefit: Assuming you meet the proper prerequisites, you may develop any psionic skill as a *cross-class skill*. Also, you may purchase Psionic, Metapsionic, and Psionic Martial Arts feats.

You may select a single, *basic* psionic skill. You may use this skill untrained and regardless of your current class, you may develop this skill as a *class* skill.

Normal: Characters without Psionic Talent may not purchase psionic skills or psionics-related feats.

Basic Psionic Skills

The basic psionic skills are foundation skills that may only be purchased if you have the Psionic Talent feat. Developing these skills provide you with minor mental powers that can be enhanced with other feats or improved upon with advanced psionic skills.

Detect Minds [Wisdom; Trained Only]

Detect Minds is like “brain radar.” It lets you detect the presence of any mind within about 300 feet, though it does not permit you to scan their thoughts and emotions.

Prerequisite: Intelligence 9+, Wisdom 9+, and Psionic Talent.

Check: Detect Minds is an active psionic ability. It requires a full round action to use.

With a successful skill check against DC 15, you can sense the presence of all minds within a 100 feet radius, centered on you. The detection ignores all barriers, though some exotic force fields, magical effects, and psionic effects may block it.

You know the direction towards and distance from each mind within your area of effect. You can tell the difference between animal and sapient minds.

As long as you *concentrate* on maintaining the detection field, you can perceive all minds entering and leaving your area of effect. You may track their movements.

Each round you maintain the detection field, you may attempt to identify a single mind (one per round). This requires a skill check against DC 20. If you identify the mind, you can determine its relative mental power (e.g., “This individual seems to have a much more powerful mind than you do.”) and can recognize it, as you would a face. You may also sense whether or not that mind is psionic. (Minds with whom you are familiar, such as a pet or friend, require no skill check to identify – unless they are using Hide Mind to obscure their presence.)

If you cease concentrating, you must expend another full round action and perform a successful skill check to reactivate the power.

Once you have detected and identified a mind, you can attempt to contact or control it via Empathy, Influence Mind, or Telepathy. Only these skills and psionic feats based on these skills may be used while you concentrate on detecting minds. A –2 penalty is applied to all skill checks with these powers if you use them while concentrating on detection. (Detecting a mind counts as having Line of Sight for the aforementioned powers.)

Retry: If you fail to activate this power, you cannot use it again for another minute (10 rounds).

Against Hide Mind: If an individual with Hide Mind is within your detection radius, you must perform an opposed skill check to sense them. (This check is separate from the skill check to activate Detect Minds.) If you succeed, you can sense the presence of that

person for one minute. A minute later, you have to roll again.

If you attempt to identify a mind that is protected by Hide Mind, you roll a Detect Minds skill check opposed by the target’s Hide Mind. If you roll higher than DC 15 and your opponent’s result, you identify the mind. If not, you cannot attempt to identify that mind again for one hour.

Your referee should perform this roll in secret and inform of the person’s presence if the roll succeeds.

Detect Minds Example . . .

Jack has a Detect Minds rank of +18.

He stands outside a small, dilapidated building. Inside the building is a genius poet with Hide Mind +8 and two cats. Before Jack enters the building, he decides to scan it for the presence of thinking beings.

Jack succeeds in his Detect Minds skill check. He can now sense the presence of minds within 100’ for as long as he concentrates.

Since the genius poet has Hide Mind, the referee performs a secret opposed skill check using Jack’s Detect Minds against the poet’s Hide Minds. Jack handily wins the check. For one minute, he can sense the poet’s mind.

Jack can sense that three minds are within the building. Two of them are animal minds. One mind is sapient. Jack can tell where each mind is located and can follow their movements.

Next round, Jack continues to concentrate. He decides to identify the sapient mind. Jack rolls Detect Minds opposed by the poet’s Hide Mind skill. Jack rolls 28. The poet rolls 25. Having won the roll, Jack identifies the poet’s mind. He knows the poet is intelligent and has strong will and creativity. Also, he knows the poet is psionic. He can recognize the poet’s mind with enough accuracy to deliver a telepathic attack.

After a minute passes, the referee performs another secret, opposed skill check between Jack’s Detect Minds and the poet’s Hide Mind. This time, the poet wins. He suddenly disappears from Jack’s perception.

Empathy [Wisdom; Trained Only]

Empathy is the ability to sense and project emotions. You can use Empathy to determine a person or animals general emotion state, giving you bonuses to interact with it. You may also use Empathy to instill an emotion in a creature, causing it to feel afraid or happy.

Prerequisite: Intelligence 9+, Wisdom 9+, and Psionic Talent.

Check: Empathy is an active psionic ability. You can perform two tasks with Empathy: *Empathic Scan* and *Instill Emotion*. The range of either ability is line of sight.

Empathic Scan: Empathic Scan allows you to detect the emotional state of a single creature, gaining insight into the target’s mood and attitude.

To perform an Empathic Scan, you must expend a full round action and make a skill check against DC 15. It is an active use of psionics.

If the roll succeeds, you receive a general description of the target’s emotional state. For example, if you met someone who thinks that you remind them of a mean-spirited ex-lover, you might receive the following impression: “The woman is in high spirits, but whenever she looks at you, you sense that she feels deep anger and regret.”

A successful Empathic Scan grants you a +4 *insight* bonus to Animal Empathy, Bluff, Diplomacy, Handle Animal, Innuendo, Intimidate, Memetics, Perform, Sense Motive, Telepathy, and Influence Mind skill checks against that creature. This bonus lasts for 2d6 + your Wisdom modifier in rounds.

You may scan only one creature at a time.

If your target has Psychic Defense, you must succeed in an opposed skill check (your Empathy v. their Psychic Defense) *and* roll higher than DC 15 to read the target’s emotions.

If you fail in your skill check to read a target’s emotions, you cannot use Empathic Scan against that target for 10 minutes.

Instill Emotion: Instill Emotion lets you project an emotion at an opponent and cause them to feel it. For example, you could cause someone to feel afraid or hopeless, giving you an advantage in combat.

To use this ability, you must expend a full round action and perform an Empathy skill check. If the check succeeds, your target makes a Will saving throw. If the target fails the save, she is affected by the emotion as long as you *concentrate*. Once you cease concentrating, the effects linger for 1d4 + your Wisdom modifier in rounds.

The DC of your skill check depends on the degree of difficulty associated with emotion you choose to project. Emotions are rated as Easy, Average, or Hard; several emotions are listed below in table Emp-1. The result of your skill check determines the DC of the target’s Will saving throw. Table Emp-2 shows the DC’s for each type of emotion and dice result.

If you fail in your skill check, you may retry next round. If your target’s Will saving throw is successful, you may not use Instill Emotion against them again until twenty-four hours have passed.

Table Emp-1: Emotions that may be Projected

Emotion	Difficulty
<i>Amiability:</i> The target’s attitude is improved by two steps (e.g., from Indifferent to Helpful).	Medium
<i>Discord:</i> The target’s attitude is worsened by two steps (e.g., from Friendly to Indifferent).	Easy
<i>Fright:</i> The target is <i>frightened</i> , fleeing as well as it can. If unable to flee, the target may fight, but is <i>shaken</i> .	Medium
<i>Good Will:</i> The target’s attitude is improved by one step (e.g., from Indifferent to Friendly).	Easy
<i>Hopelessness:</i> The target loses all hope and submits to simple demands from opponents, such as to surrender or get out. If no foes are present to make demands, there is a 25% chance that a hopeless creature is unable to take any action except hold its ground. If the creature remains free to act, there is a 25% chance that it retreats at normal speed.	Hard
<i>Love:</i> The target is <i>charmed</i> .	Medium
<i>Nausea:</i> The target is unable to attack, cast spells, concentrate, or do anything else requiring attention. The target can only take a move-equivalent action per turn.	Hard
<i>Panic:</i> The target is <i>panicked</i> and suffers a –2 morale penalty on all saving throws and must flee. If cornered, the target <i>cowers</i> .	Hard
<i>Rage:</i> The target enters a blind rage and immediately attacks the nearest creature.	Medium
<i>Trepidation:</i> Target is <i>shaken</i> , suffering a –2 morale penalty on attack rolls, weapon damage rolls, and saving throws.	Easy
<i>Weariness:</i> The target feels <i>fatigued</i> .	Medium

Table Emp-2: Instill Emotion Skill Check Results

Easy Emotion (DC 15)	Medium Emotion (DC 20)	Hard Emotion (DC 25)	Will Save DC
15-19	20-24	25-29	10
20-24	25-29	30-34	13
25-29	30-34	35-39	16
30-34	35-39	40-44	19
35+	40+	45+	22

Empathy (Instill Emotion) Example . . .

Jack has Empathy +18. He wishes to use his Empathy skill to instill panic in his opponent.

Table Emp-1 lists Panic as a Hard emotion. That means that Jack will use the Hard Emotion column on table Emp-2 to determine the outcome of his skill check.

Jack rolls high and achieves a result of 35. Looking in the Hard Emotion column, we find the row for a result of 35: 35-39. The row in the Will Save DC column that corresponds to the 35-39 result gives a result of 16. The victim must perform a Will saving throw against DC 16 to resist the emotion.

The victim fails his save. He is *panicked* as long as Jack concentrates upon it. Once Jack ceases to concentrate, the victim will be panicked for another 1d4+6 rounds.

About Table Emp-2 . . .

The header of the column that corresponds to an emotion’s overall difficulty (i.e., Easy, Medium, or Hard) provides the general DC of the skill check. An Easy emotion is DC 15, Medium DC 20, and Hard DC 25.

The rows in the columns show the degrees of success that result from making a successful skill check. The better your degree of success, the more difficult your target’s saving throw.

Basically, if you successfully roll your skill check, your opponent must make a Will save at DC 10 to resist the emotion. For every 5 points you beat the skill check’s DC, the difficulty of the save increases by +3, up to a maximum of DC 22.

Extrasensory Perception [Wisdom; Trained Only]

Extrasensory Perception (also known as ESP) provides you with a subtle and powerful psychic sense that operates outside the boundaries of normal time and space. You have a limited ability to perceive the future and are sensitive to anomalies in time-space continuum.

Prerequisite: Intelligence 9+, Wisdom 9+, and Psionic Talent.

Check: ESP is a passive psionic ability. It operates constantly and unconsciously.

Your slight ability to sense the future allows you avoid surprise situations. Whenever you would normally be surprised, you can perform an ESP skill check against DC 20. If successfully, you can act normally during the surprise round.

Whenever something “weird” happens near you, you get an ESP skill check to sense its presence. If the check is successful, you know the general direction to the activity, have a general sense of how far away it is, and

get a vague feeling about its power level in comparison to your own. These “weird” things include...

- the use of magic or active psionic abilities,
- distortions to space-time (such as teleportation),
- intense emotional anguish (such as a murder),
- the presence of a powerful alien intelligence,
- the use of supernatural or spell-like abilities,
- intense good or evil, and
- anything else your referee feels fits outside the boundaries of normal experience.

The DC to detect the event depends on the distance to it and its strength. See Table ESP-1.

Whenever someone uses a psionic power upon you, you can detect it with ESP. This is a DC 15 check. If successful, you know what power was used upon you and who used it.

The referee, not you, should roll ESP detection checks. These rolls should be done in secret by the referee.

Retry: You can make an ESP check every time you have a chance to perceive something in a reactive manner. As a full round action, you may try to sense something you failed to previously.

Special: Five or more ranks in ESP grants you a +2 synergy bonus to Intuit Direction, Listen, Search, Sense Motive, Spot, and Wilderness Lore (for the purposes of tracking people only).

Table ESP-1: Sense Event DC

Condition	DC
Major distortion to reality (e.g., the <i>Gloaming</i> , <i>Gohm’jiit’s</i> Enunciation)	0
Use of active psionics	10
Use of supernatural or spell-like abilities	15
Teleportation or time-alteration	15
Sense that an individual is psionic	20
Bizarre, alien intelligence	20
Intense moral or ethical “aura” of a person, place, or thing	25
Intense emotional anguish	25
Per 10 ft. from ESPer	+1
ESPer distracted	+5

Hide Mind [Wisdom; Trained Only]

Hide Mind is the mental equivalent of Hide and Move Silently. It is the ability to obscure your thoughts and avoid mental detection.

Prerequisite: Intelligence 9+, Wisdom 9+, and Psionic Talent.

Check: Hide Mind is a passive psionic ability that operates constantly and unconsciously. It is used to oppose any Detect Minds skill checks made against you.

On the round you perform a skill check for an active psionic power (such as using Telepathy or Telekinesis), all Hide Mind skill checks suffer a –10 penalty. If you

are under the influence of an active psionic effect, like the ability score bonus from Mental Enhancement, your Hide Mind skill checks suffer a –5 penalty. (These penalties are not cumulative).

Retry: If you fail a Hide Mind check, you may try again a minute later.

Mental Enhancement [Wisdom; Trained Only]

You can use your psionic power to enhance your cognitive processes for a brief period of time. Use of this ability can give you a bonus to your Intelligence, Wisdom, Charisma, or sensory abilities.

Prerequisite: Intelligence 9+, Wisdom 9+, and Psionic Talent.

Check: A Mental Enhancement check requires a full-round action and *active* use of your psionic abilities.

To determine the DC of the skill check, you first determine which of your mental abilities you desire to amplify. You may choose from Intelligence, Wisdom, Charisma, and Sensory Acuity. You may choose to enhance more than one ability at the same time.

Next, you determine the bonus you wish to apply to each of the selected abilities. You may apply a bonus of +2, +4, or +6 to an ability score. To sensory acuity, you may apply a bonus of +4, +6, or +8.

Consult table ME-1: DC for Mental Enhancement. The Skill Check Modifier shows the increase to DC for each type of bonus. (For example, a +4 enhancement to Wisdom would have a +10 skill check DC modifier.) Add all the skill check modifiers to 10. This is the DC of your Mental Enhancement skill check.

Table ME-1: DC for Mental Enhancement

Bonus	Skill Check Modifier	Fatigue Modifier
+2 to one mental ability score	+5	+2
+4 to one mental ability score	+10	+4
+6 to one mental ability score	+15	+6
+4 sensory acuity bonus	+5	+2
+6 sensory acuity bonus	+10	+4
+8 sensory acuity bonus	+15	+6

If you succeed in your skill check, the abilities you selected receive an *enhancement* bonus for 2d6 + your Wisdom modifier rounds. (You can choose to end your amplification before the time period expires.)

You may have only one Mental Enhancement operating at a time.

Once the enhancement expires, you must make a Fortitude save to avoid *fatigue*. The DC of the saving

throw equals 10 + the Fatigue Modifiers for *each* ability you enhanced.

Sensory Acuity Bonus: A sensory acuity bonus is added to all skill checks for Listen, Search, Sense Motive, Spot, and Wilderness Lore (tracking only). The bonus also applies whenever you make a Wisdom check to use an alternative sense, such as scent.

Retry: If you failed your skill check, you may try again one minute (10 rounds) later.

Summary: The following is a summary of the Mental Enhancement skill...

1. Full round action. Active use of psionics.
2. Choose abilities you wish to amplify.
3. Choose the modifier you wish to apply to each ability.
4. Add the skill check DC modifiers of the different bonuses to 10. This is your skill check DC.
5. Roll skill check. If successful, the selected abilities are boosted for 2d6 + your Wisdom modifier rounds.
6. Add the end of the duration, make a Fortitude check to avoid *fatigue*.

Mental Enhancement Example . . .

Jack wishes to amplify his Intelligence by +4 and his sensory acuity by +6.

The DC modifier for the +4 ability score bonus is +10. For the +6 sensory acuity bonus, it is +10 as well. This gives a DC of 30 for the skill check:

$$10 + 10 (+4 \text{ ability}) + 10 (+6 \text{ sensory}) = 30.$$

Jack succeeds in his skill check. His abilities receive an enhancement bonus for 10 rounds.

Once the power expires, he has to make a Fortitude saving throw to avoid fatigue. The DC is 18, figured as follows:

$$10 (\text{base}) + 4 (+4 \text{ ability}) + 4 (+6 \text{ sensory}) = 18.$$

Having a pathetic Constitution, Jack rolls an 11 on his Fortitude save. He is now fatigued.

Metabolic Control [Wisdom; Trained Only]

Metabolic Control is a potent psionic ability by which your will overrides your body. It is an act of mind over matter. Through Metabolic Control, you can resist the effects of fatigue, starvation, thirst, and exposure.

You control your body’s automatic responses to adverse conditions. For example, you can alter your body temperature and adapt to survivable extremes of heat and cold. You can control your heartbeat and respiration, permitting you to survive with less breathable air. By controlling your perspiration and

digestion, you can survive for longer periods of time without food and water.

With this skill, you could conceivably sit naked in a snowstorm for several days without food and suffer no ill effects.

Prerequisite: Intelligence 9+, Wisdom 9+, and Psionic Talent.

Check: Metabolic Control is a passive psionic ability. It operates constantly and unconsciously.

Metabolic Control helps in the following situations: starvation, thirst, fatigue and exhaustion from a forced march or heavy labor, sleep deprivation, asphyxiation, oxygen deprivation, holding your breath, and very hot or cold conditions (but not heat- or cold-based attacks). If you fail a Constitution check or Fortitude saving throw against the harmful effects of these situations, you perform a Metabolic Control skill check against the situation's DC. If the skill check succeeds, you gain the same benefits as making the resistance roll.

In other words, you get two rolls to resist the situation: one using the normal Fortitude save or Constitution check and a second one using Metabolic Control. Both rolls must fail in order for you to suffer the harmful effects of the situation.

Metabolic Control Example . . .

Elizabeth has Fortitude +6 and Metabolic Control +10. She has been meditating and fasting for seven days in the pursuit of enlightenment.

Because she has been fasting for so long, Elizabeth must make a Fortitude save against DC 14 or suffer 1d6 subdual damage.

She fails her Fortitude save with a roll of 11.

However, she gets a second try with Metabolic Control. With a skill check result of 17, she successfully wards off the effects of starvation for another day.

Physical Enhancement [Wisdom; Trained Only]

You can use your psionic talents to enhance your metabolic processes for a brief period of time. This gives you a bonus to Strength, Dexterity, or Constitution. You may also use this ability to hyper-accelerate your metabolism and move at extraordinary speed.

Prerequisite: Intelligence 9+, Wisdom 9+, and Psionic Talent.

Check: A Physical Enhancement check requires a full-round action and *active* use of your psionic abilities.

To determine the DC of the skill check, you first determine which of your physical abilities you wish to amplify: Strength, Dexterity, or Constitution. You may also hyper-accelerate your metabolism, boosting your reflexes and movement. (The effects of a hyper-accelerated metabolism are described below.)

Next, you determine the bonus you wish to apply to your ability, either +2, +4, or +6.

You may choose to boost multiple abilities. You may apply a different bonus to each of your abilities. Furthermore, you can choose to boost an ability and hyper-accelerate your metabolism at the same time.

Consult table PE-1: DC for Physical Enhancement. The Skill Check Modifier shows the increase to DC for each type of bonus. (For example, a +4 enhancement to Strength would have a +10 skill check DC modifier.) Add all the skill check modifiers to 10. This is the DC of your Physical Enhancement skill check.

Table PE-1: DC for Physical Enhancement

Bonus	Skill Check Modifier	Fatigue Modifier
+2 to one physical ability score	+5	+2
+4 to one physical ability score	+10	+4
+6 to one physical ability score	+15	+6
Hyper-accelerate metabolism	+10	+4

If you succeed in your skill check, the abilities you selected receive an *enhancement* bonus for 2d6 + your Wisdom modifier rounds. (You can choose to end the amplification before the time period expires.)

Once the enhancement's duration expires, you must make a Fortitude save to avoid *fatigue*. The DC of the save equals 10 + the Fatigue Modifiers for *each* ability you have enhanced.

You may have only one Physical Enhancement operating at a time.

Hyper-accelerate Metabolism: While this ability is in effect, you may take an extra partial action on your turn, either before or after your regular action. Also, you gain a +4 haste bonus to Defense and may jump one-and-a-half times as far as normal.

Retry: If you failed your skill check, you may not try again until 10 rounds have passed.

Summary: The following is a summary of the Physical Enhancement skill...

1. Full round action. Active use of psionics.
2. Choose abilities you wish to amplify.
3. Choose the modifier you wish to apply to each ability.
4. Add the skill check DC modifiers of the different bonuses to 10. This is your skill check DC.
5. Roll skill check. If successful, the selected abilities are boosted for 2d6 + your Wisdom modifier rounds.
6. Add the end of duration, make a Fortitude check to avoid *fatigue*.

Physical Enhancement Example . . .

Elizabeth wants to boost her Strength by +4 and hyper-accelerate her metabolism.

The DC modifier for the +4 Strength bonus is +10. The DC modifier for hyper-accelerating her metabolism is also +10. Adding both of these to 10 gives her a DC of 30 for her Physical Enhancement skill check.

If Elizabeth succeeds in her skill check, she will receive the enhancements for 2d6+3 rounds. At the end of that time, she must make a Fortitude save to avoid fatigue.

The DC of this save is 18. A base of 10, +4 for the +4 Strength bonus, and +4 for the hyper-accelerated metabolism.

Psychic Defense [Wisdom; Trained Only]

Psychic Defense protects you from unwanted Empathic and Telepathic scanning and influence, as well as psychic attacks.

Prerequisite: Intelligence 9+, Wisdom 9+, and Psionic Talent.

Check: Psychic Defense is a passive psionic ability that operates constantly and unconsciously. Psychic Defense opposes Empathy, Telepathy, and Influence Mind.

In the case of scanning by Empathy and Telepathy, your opponent must succeed in an opposed skill check, or it is not possible to read your mind.

In the case of a psionic effect that permits a Will saving throw (such as Empathy's *Instill Emotions*, Influence Mind, and Telepathic Stun), you get two saves: one using your Will, the other using your Psychic Defense. You must fail *both* rolls in order to be affected.

Retry: No, though you make a separate Psychic Defense check for each effect.

Psychic Defense Example . . .

Elizabeth has a Will saving throw of +8 and Psychic Defense +13. Her opponent uses Telepathic Stun against her. His Telepathy skill check indicates that she will have to make a Will save against DC 20 to resist the effect.

First, Elizabeth makes a Will saving throw. She rolls a 13 and fails.

Since she has Psychic Defense and Telepathic Stun is a Telepathy based ability, she gets a second save, using her Psychic Defense skill. She rolls a 24 and successfully resists the effect.

Self Healing [Wisdom; Trained Only]

With this psionic skill, you can exert your will over your flesh and force your tissues to heal rapidly. You can staunch the bleeding from wounds, regrow lost nerve tissue, and undo the effects of fatigue.

Prerequisite: Intelligence 9+, Wisdom 9+, and Psionic Talent.

Check: Self-healing is a multi-faceted ability. It allows you to perform four tasks: *Augment Normal Healing*, *Control Bleeding*, *Quick Recovery*, and *Relieve Fatigue*.

Augment Normal Healing: Because you can mentally control your body's automatic healing processes, you tend to heal faster and better than normal people do. If you are wounded, at the end of each day you perform a Self Healing skill check against DC 15. If you succeed, you recover 1 Hit Point, in addition to any other healing that may have taken place.

If you have suffered the loss of a limb or organ, you can mentally force your body to regrow it. This requires an additional skill check against DC 20 at the end of each day. A successful check means a little of the lost limb or organ has been restored. (It may take several weeks before it grows back completely, but even lost eyes can be recovered with this ability.) If you fail the skill check more than three days in a row, you cannot regrow the lost part.

This particular function of Self Healing is passive and operates constantly.

Control Bleeding: With a full round action and successful skill check against DC 15, you can cause a single wound to clot and stop bleeding. The clotting is about as effective as having the wound bandaged, so vigorous action may reopen it and start the bleeding again.

If you fail in your skill check, you may try again next round.

This is an active use of your psionics.

Quick Recovery: With 10 minutes of total concentration and a skill check against DC 20, you can force your body to rapidly heal itself. This regenerates lost Hit Points equal to 1d6 + your Wisdom modifier.

If you succeed in the skill check and heal yourself, you must perform a Fortitude saving throw against DC 15 or suffer *fatigue*. Your body burns up a lot of energy in the regenerative process.

You may not use Quick Recovery more than once per hour. A failed skill check counts as use.

Quick Recovery is an active use of psionic power.

Relieve Fatigue: With 10 minutes of total concentration and a skill check against DC 20, you can rally your body's energy and undo the effects of fatigue, almost as if you had rested for 8 hours.

You may only attempt Relieve Fatigue once per day. Fail or succeed in your skill check, you may not try again for twenty-four hours.

Relieve Fatigue is an active psionic effect.

Telekinesis [Wisdom; Trained Only]

Telekinesis permits you to levitate objects, including yourself, with the power of your mind.

Prerequisite: Intelligence 9+, Wisdom 9+, and Psionic Talent

Check: The use of Telekinesis is a full round action. It has a maximum range of 100'. Telekinesis is an active psionic power. There are three steps in its use.

Step 1 – Grab Object: To levitate an object, you must first “grab” it with your telekinesis. This requires a ranged touch attack against the object you wish to move. Your Base Attack Bonus, plus your Intelligence modifier is used for this roll. The attack roll suffers a –2 penalty for every 50' separating you and the object.

Step 2 – Lift Object: Compare the object’s mass with table TK-1 to find the DC for lifting it. Make a Telekinesis skill check against this DC.

If you fail this skill check, you cannot lift the object. You may retry in a later round, but must begin the levitation process from Step 1.

If you succeed, you move to Step 3.

Step 3 – Move Object: You may move the object horizontally, vertically, or both, a limited distance based on its mass category. The total movement of the object cannot exceed this distance. The maximum distance you can move the object (in feet) is listed in the Move column of table TK-1.

Table TK-1: Telekinetic Lift Difficulty

Mass Category	Mass (in pounds)	DC	Move
Light	(Telekinesis rank + Wisdom modifier) x 1 or less	15	20'
Medium	(Telekinesis rank + Wisdom modifier) x 5 or less	20	15'
Heavy	(Telekinesis rank + Wisdom modifier) x 10 or less	25	10'
Very Heavy	(Telekinesis rank + Wisdom modifier) x 15 or less	30	5'
Extreme	(Telekinesis rank + Wisdom modifier) x 20 or less	40	1'

Maintaining Control: After the initial round of grabbing, lifting, and moving an object with Telekinesis, you can continue to levitate the object if you concentrate and make another Telekinesis skill check. If this check succeeds, you can move the object or hold it stationary. If the check fails, the object drops

or stops moving. (In other words, each round you must make a skill check to maintain your telekinetic hold on an object.)

You must concentrate to use telekinesis. If you cease concentrating for any reason, the object drops or stops moving. You can attempt to pick up the object again with a ranged touch attack and lifting skill check.

Degree of Control: An object can be manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and a button pushed, as long as you can exert enough force on it to move it. Fine manipulation of an object, such as tying a knot or operating a keyboard, is not possible.

Opposing Telekinesis: If two characters are attempting to telekinetically manipulate the same object, an opposed Telekinesis skill check is necessary. The winner gains control of the item for the round.

If the target object is physically held by a resisting individual, perform a Telekinesis check against the target's full Strength score + 1d20. The higher result controls the item for the round.

Miscellaneous: Levitated objects move too slowly to damage anything they strike.

You can attempt to levitate yourself.

Retry: If you fail your skill check, you may not attempt to use Telekinesis for one minute (10 rounds).

Summary: The mechanics of Telekinesis can be summarized as follows...

1. Full round action. Active use of psionics.
2. Make a ranged touch attack against the object. Use your Base Attack Bonus + Intelligence modifier. –2 penalty per 50 ft.
3. Make a Telekinesis skill check against the target’s Mass DC.
4. Levitate the object a distance that does not exceed the Move for its Mass.
5. To maintain levitation, concentrate and make another Telekinesis skill check.

Telekinesis Example . . .

Jack has Telekinesis +17. He wishes to lift a large rock that weighs about 150 pounds. This is more than his Medium Mass Category (85 pounds) and less than his Heavy category (170 pounds). It will be a Heavy object with DC 25.

First, he performs a ranged touch attack, using his base Attack bonus (+6) and his Intelligence modifier (+12). The boulder’s Defense is 10. He easily grabs it with a 31.

Next, he makes a Telekinesis skill check against DC 25. He rolls a 34, lifting the rock. Because the rock is Heavy, he can move it 10'.

Next round, he wishes to keep levitating the rock. He maintains his concentration and performs a Telekinesis skill check against the rock’s Heavy Mass Category DC of 25. He rolls a 27 and can move the rock another 10'.

Telepathy [Wisdom; Trained Only]

Telepathy is the psionic skill of reading minds and projecting your thoughts into another person’s minds.

Prerequisite: Intelligence 9+, Wisdom 9+, and Psionic Talent

Check: With Telepathy, you can do two tasks: *Thought Projection* and *Thought Scan*. Telepathy is an active psionic ability. Its range is line of sight, perhaps even farther.

Thought Projection: You can project your current emotional state and single, brief message to one thinking being. The message should be nothing more than a single sentence. For example, you could project your emotional distress and a message that says, “I’m imprisoned in a nearby cave.”

With a full round action and successful Telepathy skill check against DC 15, you can project a thought to any single thinking individual within your line of sight.

You may also project your thoughts to a target not within your line of sight. To do so, you must be reasonably familiar with the person — better than a casual acquaintance — or you have performed at least one recent empathic or thought scan on the person. As long as the target is within the same universe, you can send a thought to them with a Telepathy skill check against DC 20.

Telepathy Tidbit . . .

Telepathy can do some curious things because it’s founded on your perceptions. For instance, if you are looking through an optical telescope at person one light year away, you could broadcast a thought to them as if you had line of sight. Because the image you see is one year old, your thought would be projected backwards in time to contact that person.

Thought projection communicates in language. If the target does not understand your language, then she receives only some emotional impressions.

Because thought projection does rely on language, you can broadcast “encrypted” thought. Combining this ability with *Godelized*

Communication (see feats) can allow you to transmit incredibly detailed information in a single burst.

Thought projection does not permit two-way mental communication.

Thought Scan: With this facet of Telepathy, you can read a person’s mind and perceive their surface or active thoughts.

To scan someone’s thoughts, you must expend a full round action and perform a Telepathy skill check against DC 20. If successful, you peer into the target’s mind, accessing their stream of consciousness, as long as you concentrate upon it.

Each round you maintain the scan, you must make another Telepathy skill check against DC 20. If you fail the check, contact is broken and may not be resumed for 10 minutes.

If your target has Psychic Defense, you must make a Telepathy skill check opposed by their Psychic Defense *and* roll higher than DC 20 to initiate and maintain a thought scan.

Language is a barrier to thought scans. When you read a person’s mind, you perceive their thoughts in words, not pictures. If you do not know the target’s language, then you cannot understand their thoughts. You do receive some limited emotional sensations, but little else.

Thought scan is useful for detecting lies.

You cannot use this ability to scan someone’s memories or penetrate into their subconscious mind.

If you fail a skill check, you cannot perform a thought scan against that target for 10 minutes.

Telepathy and Empathy . . .

Empathy can provide you with fundamental insights into your target that makes Telepathy much easier. Your best practice is to first perform an empathic scan. If successful, it will give you a +4 insight bonus on your Telepathy skill check. Then, you will have a little extra “oomph” for your thought scan attempt.

Advanced Psionic Skills

Advanced psionic skills are especially powerful, specific applications of certain psychic powers. They are considered “advanced” for two reasons. First, they build off the basic skills, operating as a specialized application of a more simple power. Second, they require an understanding of the operating principles of the universe – usually in the form of ranks in one or more Knowledge skills. For example, Thermokinesis is a specialized application of Telekinesis that requires you to know a little about physics.

Electrokinesis [Wisdom; Trained Only]

You can telekinetically manipulate the flow of electrons in an object, causing to generate arcs of electricity. The object begins generating sparks, then powerful arcs of electricity, like a Tesla coil.

Prerequisite: Intelligence 13+, Wisdom 13+, Knowledge (Physics) rank 4+, Psionic Talent, Extrasensory Perception rank 4+, Telekinesis rank 4+, Thermokinesis rank 4+, Fine Manipulation Telekinesis, and Tactile Telekinesis.

Check: Use of Electrokinesis requires a full round action and is considered an active use of psionics. The power has a range of 100’ and can affect a single object, no greater in size than a 5’ x 5’ x 5’ cube.

To use this ability, you must perform a ranged Touch attack against your target. (Use your base attack bonus, plus your Intelligence modifier for the roll.) If the attack hits, you then perform an Electrokinesis skill check against DC 15. If the skill check succeeds, a field of static builds up around the target. If the target has hair, then that hair stands on end.

If you can maintain your concentration on the target for another round, sparks begin jumping over the target’s surface. The electricity inflicts one point of damage. Electronics are shorted out. Living creatures suffer a –1 penalty on all Attack rolls, Reflex saving throws, Dexterity checks, Strength checks, and physical skill checks because muscles jump and twitch.

If you can maintain concentration for another round, electricity arcs over the surface of the target. This inflicts 1d4 damage per round to the target (and conducts to anything touching the target). Living creatures must perform a Fortitude saving throw against DC 10 or be dazed for one round.

On the next round of concentration and each round thereafter, the target is surrounded in a nimbus of electrical force. The target suffers 1d8 damage per round. Each round, living targets must perform a Fortitude saving throw against DC 10 or be stunned for one round.

The damage inflicted by Electrokinesis bypasses external armor. Only Energy Resistance (Electricity) protects against it.

Retry: If you fail to activate Electrokinesis, you may not attempt to use it again for one minute (10 rounds).

Electrokinesis Example...

Jane has Electrokinesis +9. She is going to attack Jack with her power.

Round 1: On her turn, Jane initiates a full round action. She makes a ranged touch attack against Jack, using her base Attack bonus + Intelligence modifier. She hits.

Now Jane makes an Electrokinesis skill check against DC 15. She succeeds with a 19. A field of static electricity raises around Jack. His hair stands on end.

Round 2: Jane concentrates on her next turn. Sparks begin dancing over Jack’s body. He suffers 1 point of damage and a –1 penalty to all Attack rolls, Reflex saves, Dexterity checks, Strength checks, and physical skill checks.

Round 3: Jane’s next turn is spent in concentration. Jack now suffers 1d4 damage. He must make a Fortitude saving throw against DC 10 or be dazed for one round.

Round 4: Jane spends another turn in concentration. Jack suffers 1d8 damage. He must make a Fortitude save against DC 10 or be stunned for one round.

Round 5: Jane’s concentration is disrupted by a successful ranged attack from Jack. The effect of the power ends. She must restart Electrokinesis from scratch.

Empathic Healing [Wisdom; Trained Only]

Empathic Healing is a subtle ability. You enter an empathic link with an injured person. Then, using your body as a “map” for repairs, you heal the damage to the injured person. Telekinetically, you “re-write” the damaged parts of their body to undamaged. Unfortunately, since your body is the “map,” you “write” the damage to yourself.

Basically, you can heal a person by taking their damage upon yourself.

Prerequisite: Intelligence 9+, Wisdom 9+, Meditation, Heal rank 4+, Psionic Talent, Empathy rank 4+, Metabolic Control rank 4+, Self Healing rank 4+, and Telekinesis rank 4+.

Check: Empathic Healing is an active psionic power. Each use of the power requires 10 minutes, during which you and your patient must be undisturbed.

At the end of the 10 minutes, you perform an Empathic Healing skill check against DC 15 + 1 per point of damage you wish to heal. If the skill check is

successful, your patient is healed, but you lose Hit Points equal to the amount you healed him.

You may attempt to heal lost ability points, too. This requires a skill check against DC 20 + 2 per ability point you wish to heal. If the check succeeds, your patient recovers the lost points, but you lose the same amount to the same ability score. (For example, if you heal a person of two lost Constitution points, you would lose 2 Constitution points.)

You may not heal lost Hit Points and ability points simultaneously.

After each attempt at Empathic Healing, you must perform a Fortitude save against DC 12. If you fail the save, you are *fatigued*.

Retry: If you fail your skill check, you may not attempt to heal that particular patient for twenty-four hours.

Empathic Healing Example...

Jack has lost 10 Hit Points. Jane wishes to use Empathic Healing to repair 5 HP for Jack. The DC for her skill check is 20: 15 base + 5 for 5 HP.

Jane concentrates upon Jack for 10 minutes, carefully probing his body and attempting to heal his injuries.

Jane’s Empathic Healing rank is +9. She rolls a “21” on her skill check. Jack is healed of 5 HP, while Jane loses five.

Jane must now make a Fortitude save against DC 12. She rolls an “11” and is fatigued.

Influence Mind [Wisdom; Trained Only]

Influence Mind permits you to telepathically suggest a course of action to one thinking creature. The target feels compelled to follow this course of action and may perform the task you suggest.

Influence Mind is a difficult, but potent ability.

Prerequisite: Intelligence 9+, Wisdom 9+, Psionic Talent, Empathy rank 6+, and Telepathy rank 6+.

Check: Influence Minds is an active psionic ability with line of sight range. You may affect only a single being per normal use of this skill.

To influence a mind, you must expend a full round action, choose the course of action you wish to suggest, and perform an Influence Mind skill check. If you roll less than 15, the skill check fails, and you may not attempt Telepathy or Influence Mind against that target for 10 minutes. If you roll 15 to 19, the target receives a telepathic message with your suggestion, but has no compulsion to obey. If you roll 20 or higher, the suggestion is sent to the target, and the target feels compelled to obey. Your target must make a Will saving throw to resist obeying the suggestion. The DC of the saving throw is based on the result of your skill check, per table IM-1, below.

Table IM-1: Influence Mind Skill Check Results

Skill Check Result	Will Save DC
20-24	10
25-29	13
30-34	16
35-39	19
40+	22

The course of activity you suggest to your target must be no more than a sentence or two in length and complexity. The creature must be able to accomplish the activity suggested within a relatively short period of time, no more than an hour. The suggestion must be worded in such a manner as to make the activity sound reasonable to the target. Asking a creature to perform an obviously harmful act, such as shooting itself, automatically permits it to resist influence. Suggesting that a vial of poison is a tasty beverage to be consumed immediately is another matter.

Extremely reasonable suggestions may increase the DC of the target’s saving throw by +1 to +3, depending on circumstance and the referee’s discretion.

Language is a barrier to the use of this ability. If the target cannot understand your language, you cannot suggest a course of action. The Non-verbal Telepathy feat overrides this limitation.

Retry: If you fail your activation skill check, you may not attempt Telepathy or Influence Mind against that target for 10 minutes.

Influence Mind Example . . .

Jack has Influence Mind +14.

He is hiding in a building, watching guards play dice. He needs to get past these guards, so he decides to send one of them the following suggestion: “Your comrade is cheating. He has been cheating all night long, thinks you are too stupid to notice it, and deserves a beating.”

Jack expends a full round action and performs an Influence Mind skill check. His result is 33.

The target guard receives the suggestion and must make a Will saving throw against DC 16 to resist it.

The guard fails his saving throw. An argument ensues. Shortly thereafter, a fight breaks out.

Jack surreptitiously exits the building and moves past the guard station.

Influence Mind and Empathy . . .

A successful empathic scan against your target can give you a +4 insight bonus on your Influence Mind skill check. For this reason, your best practice is to perform an empathic scan first, then attempt to alter your target’s behavior.

Living Computer [Intelligence; Trained Only]

You have trained your mind to function like a powerful computing device, permitting you to re-order your personal memories, perform incredibly fast mathematical calculations, and cross-reference the whole of your knowledge.

Prerequisite: Intelligence 13+, Wisdom 9+, Psionic Talent, Mental Enhancement rank 6+, and Total Recall.

Check: As a Living Computer, you can perform the following tasks: *Cross-reference*, *Hyper-calculation*, and *Program Memories*. All of these tasks are passive psionic abilities.

Cross-reference: For a short period of time, you can cause your mind to establish complex, synergistic relationships between all pieces of information you possess — both conscious and subconscious. While this relationship exists, you gain a +2 bonus to all non-psionic skill checks and Intelligence checks you perform.

A full round action is necessary to initiate cross-referencing. You perform a Living Computer skill check against DC 10. If successful, your mind retains the cross-referenced idea-matrix for a number of rounds equal to $2d6 +$ your Wisdom modifier. If failed, you cannot cross-reference for one hour.

At the end of the duration, you might experience some mental fatigue. Make a Fortitude saving throw against DC 12. If you fail the roll, you suffer a -1 penalty on all skill checks, ability checks, attack rolls, Defense rolls, and saving throws for $2d4$ minutes.

Hyper-calculation: You can perform just about any mathematical or formulaic calculation in your head, instantaneously. (Extremely difficult calculations — like a unified field theory or calculating π to the final digit — may not be possible, but you can get close to them with a few days of thought.)

If you can see something, you can count it, accurately. For example, if someone spilled a box of matches on the floor, you could all the matches in an instant.

If you see something in a container, you can count it by extrapolating its size and performing a quick volume equation that accounts for slight variations in size and mass of the object. For instance, you could look at a chest of coins or jar of pebbles and calculate the number of coins or pebbles inside.

Use of Hyper-calculation is a free action. In most cases, it requires a Living Computer skill check against DC 10.

Hyper-processing: You can enter a mental state that permits you to process a large amount of sensory information in a short period of time. By means of this ability, you could read an entire book in a few minutes or listen to a tape at high speed and understand the contents.

Hyper-processing requires you to perform no other actions than studying the object you want to process. You expend a full action and make a skill check against DC 15. If successful, you enter the processing state for $2d6 +$ your Wisdom modifier in minutes. If failed, you cannot use this ability for one hour.

Program Memories: You can add, delete, or modify your own memories. This is particularly helpful if you wish to forget a painful event. It is even more helpful if you need to lie about an event and *believe the lie completely*. You could manufacture memories to create a new personality or false personality. You could even create memories of a happy childhood. The only limitation is that you cannot add new skill sets to yourself. For example, you cannot give yourself a new skill, feat, or class level, though you could erase your own.

It requires ten minutes of total concentration and a successful Living Computer skill check against DC 20 to add, delete, or alter a memory. Only one memory at a time may be changed. If you wish to manufacture complex chains of memories, the process may take a few days to complete.

You can “back up” memories before you change them, then have the old memories automatically restore themselves at a later date or when you experience a particular stimulus, such as a certain person saying a certain code word. It is DC 30 to create “restorable” memories.

If you are Mind Probed, your altered memories will read as true. If the person probing you has a reason to be suspicious, they can perform a deep mind scan to check for tampering. If the person probing you succeeds in a Telepathy skill check opposed by your Living Computer skill, they notice something is wrong with your altered memories, though they cannot find the real ones.

If you fail your skill check, you cannot attempt to use this ability for twenty-four hours.

Metamorphosis [Wisdom; Trained Only]

Through regular meditative exercises, you can reconstruct your body’s muscular and nervous system, granting yourself heightened, natural sensory abilities, improving your healing factor, forcing permanently damaged organs and lost limbs to regrow, or even growing entirely new, additional limbs or organs.

Prerequisite: Intelligence 16+, Wisdom 13+, Meditation, Knowledge (Anatomy) rank 8+, Heal rank 8+, Psionic Talent, Mental Enhancement rank 8+, Metabolic Control rank 8+, Physical Enhancement rank 8+, and Self Healing rank 8+.

Check: See Appendix 6: Using Metamorphosis.

Molecular Deconstruction

[Wisdom; Trained Only]

You can telekinetically disable an object by disrupting the strong atomic force that binds its molecules together. As you use this ability, you slowly reduce a target to inert dust – as long as you concentrate upon it. The target’s surface silently ablates away into soft drifts of pale gray dust.

Prerequisite: Intelligence 13+, Wisdom 13+, Knowledge (Physics) rank 4+, Psionic Talent, Electrokinesis rank 4+, Extrasensory Perception rank 4+, Telekinesis rank 4+, Thermokinesis rank 4+, Fine Manipulation Telekinesis, and Tactile Telekinesis.

Check: Use of Molecular Deconstruction requires a full round action and is considered an active use of psionics. The power has a range of 25’ and can affect a single object, no greater in size than a 5’ x 5’ x 5’ cube.

To initiate deconstruction, you must perform a ranged Touch attack against your target. (Use your base attack bonus, plus your Intelligence modifier for the roll.) If the attack hits, you then perform a Molecular Deconstruction skill check against DC 20 (for living targets) or DC 10 + the object’s hardness (for inanimate objects). If the skill check succeeds, a field of ions builds around the target, causing a faint luminous glow and making sparks leap about. Nothing else happens.

If you maintain concentration for another round and successfully make a second skill check, the target begins to disintegrate. This causes damage equal to 1d6 + your Wisdom modifier.

You can continue to inflict damage on your opponent once per round, as long as you concentrate and make a successful Molecular Deconstruction skill check each round.

If you fail your skill check or your target passes beyond your range, the disintegration effect ends. You must restart the power from the beginning.

External armor has no effect on the damage inflicted by Molecular Deconstruction, but Energy Resistance (Strong Nuclear Force) protects against it.

Any Hit Point loss caused by this power is *permanent*. The affected body matter is completely destroyed and may not be healed, except by extraordinary means.

Retry: If you fail your activation skill check, you may not use this ability for one minute (10 rounds).

Molecular Deconstruction Example...

Jack has Molecular Deconstruction +8. He wishes to attack Jane and disintegrate her.

Round 1: Jack makes a ranged touch attack against Jane using his base Attack bonus + his Intelligence modifier. He hits.

Jack now makes a Molecular Deconstruction skill check against DC 20. He succeeds with a 23.

Jane begins to glow as energized particles build around her body.

Round 2: Jack concentrates on his turn. He makes another Molecular Deconstruction skill check against DC 20. He succeeds with a 24. Jane suffers 6 points of damage as the outer surface of her body ablates into inert dust.

Round 3: On his turn, Jack keeps concentrating and rolls 19 on his skill check. Unfortunately, this is not enough to maintain the power. The disintegration effect ends, though irreversible damage has been inflicted upon Jane.

Non-linear Time Perception

[Wisdom; Trained Only]

For a normal sentient being, consciousness and self-awareness is an instantaneous point in the ever-forward-moving present. However, you – for very brief moments – can expand your awareness beyond and through that point, becoming an infinite wave-function of consciousness that stretches through all your possible pasts, presents, and futures. During this moment, you can perceive an effect without or before its cause, you can think to all your possible selves, transmitting a message through every point in your existence, or you can attempt to remember events that occur outside your time-line.

This is a taxing ability that exhausts you after you use it, but that is a small price for peering beyond the boundaries of space and time.

Prerequisite: Intelligence 16+, Wisdom 13+, Meditation, Knowledge (Physics) rank 10+, Knowledge (Temporal Mechanics) rank 5+, Psionic Talent, Extrasensory Perception 12+, Mental Enhancement rank 12+, and Non-causal Reasoning.

Check: There are three basic tasks you can perform with Non-linear Time Perception: *Non-linear Memory*, *Non-linear Thought*, and *Perceive Effect before Cause*. Each use of this skill is an active application of psionics. Furthermore, ESP can detect the use of Non-linear Time Perception as if it were a “major distortion to reality.”

Non-linear Memory: For a brief, eternal moment, you expand your consciousness to all your possible past, present, and future selves and attempt to remember some piece of information. This piece of information could be something you remember in the future, such as the contents of room beyond a locked door or the winner of a sports event several years from now. It could be a piece of information you could have possibly learned in an alternate past or present where circumstances different, such as recalling a memory from an alternate past where you overheard the conversation of an important political official at a dinner party you attended recently.

To perform this task, you must state the memory you wish to recall. Then, you enter a meditative state of total concentration for 10 minutes. At the end of this time, you perform a Non-linear Time Perception

skill check. The DC is based on the likelihood that you would possess the memory, per table NLM-1.

Table NLM-1: DC of Non-linear Memory

Circumstance	DC
Highly probable that you would have the memory.	20
Probable that you would have the memory.	25
Somewhat improbable that you would have the memory.	30
Improbable that you would have the memory.	35
Highly improbable that you would have the memory.	40
Possession of the memory is only a mathematical possibility.	45
Memory is a future memory.	+5

If the skill check succeeds, you “recall” the alternate memory. It exists side-by-side with your old memory (if any) of the event and seems just as real.

If the skill check fails, you cannot use Non-Linear Time Perception for twenty-four hours.

Any use of non-linear memory – successful or unsuccessful – immediately *fatigues* you. Also, you must make a Will saving throw against DC 20. If failed, you are stunned for 2d6 rounds after use of non-linear memory.

Non-linear Memory Example . . .

Jack has Non-linear Time Perception +15. He and his companions are exploring ancient ruins. They find an ancient set of hieroglyphs. Jack dimly recalls something about these glyphs. He had been in a lecture about the civilization that built the ruins, but had fallen asleep as the lecturer droned on.

Jack decides that he wishes to “remember” the contents of the lecture from an alternate past where he actually paid attention. The information may be helpful.

The referee determines that it is highly probable for Jack to possess this information. All he had to do was stay awake. This sets the DC at 20.

Jack rolls 30. He clearly “recalls” the lecture and uses that information to decipher the hieroglyphs.

Non-linear Thought: For a brief, eternal moment, you expand your consciousness to all your possible past, present, and future selves and transmit a single thought to one of your selves. The thought must be brief, no more than a couple of sentences. For instance, you could send a message to yourself in the past, saying “Do not trust the vizier.” You could think to yourself in the future, “Remember to pick up milk at the grocery store.” (Always helpful if one has a spouse.)

This ability allows you to send messages that can potentially change your past, present, or future, creating an entirely new time-line. For example, you could tell yourself several years in the past to bury a pound of uranium in the middle of the desert because you need it in the present to power an atomic device.

To form a non-linear thought, you must first determine the thought you wish to send and where/when in your timeline you desire to send it. Then, you enter a meditative state of total concentration for 10 minutes. At the end of this time, you perform a Non-linear Time Perception skill check. The DC is based on the likelihood that you would be able to implement your thought, per table NLT-1.

Table NLT-1: DC of Non-linear Thought

Circumstance	DC
It is highly probable that you would be able to perform the task you suggest or otherwise take advantage of it.	25
It is probable....	30
It is somewhat improbable....	35
It is improbable....	40
It is highly improbable....	45
It is only a mathematical possibility....	50
The thought would have major consequences on your current timeline.	+5
The thought would have cataclysmic or world-sweeping consequences on your current timeline.	+10

If you succeed in the skill check, your non-linear thought has made *some* alteration to your time-line, though not necessarily the one you intended. The actual change, its effectiveness, and its consequences are the discretion of your referee.

If you fail the skill check, you cannot use Non-Linear Time Perception for twenty-four hours.

Any use of non-linear thought – successful or unsuccessful – immediately *fatigues* you. Also, you must make a Will saving throw against DC 20. If failed, you are stunned for 2d6 rounds after the use of this psionic ability.

Note: The action required by your non-linear thought must be one that you can fulfill personally or at least initiate personally. You cannot send thoughts to other people.

Also, the more people your thought affects, the more difficult it is to perform and less likely to occur.

The acts that you must perform to fulfill the request must occur “off camera.” That is, it must occur during times in the game that you have *not* actually role-played. For example, you could not plant uranium in the desert during the same time you fought a battle.

If the act would change or interfere with significant historical events in your life, then it is impossible to

reap its benefits. Instead, if your skill check is successful, you create a divergent reality from your current timeline. You do not gain the benefits of this reality, but one of your “other selves” does.

(For game purposes, anything that is explicit in your character’s back-story or events that have been role-played count as “significant historical events.”)

For example, assume that you have role-played a battle in which you are surprised and several of your comrades slain. You send a message to yourself to be wary of the ambush. Since not being ambushed would alter a significant historical event (as well as creating a serious paradox, because you would no longer have a reason to send yourself that message), a divergent reality is created – sideways to your own – in which the surprise was defeated. You gain no benefit.

In another example, assume you met an untrustworthy merchant who double-crossed you and stole all of your money. If you sent a message to yourself to not trust said merchant, you would create a divergent reality because you are changing a significant past event. However, if you sent a message to yourself that said, “Bury gold near the tree at the crossroads.” You are not changing the event where the merchant double-crossed you. Instead, “off camera,” you buried the money. In fact, you *remember* doing that. Off you go, and you now have cash in your pockets again.

Making yourself pack a potion of healing and a rope in your backpack so you can climb out of a pit changes your present circumstances. Sending a message to warn yourself of the pit so you don’t fall into it in the first place changes your past.

The best use of this skill is to change your *present circumstances*, rather than your past history. A degree of subtlety and cleverness are necessary to use this ability.

Non-linear Thought Example . . .

Jack has Non-linear Time Perception +15.

He and his companions are exploring ancient ruins. They come to a hallway blocked by a collapsed section of ceiling. If they had the proper tools, they could easily pass it — with a lot of hard work.

Jack and his companions search through their gear and find no useful tools. Just as the last companion’s backpack is about to be searched, Jack stops them. He is going to use non-linear thought to send a message to himself in the past, telling himself to sneak a crowbar into his companion’s pack.

The referee decides that it is probable that Jack would be able to fulfill this task. The DC is 30.

Jack meditates, expanding his consciousness. His skill check is 32. He succeeds in the non-linear thought.

Once he returns to normal awareness, his companions search the backpack and find a crowbar. They begin clearing debris, while Jack rests away his fatigue.

If Jack had chosen to send this thought after all the packs had been searched, it would have only been a mathematical possibility that he could have hidden it.

If Jack had chosen to send a message to his past self to tromp out to this ruined building and bury several tools for future use, the difficulty would have been improbable or highly improbable.

Perceive Effect before Cause. Because you no longer perceive time as a progress from cause to effect, you can perform a perceptual trick that allows you to feel (via touch) an effect before you experience the cause.

For instance, while standing on guard, you grow sleepy. You decide that upon morning’s arrival, you shall take a stimulant to make yourself aware now. In another instance, you could have surgery performed upon you and take anesthesia *after* the surgery to make you feel no pain during it.

To perform this trick, you must be able to enact the cause no more than 24 hours in the future. The cause must be under your control. For example, you could drink coffee in the future to make you awake now, but you could not feel the pain in present for wounds that will be inflicted on you in the future by others.

This trick requires a full round action and Non-linear Time Perception skill check against DC 20. If successful, you feel the effect before the cause. If unsuccessful, you cannot perform this psionic task for the next 24 hours. Either way, you must make a Will saving throw against DC 15 or be *dazed* for 1d6 rounds.

Only tactile (touch-based) sensations may be transferred, not somatic results. You could feel – in the present – the pain of cutting off your own finger in the future, but your finger would not be chopped off in the present, only the future. You could not perform first aid in the future to heal you in the present; it might make you feel better in the present, but it won’t actually close any wounds. If you drink coffee in the future to keep you awake in the present, your belly and bladder in the present do not end up full.

Drawback: Development of this skill unhinges your relationship to time, space, and causality. Occasionally, you will remember events incorrectly or out of proper, linear order. Your consciousness might accidentally become displaced in your timeline.

The main drawback to this skill is that your selves in the past, alternate presents, and possible futures will be sending you messages. Your referee is free to send you a message at any time. You will receive all manner of

requests to perform mundane or esoteric tasks. Whether or not you fulfill them is up to you — but your referee is free to determine the consequences of your decision. (Messages from your other selves make excellent adventure hooks.)

When a character uses non-linear thought, he is playing with the continuity of history (past or future) in the campaign setting. The referee is encouraged to cause minor historical changes each time a character uses this ability — not enough to throw the campaign out of kilter, but just enough to disturb the players. (For example, the first name of the character's spouse could change or the gender of a trusted cohort could be different.)

Thermokinesis [Wisdom; Trained Only]

Your refined telekinetic sensitivity allows you crudely manipulate an object's molecules. You can agitate a target's molecular structure, causing it to heat rapidly and possibly combust. You can also slow down the interaction of molecules in a target, causing it to cool rapidly and possibly freeze.

Prerequisite: Intelligence 13+, Wisdom 13+, Knowledge (Physics) rank 4+, Psionic Talent, Extrasensory Perception 4+, Telekinesis 4+, Fine Manipulation Telekinesis, and Tactile Telekinesis.

Benefit: This feat allows you to perform two psionic tasks, *Chill Object* and *Heat Object*.

Both tasks are full round actions and active psionics. They have a range of 100' and affect one object, no larger than a 5' x 5' x 5' cube.

The damage inflicted by Thermokinesis bypasses external armor. Only Energy Resistance (Heat or Cold) can protect the victim.

Chill Object: You can chill an object by slowing the movement of its molecules. This causes the object to rapidly grow cold and freeze. Living creatures affected by this power can suffer serious tissue damage as their cells freeze, expand, and rupture.

To use this ability, you must perform a ranged Touch attack against your target. (Use your base Attack bonus, plus your Intelligence modifier.) If that attack hits, you then perform a Thermokinesis skill check against DC 15. If the skill check succeeds, the object begins to grow noticeably cool.

If you can maintain your concentration on the target for another round, the target grows very cold. No damage is inflicted, yet. In warm environments, steam will rise off the target. Condensation will form on the target's surface.

If you can maintain concentration for another round, the target grows icy. Living creatures suffer 1d4 cold damage. Inanimate objects suffer 1d2 damage.

On the fourth round and each round thereafter, the object freezes. Living creatures suffer 1d6 damage, while inanimate objects suffer 1d4. Once a living

creature reaches freezing temperatures, it automatically suffers hypothermia and frostbite, putting it in a *fatigued* state.

Chill Object Example...

Jack has Thermokinesis +12. He is going to chill Jane as an attack.

Round 1: Jack expends a full round action. He makes a ranged Touch attack against Jane, using his base Attack bonus + his Intelligence modifier. He hits.

He now makes a Thermokinesis skill check against DC 15. He succeeds with a 26.

Jane begins to feel cool.

Round 2: Jack spends his turn concentrating. Jane feels colder. Condensation forms on her metal armor.

Round 3: Jack again spends a turn concentrating. Frost covers Jane's body, and she suffers 1d4 cold damage.

Round 4: Jack continues to concentrate. Jane suffers 1d6 cold damage. She experiences hypothermia and becomes *fatigued*.

Heat Object: You can warm an object by accelerating the movement of its molecules. This causes the object to rapidly heat up as long as you concentrate upon it. Within a short period of time, flammable objects burst into flame, flesh burns, and metals melt.

To use this ability, you must perform a ranged Touch attack against your target. (Use your base attack bonus, plus your Intelligence modifier.) If that attack hits, you then perform a Thermokinesis skill check against DC 15. If the skill check succeeds, the object begins to grow noticeably warmer.

If you can maintain your concentration on the target for another round, the target grows very hot. A living creature suffers 1 point of damage as flesh blisters. Flammable objects smolder.

If you can maintain concentration for another round, the target grows extremely hot. The target suffers 1d4 damage. Flammable objects burst into flame. Metals become red-hot. Flesh smokes and sizzles.

On the fourth round and each round thereafter, the object radiates extreme heat. Metals become white-hot. The target suffers 2d4 damage per round.

Heat Object Example...

Jack has Thermokinesis +12. He is going to burn Jane with the *Heat Object* effect.

Round 1: Jack expends a full round action. He makes a ranged Touch attack against Jane, using his base Attack bonus + his Intelligence modifier. He hits.

He now makes a Thermokinesis skill check against DC 15. He succeeds with a 21.

Jane begins to feel warm.

Round 2: Jack spends his turn concentrating. Jane's flesh blisters, and she loses 1 HP.

Round 3: Jack again spends a turn concentrating. Jane's flesh begins sizzling, and her hair catches aflame. She suffers 1d4 damage.

Round 4: Jack continues to concentrate. Jane is experiencing severe burns, and her body smokes. She suffers 2d4 damage.

Retry: If you fail a skill check to activate Thermokinesis, you cannot use the skill (for either Chill Object or Heat Object) for one minute (10 rounds).

Psionic Feats

These feats enhance your pre-existing psionic abilities, increasing the breadth of their application or their overall level of power. Each feat represents a higher stage of enlightenment or acumen in the psionic arts.

Addle Mind [Psionic]

You can confuse another person's mind via telepathy.

Prerequisite: Intelligence 9+, Wisdom 9+, Psionic Talent, Empathy rank 6+, Influence Mind rank 6+, and Telepathy rank 6+.

Benefit: Addle Mind is active psionics. It requires a full round action to use and has a range of 100'.

To activate this ability, you must perform an Influence Mind skill check against DC 20. If the skill check succeeds, you telepathically broadcast a series of conflicting commands at a single target. Your target must perform a Will saving throw or be *confused*. The confusion lasts as long as you concentrate upon that target.

The DC of your target's Will saving throw depends on your Influence Mind skill check result. See Table AM-1, below.

Table AM-1: Addle Mind Skill Check Results

Skill Check Result	Will Save DC
20-24	10
25-29	13
30-34	16
35-39	19
40+	22

If you roll 15 to 19 on the Influence Mind skill check, the target receives a telepathic message of contradictory commands, but has no compulsion to obey.

If you roll 14 or less on the Influence Mind skill check, you have failed to initiate the power. You may not use Telepathy or Influence Mind (or feats based on either of those skills) on that target for 10 minutes.

Blank Mind [Psionic]

You have mastered the ability to obscure your thoughts. It is very difficult for anyone to actively scan your mind and emotions, even if you are standing in front of them.

Prerequisite: Intelligence 9+, Wisdom 9+, Psionic Talent, and Hide Mind rank 8+.

Benefit: Whenever anyone attempts to scan your emotions or thoughts with Empathy or Telepathy, they must first perform a skill check opposed by your Hide Mind skill. If they fail this opposed check, they cannot sense the presence of your mind. It is as if nothing is there.

During the round you perform a skill check for an active psionic ability, you suffer a –10 penalty on your Hide Mind skill checks that oppose scanning. If you are under the influence of any active psionic effects, such as the ability bonuses from Physical Enhancement, you

suffer a –5 penalty on your Hide Mind skill checks. (These penalties are not cumulative.)

This is a passive psionic ability that constantly, unconsciously operates.

The benefits are Blank Mind are in addition to those of Psychic Defense.

Blur of Movement [Psionic]

For a brief period of time, you can super-accelerate your metabolism and move at incredible speeds.

Prerequisite: Intelligence 9+, Wisdom 9+, Psionic Talent, and Physical Enhancement rank 6+.

Benefit: With a full round action and successful Physical Enhancement skill check against DC 20, you move at ten times your normal movement rate. This extra speed enables you to jump five times the normal distance.

After performing the movement, you must make a Fortitude save against DC 12. If you fail the save, you are *fatigued*.

If you fail your skill check, you may not attempt Blur of Movement for one minute (10 rounds).

Many psionic martial artists use this power and Quicken Psionic Effect to permit them to close with an enemy in a blinding burst of speed and strike.

Blur of Movement is an active psionic ability.

Chemoreceptive Telekinesis [Psionic]

Your telekinetic sensitivity is so refined that you can sense chemical interactions on the surface of things you manipulate via Telekinesis. This translates as smell (olfactory) and taste (gustatory) sensations.

In other words, you can smell and taste things via Telekinesis.

Prerequisite: Intelligence 13+, Wisdom 13+, Psionic Talent, Extrasensory Perception 4+, Telekinesis 4+, and Tactile Telekinesis.

Benefit: You can smell and taste objects via Telekinesis. As long as you “touch” an object Telekinetically, you receive these sensations.

If you have Wilderness Lore, you can taste-test plants and other food sources to determine if there are edible and non-poisonous without actually consuming them. With Alchemy, you can try to analyze the chemical composition of a substance without laboratory equipment. If you have the skill, Profession (Taster), you could determine the quality of food without consuming it first.

Clairsentience [Psionic]

You can project your awareness to a distant location, then hear and see things that occur there. Because time is closely related to space, you may even attempt to project your awareness to the past or future.

Prerequisite: Intelligence 9+, Wisdom 9+, Psionic Talent, Extrasensory Perception rank 6+, and Visions.

Benefit: Clairsentience is active psionics. It requires a full round action to use.

Activation of this ability requires a successful Extrasensory Perception skill check. The DC depends on how far in space or time you wish to send your awareness.

Projecting your awareness to an obvious location within your line of sight (e.g., around a corner, on the other side of a wall) is DC 20. Projecting it to a location outside of your line of sight, but reasonably familiar to you (e.g., the town square you visited four days ago) is DC 25. Sending it to a location that you have extrapolated from a map or someone else's description is DC 30 (and you may be sending it to the wrong place).

Sending your awareness up to an hour into the past adds +5 to the DC. Up to a day in the past adds +10; a month, +15; and a year, +20.

Sending your awareness into the future costs the same amount as into the past, but adds an additional +5 to DC. Casting your awareness "sideways" in time to probable events adds +10 (at least).

If you successfully make your skill check, you create an invisible, intangible sensor of psychic energy at the location you desire. Your point of view is centered on this sensor, and the sensor may not be moved, though you may "rotate" it to look in different directions.

The sensor possesses all of your normal senses. If you can see in the dark, it can. If you can hear in ultrasonic ranges, it can.

The sensor is an extension of your consciousness. Through it, you may be affected by telepathic or empathic abilities. You may be blinded, deafened, and otherwise affected by sonic or gaze attacks through the sensor.

The sensor lasts as long as you concentrate upon it, but it is notoriously unstable. Each round, you must make another ESP skill check against your DC. If you fail this check, the sensor collapses, and Clairsentience ends.

While receiving impressions via Clairsentience, you are blind and deaf to your immediate surroundings. Those senses have been "moved" to the psychic sensor.

Once you voluntarily or involuntarily end Clairsentience, you are *dazed* for 1d4 rounds.

If you fail your skill check to activate Clairsentience, you may not use the power for one hour.

Cloud Awareness [Psionic]

As long as you concentrate, you can emanate a powerful, telepathic suggestion that causes all living beings to ignore your presence. By means of this ability, you could walk through a crowded room, and no one would notice you.

Prerequisite: Intelligence 9+, Wisdom 9+, Psionic Talent, Empathy rank 6+, Hide Mind rank 6+, Influence Mind rank 4+, Detect Minds rank 6+, and Telepathy rank 6+.

Benefit: To initiate the telepathic emanation, you must expend a full round action and perform an Influence Mind skill check against DC 20. If successful, you begin radiating a subtle, but powerful telepathic field that affects anyone who perceives you directly. (The field has no effect on inanimate objects or recordings of you. However, if someone were watching you through a live television transmission or the like, the field would affect him or her.) The field lasts as long as you concentrate upon it. It is active psionics.

Any time someone would notice your presence, that person must perform a Will saving throw opposed by 10 + one-third your Influence Mind skill + your Wisdom modifier. If she wins the skill check, she notices your presence until you pass beyond her line of sight or the range of the ability she uses to sense you.

Sight, hearing, smell, Detect Minds, and Extrasensory Perception are but some of the means a person can use to detect your presence. If you make physical contact with a person, they gain +10 on their Will save to sense your presence. If you attack someone, they automatically perceive you.

You can use Hide and Move Silently to great benefit while clouding awareness of your presence. Opponents must *first* beat your Hide or Move Silently skill normally to have an inkling of your presence. After that, they must perform the Will save to avoid ignoring you.

If a person attempting to detect you has Psychic Defense, she gets a Psychic Defense v. Influence Mind check in addition to her normal Will saving throw.

If you fail your Telepathy skill check to activate Cloud Awareness, you may not attempt it again for one minute (10 rounds).

Compartmentalize Mind [Psionic]

You can create "partitions" inside your mind, allowing you to function as if you have two or more brains.

Prerequisite: Intelligence 13+, Wisdom 9+, Psionic Talent, and Mental Enhancement 8+.

Benefit: Creating a compartment in your mind requires one minute of total concentration. (You can use no other psionic powers or take any actions during that time.) At the end of this period, you make a Mental Enhancement skill check against DC 20. If successful, you have created a compartment that functions like a

second, fully functional mind. The compartment lasts for 2d6 + your Wisdom modifier minutes.

You may attempt to create more than one compartment. Each one is a separate, lengthy action. They must be created one at a time, and each additional compartment you create imposes a cumulative +5 to your skill check DC. (When you created a second compartment, the DC is 25. The third compartment is DC 30, and so on.)

If you fail any of your skill checks, you may not use Compartmentalize Mind for four hours.

Each compartment in your mind can function as an independent entity, like you have become two people sharing one body. Both parts communicate fully with one another. Both parts can use psionic powers — even different psionic powers — at the same time. One part can use psionic powers while the other part operates the body normally, permitting you to engage in physical and psionic combat simultaneously. One part could use a psionic power requiring total concentration while the other part functions normally, or both parts could concentrate on completely different things. (For example, you could use one part of your mind telekinetically levitate an object and concentrate on maintaining that control while the other part of your mind composes a sonata.)

If you are affected by something that causes *dazed* or *stunned* conditions, infected by a meme, charmed, mind-controlled, or anything that influences your cognitive processes, each compartment of your mind gets a separate saving throw against the effect. As long as one of your partitions is unaffected, it maintains control of your body and may shut down the affected partitions, preventing the effect from harming you (other than losing a compartment).

Note: Compartments may not create other compartments. It is a process involving the entire mind. All actions from all your minds must shut down when you attempt to create a new compartment.

Deep Scan [Psionic]

You can perform a quick, subtle telepathic scan of an individual's subconscious mind and memory, retrieving a single piece of information.

Prerequisite: Intelligence 13+, Wisdom 13+, Charisma 13+, Psionic Talent, Empathy rank 13+, Telepathy rank 13+, Influence Mind rank 8+, Mind Link, Mind Probe, and Subtle Influence.

Benefit: Deep Scan is active psionics. It requires a full round action to use and has 50' range.

To perform a Deep Scan, you must state a single question that you wish to "ask" the subject. This is the "target" piece of information you wish to retrieve by means of your scan.

You then make a Telepathy skill check against DC 25. If successful, you initiate the scan, and your subject

makes a Will saving throw. The DC of the save depends on your skill check result, per table DSc-1.

Table DSc-1: Deep Scan Results

Skill Check Result	Will Save DC
25-29	13
30-34	16
35-39	19
40-44	22
45+	25

If your target fails the saving throw, you acquire the answer to your question — and the target does not know that its mind has been invaded.

If your target has Psychic Defense, it automatically knows that someone has attempted to breach its defenses, even on a failed saving throw.

If the information you seek does not exist in your target's mind, you gain nothing.

Deep Tactile Telekinetic Probe [Psionic]

You can use your Tactile Telekinesis to feel the interior of an object. This ability works like a sonogram or x-ray, but all impressions are touch-based. For instance, you could feel the interior of a person to probe for fractures and tumors. You could feel the interior of a chest to determine its contents. Probing the opposite side of a door could let you feel a dead bolt or person leaning against it.

Prerequisite: Intelligence 13+, Wisdom 13+, Psionic Talent, Extrasensory Perception rank 6+, Telekinesis rank 6+, and Tactile Telekinesis.

Benefit: To perform a Deep Tactile Telekinetic Probe, you must expend a full round action, then perform a Telekinesis skill check. If the skill check is successful, you can maintain the probe until you cease concentrating. If it fails, you cannot use this ability for one minute.

The DC of a Deep Tactile Probe is usually 15. For each inch of material (regardless of its density) through which you probe, the DC increases by +1. You can probe a volume no greater than 3' cubic feet per round at a range of no farther than 25'.

While probing an object, you may perform Search skill checks on that object with a +20 *insight* bonus.

This is an active psionic ability.

Empathic Rapport [Psionic]

You can establish an empathic rapport between yourself and another thinking creature.

Prerequisite: Intelligence 9+, Wisdom 9+, Psionic Talent, and Empathy rank 4+.

Benefit: Establishing rapport takes ten minutes of total concentration from both yourself and your target. It is an active use of psionics and has a range of touch

only. Only willing participants may be drawn into rapport; otherwise, the attempt automatically fails.

At the end of 10 minutes, you make an Empathy skill check against DC 20. If successful, the rapport is established. It has unlimited range and lasts for 2d4 + your Wisdom modifier in hours.

While in rapport, you and your target can sense each other's emotional state. You can also sense the general direction towards one another (e.g., "to my left"), as well as perceive the general distance separating you (e.g., "near," "very far").

A *permanent* rapport may be established between you and another. This requires a full day's concentration, a successful Empathy skill check against DC 25, and the expenditure of 500 XP by yourself and the target. (The XP are spent only if the link is successfully created.)

Encrypted Thought [Psionic]

Like cryptographers can encode a message and make it unintelligible to those without the proper key, you have encoded the entire of your thought processes, making it nigh impossible for anyone to understand the contents of your mind with any sort of telepathic scan.

Prerequisite: Intelligence 15+, Wisdom 15+, Psionic Talent, and Mental Enhancement rank 12+.

Benefit: When someone attempts to read your mind via Telepathy, they perceive a garbled mess — unless they can roll their Intelligence score or less on 1d100. Each round they attempt to scan your mind, they must make this roll. Therefore, one round they might be able to understand you, then the next they lose comprehension.

Non-Verbal Telepathy provides no aid to comprehending your mind. While someone is scanning you, they may only receive emotional impressions, but not distinct thoughts, images, or words.

Unfortunately, this effect is a double-edged. If you attempt to communicate with someone via Telepathy, Deep Telepathy, and Influence Mind, your thoughts are incomprehensible. You can willingly shut down the encryption, as free action. However, reactivating it is a full round action.

Equation of Man, The [Psionic]

Through study and observation, you have uncovered the mathematical calculation that predicts the behavior of all thinking beings. You know the exact probabilities of what a sentient creature will do in a given situation.

Prerequisite: Intelligence 18+, Wisdom 18+, Meditation, Knowledge (Epistemology) rank 20+, Knowledge (Mathematics) rank 20+, Knowledge (Psychology) rank 20+, Psionic Talent, Empathy rank 10+, Living Computer rank 15+, Mental Enhancement rank 10+, Metabolic Control rank 8+, Telepathy rank 10+, Total Recall, and Objective Observation.

Benefit: You gain a +10 insight bonus on the following skills: Bluff, Diplomacy, Empathy, Influence

Mind, Innuendo, Intimidate, Memetics, Sense Motive, and Telepathy.

This is an extraordinary ability founded upon your understanding of the "Nature of Man." It cannot be negated.

Fine Manipulation Telekinesis [Psionic]

You have refined your ability to manipulate objects telekinetically and may pick locks, tie knots, type on a keyboard, and other tasks.

Prerequisite: Intelligence 13+, Wisdom 9+, Psionic Talent, and Telekinesis 4+.

Benefit: This feat modifies your telekinetic abilities. You may manipulate objects as if you had one or two hands upon them. In other words, if you can normally do something with two hands — such as pick a lock, make a sandwich, or braid a rope — you can do it while manipulating an object with Telekinesis.

This permits you to perform many of the physical skills via Telekinesis, like Craft or Open Lock. If you wish to do something with your Telekinesis that requires a Dexterity-based skill check, such as Pick Pocket, use your Intelligence score, instead of Dexterity. (You suffer a -2 range penalty to skill checks for every 30' separating you and the target.)

You cannot manipulate the interior of an object, like grabbing the tumblers of a lock. Also, Telekinesis normally provides no tactile sensations, so you must be able to see the object you manipulate.

You may attempt to add an additional "hand's worth" of manipulation to a task. This increases the DC of the Telekinesis skill check by +3 per hand. In this way, you can manipulate an object as if you had three, four, five, or more hands working on it simultaneously.

Floating Step [Psionic]

You have developed an intrinsic telekinetic field that alters your inertial and gravitational mass. This field provides you with buoyancy that corresponds to the resilience of whatever surface upon which you stand. It permits you to walk on the tips of grass without bending the blades underfoot, run on the surface of water, and even fall slowly, like a feather.

Prerequisite: Dexterity 13+, Intelligence 9+, Wisdom 9+, Balance rank 8+, Psionic Talent, Metabolic Control rank 8+, Physical Enhancement rank 4+, and Telekinesis 4+.

Benefit: Floating Step operates whenever you will it, as a free action. It is an active use of psionics.

While under the influence of Floating Step, the rate at which you fall is only 60' per round, with no damage upon landing. (If your power is deactivated before you land, the normal rate of fall resumes.)

You may walk on the surface of fluids, provided that your movement during the round begins and ends on a solid surface. If your movement ends while on the liquid, you sink normally.

In the case of thick mud and similar colloids, you can walk on their surface for *two* rounds. Your movement must start on a solid surface, then at the end of the next round, stop on a solid surface.

You may attempt to balance on the small branches of a tree, the tips of grass, a bridge of tissue paper, or other things that normally would not be able to support your weight. This requires Balance checks, as if you were walking upon a tightrope.

While moving through any type of terrain, such as dust, snow, or mud, you leave no footprints. (You still leave other sign, like scent or broken branches in a thick forest.) This penalizes attempts to track you by -4.

While Floating Step is active, you gain a +2 circumstance bonus to Balance and Move Silently skill checks.

Flying Leap [Psionic]

You have developed an intrinsic telekinetic field that alters your inertia and momentum, even your gravitational mass. By means of this field, you can leap superhuman distances whenever you desire.

Prerequisite: Dexterity 13+, Intelligence 9+, Wisdom 9+, Jump rank 10+, Psionic Talent, Metabolic Control rank 10+, Physical Enhancement rank 4+, Telekinesis 4+, Floating Step, and Lingering Leap.

Benefit: Flying Leap provides a +30 *enhancement* bonus to all Jump skill checks. You can apply this bonus whenever you desire (as a free action), but it is an active use of psionics, easily detected by ESP.

Gödelized Communication [Psionic]

Gödelized communication is a system of encoding any message of any kind as an extremely large number, a product of prime bases and exponents. Using a Gödelized communication, you can communicate or remember a message in an incredibly compact manner. A single number, in scientific notation, could store more information than an entire set of encyclopedias.

Gödelized communication also has the advantage of reducing extremely long and complicated verbal to messages that can be delivered in a single utterance. You could conceivably memorize the contents of a dictionary or encyclopedia by memorizing a single number.

This feat is based on the mathematical theories of Kurt Gödel, a German mathematician of the Twentieth Century.

Prerequisite: Intelligence 16+, Wisdom 9+, Knowledge (Mathematics) rank 10+, Psionic Talent, Mental Enhancement rank 10+, Living Computer rank 10+, and Total Recall.

Benefit: To encode or decode a Gödelized message, you must enter an alternate state of awareness in which your mind performs complicated, hyper-fast mathematical and linguistic calculations. To enter this

state, you must expend a full round action and perform a Living Computer skill check against DC 20.

If the check is successful, you convert the message to or from a number. If the check is failed, you can try again, but the DC increases by a cumulative +2.

Some Gödelized messages may be in other languages or special codes. Depending on all the factors involved in the message, you may need several different skills to interpret it properly.

Once the number has been converted, it takes the normal amount of time to process the information contained in it. For instance, if the number contained an entire encyclopedia, it would still take as long as the normal encyclopedia to be read.

Grammatical Modeling [Psionic]

You possess the ability to enter an enhanced cognitive state in which you are able to *describe* a model under which the necessary circumstances exist for a particular event to occur, such as building a lock, fighting an army, or inventing a new technology. Once the descriptive model is created, you “hang” the appropriate real-world “pieces” upon it. This gives you tremendous problem-solving ability.

Prerequisite: Intelligence 13+, Wisdom 9+, Psionic Talent, Mental Enhancement rank 6+, Total Recall, and Living Computer rank 4+.

Benefit: To create a Grammatical Model, you must first determine what problem you wish to model, such as planning an attack or constructing a sword. You then enter a trance for 2d4 minutes to contemplate that problem and describe its variables and processes.

At the end of the trance, you perform a Living Computer skill check. If you roll a 20 or higher, you may “Take 10” on all skill checks, Attack rolls, Defense rolls, and ability checks associated with the selected task. If you roll 30 or better, you may “Take 20” on the aforementioned rolls. (Psionic skill checks are not affected by this ability.)

If the model is for building an object, performing research, composing a song, or something else that produces a tangible product, then the benefits last until that object is constructed. For more “fuzzy” tasks, like fighting a specific foe or wooing a potential mate, the benefits last no more than 1d4 hours (at which point the possibilities grow too complex for the model to remain valid) or the completion of the task, whichever comes first.

Complex tasks may impose up to a -10 penalty to your skill check, depending on your referee’s discretion. Some tasks may be so complicated that you must “atomize” their processes and model it one piece at a time. (Combat is *always* a -10 penalty.)

If you fail on your modeling skill check, you may not attempt to model that particular task until you have gained a new character level.

Healing Trance [Psionic]

You can cause your body to rapidly repair damage.

Prerequisite: Intelligence 9+, Wisdom 9+, Meditation, Psionic Talent, and Self Healing rank 6+.

Benefit: A Healing Trance hyper-accelerates your body's regenerative processes. It requires total concentration. You must remain still and free from distraction. You cannot speak, move, fight, or use other psionics in this trance. Your awareness of your surroundings is impaired, so you suffer a -6 penalty to Spot, Listen, and Extrasensory Perception checks while in trance.

To enter the trance, you must spend ten minutes preparing your mind and body, then make a Self Healing skill check against DC 20. If successful, your body begins to heal at an incredibly fast rate. As long as you remain in the trance, you heal one Hit Point per minute.

Lost fingers, toes, and small body parts may be regrown with eight hours of Healing Trance and an expenditure of 100 XP. Lost limbs and non-vital organs (like intestinal tract or spleen) require twenty-four hours and 150 XP. Restoring a major or complex organ, like a lung, eye, or part of the brain, takes seventy-two hours and 200 XP.

The trance burns up a lot of your body's energy. At the end of it, you must perform a Fortitude save against DC 20. If failed, you are *fatigued*.

If you regenerate a lost body part, you are automatically *exhausted* after Healing Trance.

If you fail your Self Healing skill check, you cannot use Healing Trance for one hour.

Healing Trance is active psionics.

Hurl Object [Psionic]

You can forcefully hurl objects with your Telekinesis.

Prerequisite: Intelligence 9+, Wisdom 9+, Psionic Talent, and Telekinesis rank 4+.

Benefit: The process of hurling an object is similar to levitating one normally with Telekinesis. You must perform a ranged touch attack to "grab" the object, then you perform a Telekinetic skill check against the object's Mass Category DC + 5 to see if you can lift the object. (Mass Category DC is found in table TK-1.) If both rolls succeed, the object is tossed 30' in a straight line at a single target.

Hurled objects can be launched at a target to inflict damage, such as smashing someone in the head with a rock. This requires an attack roll against the target's Defense using the your Base Attack Bonus + Intelligence modifier. The attack roll is penalized -2 per 50' distance that separates you and your target. (It is not based on the distance of the object to the target.)

Hurled weapons cause standard damage, with your Wisdom modifier as a damage bonus. Other objects inflict 1 point of damage per 25 pounds (round down) if the object is breakable, like a wooden barrel or box.

Hard, dense objects, like a boulder or brick, inflict 1d6 damage per 25 pounds (round down).

Hurled creatures must perform a Reflexes save v. 10 + the hurler's Telekinesis skill rank + the hurler's Wisdom modifier or be knocked prone. If the creature is hurled against a solid surface, it suffers 1d6 damage.

Hurling is a full round action. It is an active use of psionics.

Retry: If you fail your activation skill check, you cannot use Telekinesis for one minute (10 rounds).

Improved Metabolic Control [Psionic]

You have mastered the ability to control your body's autonomic processes. You can control your responses to pain and injury, turning them on and off like a switch.

Prerequisite: Intelligence 9+, Wisdom 9+, Psionic Talent, and Metabolic Control rank 8+.

Benefit: You get two rolls to resist any effect that directly influences your nervous system, like Wound Trauma, nerve strikes, and any sort of pain, stunning, and dazing. The first roll is the standard saving throw to resist the effect, usually a Fortitude save or Constitution check. The second roll is a Metabolic Control skill check against the effect's DC. Both rolls must fail in order for the effect to take place.

Also, you may ignore the effects of injuries. Each round you are injured, you automatically perform a Metabolic Control skill check against DC 15. If your roll succeeds, you act as if your injuries were one degree less severe (e.g., from Medium to Light). If the roll succeeds by 10 or more, you can act as if your wounds were two degrees less severe.

Improved Metabolic Control Example . . .

Elizabeth has Fortitude +6 and Metabolic Control +10.

In battle, she is struck by a Nerve Strike (Stun) with DC 18. She must make a Fortitude save or be stunned.

First, she rolls with Fortitude. She only gets a 17 and fails the save.

Next, she rolls with Metabolic Control. A result of 25 beats the DC of the Wound Trauma and permits her to ignore its side effects.

Improved Psychic Defense [Psionic]

You have perfected your mental defenses, allowing you to resist any unwanted mental influence.

Prerequisite: Intelligence 9+, Wisdom 9+, Psionic Talent, and Psychic Defense rank 8+.

Benefit: Against any effect that influences your mind, emotions, or thoughts — such as *fear*, *charm*, addictive memes, intimidation, psychotropic chemicals, torture, and brainwashing — you get two rolls to resist it. The first roll is the standard saving throw. The second roll is

a Psychic Defense skill check against effect's DC. Both rolls must fail in order for the effect to take place.

If the effect does not normally permit a saving throw, you may perform a Psychic Defense skill check against its DC. If successful, the duration of the effect is halved.

Improved Psychic Defense Example . . .

Elizabeth has a Fortitude of +6 and Psychic Defense +13. Her opponent shoots her with a poisonous dart that causes 1d4 Intelligence loss and permits a Fortitude save against DC 15.

She fails her Fortitude save with a roll of 14.

Because the poison affects her mind, she gets a Psychic Defense roll against its DC. She rolls a 22 and succeeds in the check. The poison has no effect.

Lingering Leap [Psionic]

You have developed the ability to leap extraordinary distances.

Prerequisite: Intelligence 9+, Wisdom 9+, Jump rank 4+, Psionic Talent, Metabolic Control rank 4+, and Physical Enhancement rank 4+.

Benefit: Your vertical and horizontal leaping distance is not limited by your height.

Linguistic Savant [Psionic]

Your mind automatically and rapidly decodes any language to which you are exposed, enabling you to speak, read, or write it.

Prerequisite: Intelligence 15+, Wisdom 9+, four Speak Language skills, Psionic Talent, Mental Enhancement rank 6+, Total Recall, and Living Computer rank 8+.

Benefit: Whenever you are exposed to a language with which you are not familiar, you automatically begin decoding it so that you can speak or read it.

If you are exposed to a written language, you will learn to read and write it. If you are exposed to a spoken language, you learn to speak it. Whenever you learn a language, you *permanently* acquire it.

To decode a language, you must successfully perform a DC 30 Living Computer skill check after a predetermined interval of exposure. If you fail the check, you can try again after the time interval passes, gaining a cumulative +1 bonus to the skill check.

The time interval depends on your familiarity with the language to which you are exposed. If you are learning the spoken version of a language you know how to write or the written version of a language you know how to speak, the time interval is ten minutes. To learn a language that is similar to one you already know, the time interval is one hour. To learn an entirely new language, the interval is a day. To acquire a totally alien type of language (such as one based upon pheromones), the interval is 1d4 days.

If you lack the physical structures necessary to make noises or movements associated with a language, then you can only understand the language, not speak it.

Magnetize Object [Psionic]

You can use Electrokinetics to create a magnetic field around an object. Even a non-ferrous object can be made magnetic.

Prerequisite: Intelligence 13+, Wisdom 13+, Knowledge (Physics) rank 4+, Psionic Talent, Extrasensory Perception rank 4+, Electrokinetics rank 4+, Telekinesis rank 4+, Thermokinesis rank 4+, Fine Manipulation Telekinesis, and Tactile Telekinesis.

Benefit: Use of Magnetize Object requires a full round action and is considered an active use of psionics. The power has a range of 100' and can affect a single object, no greater in size than a 5' x 5' x 5' cube.

To use this ability, you must perform a ranged Touch attack against your target. (Use your base attack bonus, plus your Intelligence modifier for the roll.) If the attack hits, you then perform an Electrokinetics skill check against DC 15. If the skill check succeeds, a magnetic field is erected around your target; the field lasts as long as you concentrate upon it. If the skill check fails, you may not use Electrokinetics against that target for one minute (10 rounds).

The magnetic field you create only extends a few inches from the surface of the target. It is not a very strong field; a Strength check against DC 10 will pull objects off the magnetized surface. The field does attract attacks from ferrous and similar weapons, giving a +2 bonus to Attack rolls. Electrical attacks against a magnetized target inflict an additional +2 damage per die, and the target suffers a -4 penalty to saving throws against electrical attacks.

If the target wears a great deal of metal (such as full plate armor), the target's movements are hampered because the magnetic field attracts the various pieces. It is not possible to run or charge (because the legs tend to stick together). The target loses all Dexterity bonuses (if any) to Defense. Attack rolls, Reflex saves, and physical skill checks suffer a -2 penalty.

Mind Blast [Psionic]

You can telepathically assault an enemy's mind, destroying their consciousness.

Prerequisite: Intelligence 9+, Wisdom 9+, Psionic Talent, Telepathy rank 8+, and Telepathic Stun.

Benefit: A Mind Blast is an active use of psionics. It is a full round action and has a range of 100'.

To perform a Mind Blast, you target one of your enemy's mental ability scores: Intelligence, Wisdom, or Charisma. Then, you make a Telepathy skill check against DC 20. If the roll is successful, you deliver the Mind Blast, and your target must make a Will saving throw. If the save fails, she suffers 1d4 + your Wisdom

modifier temporary ability damage to the attribute you selected.

If the Telepathy skill check fails, you may not use Telepathy against that target for one minute (10 rounds).

The DC of your target's save is based on the success of your Telepathy skill check. See table MB-1.

Table MB-1: Mind Blast Results

Skill Check Result	Will Save DC
25-29	10
30-34	13
35-39	16
40-44	19
45-49	22
50+	25

Mind Link [Psionic]

You can establish a two-way telepathic link between yourself and another person. This link allows you to communicate freely.

Prerequisite: Intelligence 9+, Wisdom 9+, Psionic Talent, and Telepathy rank 4+.

Benefit: Establishing a Mind Link is full round action. You can create the link with one target per attempt. The target must be willing to participate in the link; otherwise, the attempt automatically fails.

A Telepathy skill check against DC 20 is necessary to create the link, if the target is within your line of sight.

You may also erect a link with a target not within your line of sight. To do so, you must be reasonably familiar with the person — better than a casual acquaintance — or have performed at least one recent empathic or thought scan on the person. As long as the target is within the same universe, you can establish the Mind Link with a Telepathy skill check against DC 25.

Once the Mind Link is established, it lasts 2d6 rounds or until you cease concentrating upon its operation (whichever comes last).

While in the link, you and your target may perform two-way mental communication. The other party may perceive only thoughts that you desire to send, and vice versa.

Mind Link communicates in language. If the target does not understand your language, then she receives only some emotional impressions.

You may Mind Link several people simultaneously, adding one person to the link per use of the Telepathy skill. Members of the “mass link” may communicate freely with one another. You act as a “switchboard” for all communications, so you know the content of all messages sent.

Mind Probe [Psionic]

You can meld your mind with another person's and probe their deepest thoughts.

Prerequisite: Intelligence 9+, Wisdom 9+, Psionic Talent, Empathy rank 8+, Telepathy rank 8+, and Mind Link.

Benefit: Mind Probe has a range of touch, only. You must maintain physical contact with the target of your probe, during the entire time you probe him.

It requires one minute of total concentration to initiate the probe. During this time, you cannot use any other psionic powers, including Compartmentalized Mind.

Also, while probing, neither you nor your target may move. It is best to apply some restraints to an unwilling target. (The target can yell, beg, and plead to avoid the mind probe. The target can thrash about and swat at you with his hands (probably provoking a Concentration check), but the process is spoiled if the target walks or runs away.)

After one minute of trance-like concentration, you make a Telepathy skill check opposed by your target's Will saving throw. If you win the skill check *and* roll higher than 20, you have established the Mind Probe. (If the target has Psychic Defense, do not forget their second roll to resist the probe.) If the skill check fails, you may not attempt Telepathy or Influence Mind against that target for twenty-four hours.

While probing, your mind and that of your target become as one. You can sense each other's emotional state and surface thoughts. If your target has any Living Computer viruses, you are immediately exposed to them. All memories and knowledge — of both probed and prober — are accessible. Even subconscious information is available.

The probe becomes a battle of wills. Each round you maintain the Probe, your target and yourself make opposed Will rolls. (Psychic Defense does not help here. You have already penetrated the target's outer defenses.) The winner gets to ask the loser a single question. The loser is forced to answer the question truthfully.

You may, at any time, end the probe. If you are forced to answer a question, you cannot break off the probe before revealing the answer.

Once the probe has ended, both you and the target must perform Fortitude saves against DC 13. If failed, you are *fatigued*.

If you fail your Telepathy skill check, you may not attempt to Mind Probe your target for 24 hours.

Non-verbal Telepathy [Psionic]

Language is no longer a barrier to you in telepathic communication. You can perceive your target's thoughts as images and sensations, as well as broadcasting your thoughts in the same manner.

Prerequisite: Intelligence 9+, Wisdom 15+, Psionic Talent, Empathy rank 8+, and rank Telepathy 8+.

Benefit: In addition to perceiving or sending word-based thoughts, you can communicate telepathically in images and sensations. This broadens your capacity for communication and eliminates the telepathic language barrier.

Non-causal Reasoning [Psionic]

You have achieved an alternative mode of awareness. You no longer perceive events in terms of cause-effect: effects can occur before or without causes, causes without effects. You no longer think in tenses and consider causality an illusion. To you, there are no empirical laws, only observations and suggestions to the universe. This hyper-elevates your reasoning process at the cost of your humanity.

Prerequisite: Intelligence 16+, Wisdom 13+, Knowledge (Physics) 8+, Psionic Talent, and Mental Enhancement rank 12+.

Benefit: Since you no longer consider reality in the terms of cause and effect, you gain a +2 *insight* bonus on all Intelligence and Wisdom ability checks that deal with reasoning, common sense, creativity, problem solving, and the like. You gain a +2 *insight* bonus on all non-psionic skill checks associated with Intelligence and Wisdom.

Unfortunately, this type of thinking makes it difficult for you to interact with causality-minded creatures. You suffer a –2 penalty on all Charisma ability checks and skill checks that depend on Charisma. Empathy, Telepathy, and Influence Mind skill checks against causality-minded creatures suffer a –4 penalty.

Also, normal, causality-minded creatures feel pervasive unease whenever you are around. When you are within 30' of a normal creature, it must make a Will saving throw against DC 10. If failed, the creature feels uncomfortable, as if in the presence of some great alien unknown. The creature will be unwilling to communicate with you and desirous to leave your presence. (Worsen the creature's attitude by two steps.)

Creatures with Extrasensory Perception can sense your presence under the category of "bizarre, alien intelligence."

Objective Observation [Psionic]

You can assume the roll of a completely objective observer.

Prerequisite: Intelligence 13+, Wisdom 13+, Meditation, Psionic Talent, Mental Enhancement rank 10+, Metabolic Control rank 8+, and Total Recall.

Benefit: With a full round action and successful Mental Enhancement skill check against DC 20, you can enter an alternate state of consciousness that permits you to act as a completely objective observer. The observation state lasts as long as you concentrate.

While in the observation state, you are completely motionless — even blinking is impossible. You cannot communicate in any fashion. No interaction with your surroundings is possible, save observation. You can not use any other psionic powers. Your awareness is hyper-focused and hyper-receptive.

While in the observation state, you begin "recording" everything you perceive. You store everything you sense as a perfect memory that can later be recalled with absolute clarity by entering a self-hypnotic, meditative state.

The odd thing about the observation state is that you are — for all practical purposes — catatonic. While your mind is recording events, it does not interact with the information. You do not perform ability or skill checks to perceive anything. You may not take notice of details. You simply receive impressions. You do not even normally remember the events you observed until you enter a meditative state and actively recall the observation period; you remember that you did perform observation during that time, but not what you observed. (One of the benefits of not responding to the data you perceive: you cannot be blinded, stunned, dazed, or otherwise overwhelmed in your senses while observing.)

The stored memory operates like a holographic, multi-sensory recording. By entering a meditative state, you can automatically recall it. When you recall it, you can manipulate it like a recording: fast forward, slow motion, freeze frame, and reverse. You can "zoom" on specific details, though you cannot change your point of view; you are limited to the point of view you chose when activating the power. (For instance, you could not "see" the rear of a building in a recorded memory.)

When you recall the memory, you can now interact with the information and interpret it. You can perform Listen and Spot checks upon the recording. You can Search objects for surface details and perform Sense Motive on people. You can Read Lips, Appraise objects, and Decipher Scripts. Any type of information interpreting skill check is possible.

Because you have unlimited time to analyze the data of a recalled memory, you may "Take 20" on any data-interpreting skill checks. Because your senses are hyper-receptive in the observation state, you gain a +4 bonus on all skill checks to interpret your perceptions.

One of the drawbacks to this ability: if you are exposed to adverse stimuli, like a horrible smell that nauseates you or a blinding light, you will be affected by it each time you recall the memory. For example, if you heard a deafening noise during the observation period, each time you recalled that memory you would have to make a saving throw to avoid being deafened.

The other drawback is that if you are questioned about the contents of the memory, you must be absolutely truthful in your reply. You can choose not to answer, but not to lie. Also, you must be very specific in your reply. For example, you did not “see a house.” Instead, you saw the “front of what appeared to be a house.” Since you did not see the back of the house, you cannot be certain it was a façade.

Retry: If you fail the Mental Enhancement skill check, you may not attempt Objective Observation for twenty-four hours.

See without Sight [Psionic]

You can perceive your surroundings on a transcendent, psychic level. You see without seeing. Whether in total darkness, blindfolded, or even without your eyes permanently damaged, your Zen-like awareness of your surroundings allows you to operate normally.

Prerequisite: Intelligence 9+, Wisdom 13+, Blind-fight, Meditation, Psionic Talent, and Extrasensory Perception rank 10+.

Benefit: Within a 30' radius, you have a non-visual, psychic sensitivity to your surroundings that functions almost as well as true vision. Within this range, you can sense the presence of invisible creatures and ignore the effects of blindness or darkness. You can easily navigate and target with this sense, as well as distinguish the form of objects and creatures.

This extra, psychic sense does not permit you to distinguish color or visual contrast. You cannot read with this sense, nor is it affected by blinding or deafening attacks. This sense is not subject to gaze attacks.

Sticky Feet [Psionic]

You have developed an intrinsic telekinetic field that alters your inertial and gravitational mass and creates an attraction between yourself and the surface you walk upon. This field permits you to walk up vertical surfaces and even stand upside down from the ceiling.

Prerequisite: Dexterity 13+, Intelligence 9+, Wisdom 9+, Balance rank 10+, Psionic Talent, Metabolic Control rank 10+, Physical Enhancement rank 4+, Telekinesis 4+, and Floating Step.

Benefit: Sticky Feet operates whenever you will it, as a free action. It is an active use of psionics.

You can walk up a vertical surface with as much ease as walking upon the ground. You can even stand on the

underside of a horizontal surface, like standing up on the underside of a bridge or ceiling. Unfortunately, you may only do so for a brief period of time, no more than two rounds. Your movement must start on a normal surface and one round later, end on a normal surface. If not, you fall normally.

While Sticky Feet is operating, you gain a +10 bonus to Climb skill checks (assuming you are attempting to climb an object normally, rather than walk up its surface). You may use Sticky Feet to stick upside down while climbing.

Subtle Influence [Psionic]

You can send a telepathic suggestion to a target and make the target believe that the suggestion is its own idea. If the target obeys the suggestion, it won't later think that what it did was unreasonable or out of the ordinary. It believes it initiated the behavior of its own free will.

Prerequisite: Intelligence 9+, Wisdom 9+, Charisma 13+, Psionic Talent, Empathy rank 8+, Telepathy rank 11+, and Influence Mind rank 8+.

Benefit: Whenever you use Influence Mind on a target, you can attempt to exert Subtle Influence. This imposes a –5 penalty on your skill check, but the target will not believe its mind has experienced outside influence.

If the target succeeds in a saving throw against a Subtle Influence ability, they do not detect anything amiss.

Synaesthesia [Psionic]

You perceive the world in a harmony of concomitant sensations. When you see an object, it stimulates related sensations of smell and texture. When you hear a sound, you perceive that sound's “color” and “temperature”. You can speak of the “scent” of an opera, the “sound” of a painting, and the “taste” of a pebbled texture. This gives you incredibly rich awareness of your environment.

You are not actually seeing sound or hearing light. These perceptions are subtle, related sensations that exist on an almost solipsistic level.

Prerequisite: Intelligence 9+, Wisdom 13+, Meditation, Psionic Talent, Mental Enhancement rank 4+, Extrasensory Perception rank 6+, and Metabolic Control rank 4+.

Benefit: You have synaesthetic perceptions. This increases the depth and breadth of your awareness of your environment, granting a constant +2 bonus on all Listen, Search, Sense Motive, Spot, and Wilderness Lore (for Tracking only) skill checks.

Tactile Telekinesis [Psionic]

Your telekinesis transmits tactile sensations to your brain, just as if you handling the objects you affect with your hands. You can feel objects when you manipulate them with telekinesis.

Prerequisite: Intelligence 13+, Wisdom 13+, Psionic Talent, Extrasensory Perception rank 4+, and Telekinesis rank 4+.

Benefit: The primary benefit of this feat is that you can feel objects when you manipulate them via Telekinesis. You can sense texture, weight, temperature, and the like. The impressions received from this ability are three-dimensional; you feel all sides of the object simultaneously. You can feel the interior of objects with an opening on at least one side, like a lock. Small objects inside a large, open container — such as coins in a chest — can all be felt individually, simultaneously.

The surface sensitivity of your skin or the density of sensory neurons does not limit you when you use Tactile Telekinesis. This gives you an incredible degree of sensitivity. You can feel individual particles of dust, microscopic variations in skin texture, and other tiny details.

It is not necessary to exert pressure on an object to provide tactile sensations. If you wish to touch an object telekinetically without grabbing or moving it, you make a ranged touch attack against that object. If successful, you have touched the object and may sense it. You can maintain the touch as long as you concentrate upon the object. If you desire to later grab and move the object, then you have to perform your normal Telekinesis skill use(s).

If you have Fine Manipulation Telekinesis, this feat lets you Pick Locks by moving the interior tumblers. Because you can so clearly feel the tumblers, you gain a +4 circumstance bonus to pick the lock.

If you perform a task that could benefit from a high degree of tactile sensitivity, such as surgery, searching a wall, or picking a person’s pocket, you can “grab” an object via Telekinesis in order to feel the object. The additional 3-D tactile impressions give you a +2 circumstance bonus to your task.

Telekinetic Barrier [Psionic]

You can create an invisible wall of telekinetic force that protects you from incoming attacks.

Prerequisite: Intelligence 9+, Wisdom 9+, Psionic Talent, and Telekinesis rank 10+.

Benefit: Creating a Telekinetic Barrier requires a full round action and active use of psionics. You must perform a Telekinesis skill check against DC 25. If successful, you create an immobile wall (up to 25’ feet away) that covers a 10’ x 10’ area. The barrier acts as a one-way barrier against attacks. It provides nine-tenths cover against any attacks coming from one direction (+10 Defense, +4 to Reflex saves; half-damage if Reflex save is failed, no damage if successful), but does not

hamper attacks coming through the other side. Thus, you and your comrades could stand on one side and fire attacks through the barrier, but benefit from protection against enemies upon its other side.

Creatures attempting to walk through the barrier (from the side that provides protection) must make a Strength check against DC 20 to pass through it.

The barrier lasts as long as you concentrate upon it.

If you fail your skill check to create the barrier, you may not attempt to create it again for 10 rounds.

Telekinetic Battle-armor [Psionic]

You can create an invisible exoskeleton of telekinetic force around your body. This web of force not only enhances your physical strength, but also provides you with a dermal force field that protects you from harm.

Prerequisite: Intelligence 9+, Wisdom 9+, Psionic Talent, Physical Enhancement rank 10+, Telekinesis rank 10+, and Telekinetic Exoskeleton.

Benefit: Erection of Telekinetic Battle-armor is a full round action and active use of psionics. You perform a Telekinesis skill check against DC 25. If successful, you gain four benefits from the battle-armor: a *force* based armor bonus, a bonus to Strength, a bonus to Jump skill checks, and a bonus to your base speed. The degree of bonus depends on the result of your skill check, per table TBA-1.

Table TBA-1: Telekinetic Battle-armor Effects

Skill Check	Force Armor	Str Bonus	Jump Bonus	Speed Bonus
25-29	+4	+2	+2	+10’
30-34	+6	+4	+4	+20’
35+	+8	+6	+6	+30’

The battle-armor lasts 2d6 + your Wisdom modifier rounds before dissipating.

If you fail the skill check, you may not attempt to erect the battle-armor for 10 minutes.

The benefits of Telekinetic Battle-armor and Telekinetic Exoskeleton do not stack.

Telekinetic Exoskeleton [Psionic]

You can create an invisible web of telekinetic force around your body. This web augments your physical strength and movement capability.

Prerequisite: Intelligence 9+, Wisdom 9+, Psionic Talent, Physical Enhancement rank 6+, and Telekinesis rank 6+.

Benefit: Erection of a Telekinetic Exoskeleton is a full round action and active use of psionics. You perform a Telekinesis skill check against DC 20. If the check is successful, you gain a +2 bonus to Strength, +2 to Jump skill checks, and +10’ to your base movement rate. If you roll 25 or higher, the bonus is +4 to Strength, +4 to Jump skill checks, +20’ to movement. If

you roll 30 or higher, the bonuses increases to +6 to Strength, +6 to Jump skill checks, +30' to your speed.

The skeleton lasts 2d6 + your Wisdom modifier rounds before dissipating.

If you fail the skill check, you may not attempt to erect the exoskeleton for 10 minutes.

Telepathic Stun [Psionic]

You can overwhelm an opponent’s mind with a focused thrust of pure thought.

Prerequisite: Intelligence 9+, Wisdom 9+, Psionic Talent, and Telepathy rank 4+.

Benefit: Telepathic Stun is a standard action and active use of psionics. Its range is line of sight: as long as you can see a target, you can blast its mind.

To perform a Telepathic Stun, make a Telepath skill check. If you roll less than 15, the attempt fails. If you roll more than 15, the attempt succeeds and your target may be *stunned* for one round, unless it makes a successful Will saving throw. Consult table TStun-1 to determine the DC of your target’s Will saving throw.

Table TStun-1: Telepathic Stun Results

Skill Check Result	Will Save DC
15-19	10
20-24	13
25-29	16
30-34	19
35+	22

Thermal Spike [Psionic]

You can use Thermokinesis to instantaneously alter one object’s temperature, suddenly burning or freezing your target.

Prerequisite: Intelligence 13+, Wisdom 13+, Knowledge (Physics) rank 4+, Psionic Talent, Extrasensory Perception 4+, Telekinesis 4+, Thermokinesis 4+, Fine Manipulation Telekinesis, and Tactile Telekinesis.

Benefit: Thermal Spike is an active psionic ability. It is a full round action and has 25’ range. A single object, no greater than in volume than a 5’ x 5’ x 5’ cube may be affected by the power.

To perform a Thermal Spike, you make a ranged touch attack against your target. (Use your base attack bonus, plus your Intelligence modifier for the roll.) If the attack succeeds, you then make a Thermokinesis skill check against DC 20. If the skill check succeeds, you inflict 1d6 + your Wisdom modifier in heat or cold damage (your choice) to your target.

Retry: If you fail the activation skill check, you cannot use Thermal Spike for one minute (10 rounds).

Total Recall [Psionic]

Through use of your psionic abilities, you can temporarily enhance your memory and recall an event with total clarity.

Prerequisite: Intelligence 13+, Wisdom 9+, Psionic Talent, and Mental Enhancement rank 6+.

Benefit: With Total Recall, you can make yourself remember just about anything you’ve experienced. The recollection is perfect, almost as good as experiencing the event a second time.

To recall something, you must spend a minute in deep concentration. Then, you perform a Mental Enhancement skill check. (The DC of the skill check depends on how long ago the memory occurred and its significance. See table TR-1.) If you succeed in the skill check, you remember the event with total clarity — though the memory is still from *your* perspective, with all the limitations that implies. If you fail in the skill check, you cannot attempt to enhance the memory of that event for 24 hours.

These enhanced memories fade back to normal in 1d4 hours. After that time, you will need to perform another Mental Enhancement skill check to retrieve them again with total clarity.

Table TR-1: DC of Total Recall

Circumstance	DC
Memory is no older than one month.	5
Memory is no older than one year.	10
Memory is older than one year but less than 10 years.	15
Memory is over ten years old.	20
Significant or traumatic memory (e.g., getting married, having a limb chopped off).	+0
Casual or insignificant memory (e.g., everything you had for breakfast for a month, the color of the shirt of the man whose hand you shook two years ago).	+5
Unconsciously acquired details (e.g., the face of every person you passed in a day).	+10

Transcend Sleep [Psionic]

You have taught yourself how to survive comfortably without sleep for extended periods of time.

Prerequisite: Intelligence 9+, Wisdom 9+, Psionic Talent, Mental Enhancement rank 10+, and Metabolic Control rank 10+.

Benefit: For a number of days equal to your Wisdom score, you can go without sleep and experience no ill effects. After that time, you suffer from sleep deprivation normally.

Visions [Psionic]

You can extend your extrasensory abilities to gain vague visions of events in other places and times.

Prerequisite: Intelligence 9+, Wisdom 9+, Psionic Talent, and Extrasensory Perception 4+.

Benefit: To perceive visions, you must concentrate for one hour, focusing upon the thing you wish to perceive. You then make an Extrasensory Perception skill check. The DC of the skill check is 20 for perceiving another place, 25 for another time.

If the check succeeds, you receive a prophetic vision, a supernatural revelation. The vision focuses on strong imagery and emotions associated with the thing you seek. The contents are often difficult to perceive clearly and open to interpretation.

You can use this ability to detect if your comrades are in danger, examine the details of a past event with strong emotional overtones (like a murder), or determine the possible outcome of a course of action.

Visions are an active use of psionics.

After attempting to perceive a vision, you must make a Fortitude saving throw against DC 12. If failed, you are *fatigued*.

Retry: If you fail your ESP skill check, you may not attempt to gain a Vision of that particular place, person, or event for twenty-four hours.

Special: If you have an object in hand and wish to perceive Visions related to that object's past or future, you gain +4 on your ESP skill check.

Walking Encyclopedia [Psionic]

You are a living library, a walking, talking archive of knowledge both obscure and timely, esoteric and practical.

Prerequisite: Intelligence 15+, Wisdom 9+, four Knowledge skills rank 4+ (each), Psionic Talent, Mental Enhancement rank 6+, Total Recall, and Living Computer rank 8+.

Benefit: Because of a powerful, cross-referenced database in your mind, you gain a +4 insight bonus on all Knowledge skill checks.

Metapsionic Feats

Intuitive Skill [Metapsionic]

You intuitively understand how to use a particular advanced psionic skill, rather than formally studying its underlying principles.

Prerequisite: None.

Benefit: With this feat, you select *one* advanced psionic skill. You can ignore that skill's Knowledge prerequisites, but you must meet all the other prerequisites to develop it.

For example, you could purchase the Thermokinesis skill without having Knowledge (Physics) 4+.

Overwhelm Psychic Defense [Metapsionic]

You can establish a temporary psychic link with a single opponent. This link acts as a channel for your empathic and telepathic abilities, bypassing your enemy's Psychic Defense.

Prerequisite: Psychic level 5+, Intelligence 13+, Wisdom 13+, Psionic Talent, Empathy 8+, and Telepathy 8+.

Benefit: Use of Overwhelm Psychic Defenses is a full round action and active use of psionics. Your target must be within a range of 100' and in your direct line of sight.

You make a Telepathy skill check opposed by your target's Psychic Defense skill check. If you beat your opponent's result *and* roll higher than DC 20, you establish the defense-piercing channel for one round. Any telepathic or empathic ability you use against that opponent during that round *ignore* your opponent's Psychic Defense skill. Your opponent may only perform his normal saving throws.

If you fail the skill check, you may not attempt to establish a channel against that opponent for 24 hours.

This ability has no effect on characters that do not have Psychic Defense.

Parallel Train of Thought [Metapsionic]

You can concentrate on two things at once.

Prerequisite: Psychic level 5+, Intelligence 13+, Wisdom 13+, Concentration rank 8+, Psionic Talent, and Mental Enhancement rank 8+.

Benefit: Once you have begun concentrating to maintain a psionic power, you can perform a Mental Enhancement skill check against DC 20 as a move equivalent action. If this skill check succeeds, you create a discrete "package of concentration" in your mind that focuses on maintaining that power.

This "package" costs you a move equivalent action each round, but it frees you to concentrate upon something else, activate other psionic powers, attack, or any other normal action.

If you experience an event that would cause you to lose concentration, like suffering damage, you must

make a Concentration skill check for your "package" as well as a normal skill check for anything else you do. If the "package's" concentration is disrupted, it ceases to exist.

You may maintain only one Parallel Train of Thought at a time.

Psionic Gift [Metapsionic]

By diligence, you have made one or more difficult psionic abilities easy for you to learn.

Prerequisite: Character level 3+, Intelligence 13+, Wisdom 13+, Psionic Talent, skill rank 4+ in chosen cross-class psionic skill.

Benefit: Select a number of cross-class psionic skills (in which you have 4+ skill ranks) equal to your Intelligence modifier. These skills can now be developed as class skills.

For example, a character with INT 15 (+2 modifier) could set two cross-class psionic skills (in which he has 4+ ranks) as class skills.

Note: You cannot save your class skill picks for later. For instance, if you were able to pick three class skills, but only had two cross-class skills at rank 4+, then you would only be able to pick those two skills. You could not wait until later, when you get a third skill to rank 4+, and designate it as well.

Special: You may take this feat multiple times. Each time, you designate a new selection of class skills.

Psionic Mastery [Metapsionic]

You have mastered the use of one or more psionic skills.

Prerequisite: Psychic or Martial Savant level 9+, Intelligence 16+, Wisdom 16+, Psionic Talent, and skill rank 12+ in chosen class psionic skill.

Benefit: Select a number of psionic skills (in which you have 12+ ranks) equal to your Intelligence modifier. When making a skill check with these powers, you may "Take 10" even if stress and distractions would normally prevent you from doing so.

Special: You may take this feat multiple times. Each time, you designate a new selection of psionic skills you have mastered.

Quicken Psionic Effect [Metapsionic]

You can activate psionic effects with much less effort and more speed than normal.

Prerequisite: Psychic level 7+, Intelligence 13+, Wisdom 13+, Psionic Talent, and three of the basic psionic skills at rank 10+.

Benefit: Once per round, you can use this feat to activate a psionic effect more quickly than normal. For example, if an effect normally requires a full round

action, you can attempt to activate it as a standard action.

When you quicken an effect, its DC increases. If you quicken the action type by one step — from full round action to standard action or from standard action to move equivalent action — the activation DC of the effect increases by +5. If you quicken the action type by two steps, such as from a full round action to a move equivalent action, the DC increases by +10. You cannot increase the speed of an effect by more than two steps.

Only effects that use actions for activation (e.g., full round action, standard action, attack action, move equivalent action, free action) can be quickened. Furthermore, you cannot quicken an action to faster than a free action.

You may use Quicken Psionic Effect only once per round.

Note: You may not quicken concentration to maintain a psionic effect. That is always a standard action. Only the activation of a psionic power may be quickened.

Supercharge Psionic Effect [Metapsionic]

By sheer force of will, you can make one of your psionic abilities harder to resist.

Prerequisite: Psychic level 9+, Intelligence 16+, Wisdom 16+, Psionic Talent, and Mental Enhancement rank 12+.

Benefit: Supercharge Psionic Effect improves the saving throw DC of one psionic effect, such as Telepathic Stun. It only works on abilities that cause saving throws.

To use Supercharge, you must state the effect you wish to amplify. You then expend a full round action (that cannot be Quickened) and perform a Mental Enhancement skill check against DC 20. For every two points you beat this DC, +1 is added to the saving throw DC of the effect you wish to amplify (round down, minimum of +1). This boost only applies in the next round, so you must use the selected effect immediately.

Supercharge Psionic Effect Example...

Jack has Mental Enhancement 13+. He wishes to Supercharge Mind Blast.

Round 1: Jack expends a full round action. He uses Supercharge Psionic Effect and makes a Mental Enhancement skill check. His result is 30.

The 10 points above DC 20 give Jack +5 to the save DC of Mind Blast (i.e., +1 per 2 points).

Round 2: Jack performs his Mind Blast. He rolls 25 on his skill check. This would normally give him a save DC of 10, but because he used Supercharge in the previous round, the DC increases to 15.

Psionic Martial Arts Feats

Candle Punch [Psionic Martial Arts]

You have mastered an advanced martial arts move that combines your martial arts and telekinetic abilities. This move permits you to throw an unarmed blow that affects an opponent several feet away. Known as the Candle Punch (because of its practitioners' ability to blow out candles at a distance with a wave of the hand), this secret technique creates an intrinsic field of telekinetic force around your body that stretches out and conveys the force of your unarmed blows.

Prerequisite: Intelligence 9+, Wisdom 11+, Meditation, Psionic Talent, Metabolic Control rank 8+, Telekinesis rank 4+, Initiation into the Way, Technique rank 8+, and Unarmed Combat Expertise.

Benefit: Candle Punch gives you 10' reach for your standard unarmed strikes, Nerve Strikes, and Pushes. This "reach" is by means of invisible field of telekinetic force that stretches from your body to hit your target.

You can use the Candle Punch at will, as part of an attack. For purposes of attacks of opportunity, you are considered to have a 10' reach. (You may also use the Candle Punch to strike adjacent targets.)

Performing a Candle Punch is an active use of psionics.

Combat Precognition [Psionic Martial Arts]

You constantly peer a short distance into the future, no more a fraction of a second. This gives you a Zen-like ability to anticipate attacks in combat and avoid them.

Prerequisite: Martial Savant class level 1+, Intelligence 9+, Wisdom 11+, Psionic Talent, Extrasensory Perception 4+, Initiation into the Way, and Technique 4+.

Benefit: Combat Precognition allows you to add your Wisdom bonus (if positive) to Defense, in addition to your Dexterity modifier and other bonuses. This bonus is based on prescient awareness. You retain it while flat-footed, surprised, or ambushed. You lose it if stunned or immobilized.

Your Defense bonus for Combat Precognition increases as your ESP rank increases. Table CP-1 shows the Defense bonus based on your ESP rank.

Table CP-1: Defense Bonus for ESP rank

ESP Rank	Defense Bonus
4-7	+0
8-12	+1
13-17	+2
18-21	+3
22-26	+4
27+	+5

For example, a character with a Wisdom bonus of +1 and ESP rank of 13 would have a total Defense bonus of +3.

To gain the benefit of Combat Precognition, your movement must be unhindered. If you suffer a Dexterity or movement penalty for armor worn and items carried, you do not get your Defense bonus.

Combat Savant [Psionic]

For a brief period of time, you can enter a conscious trance that gives you super-normal tactical abilities.

Prerequisite: Intelligence 9+, Wisdom 9+, Base Attack Bonus 1+, Psionic Talent, Mental Enhancement rank 7+, Initiation into the Way, and Technique 7+.

Benefit: Activating the Combat Savant trance is a full round action. It requires a Mental Enhancement skill check against DC 20. If the roll succeeds, you gain a +1 to +3 bonus to your Defense, Attack, and Reflex saving throws for 2d6 + your Wisdom modifier rounds. If the skill check fails, you cannot attempt to use Combat Savant for one minute (10 rounds).

The degree of success on your skill check determines the bonus. See table CS-1, below.

Combat Savant is an active psionic ability.

Table CS-1: Bonus for Combat Savant

Skill Check Result	Modifier
19 or less	Failure
20 to 24	+1
25 to 29	+2
30+	+3

Feather Touch [Psionic Martial Arts]

You can harness your internal, spiritual energy to deliver a potent Nerve Strike with a light touch.

Prerequisite: Intelligence 9+, Wisdom 13+, Meditation, Psionic Talent, Metabolic Control 8+, Initiation into the Way, Technique 12+, any Nerve Strike, and Unarmed Combat Expertise.

Benefit: A Feather Touch is a full round action.

When you perform a Feather Touch, you can deliver a Nerve Strike as a melee *touch* attack. If the Nerve Strike hits, the contact is so light that it inflicts no Hit Point damage. However, because the Nerve Strike is delivered via spiritual energy, it ignores Armor and Damage Reduction. (The Nerve Strike otherwise functions normally.)

A Feather Touch is an active use of psionic power.

Special: The Feather Touch can be delivered with such a light, innocuous touch that you can attempt to perform it on a target without being noticed. This requires a successful Pick Pockets skill check.

Homing Weapon [Psionic Martial Arts]

You can hurl a light weapon, such as a knife or chakram, and guide it with telekinesis. The weapon will curve around corners or over barriers. It will even ricochet and strike multiple opponents, if you desire it. Then, it will return to your hand.

Prerequisite: Intelligence 9+, Wisdom 9+, Psionic Talent, Telekinesis 4+, Initiation into the Way, and Technique 8+.

Benefit: Homing Weapon may only be performed with a light or small weapon designed for throwing, not firearms, crossbows, bows, or springshots. It requires a full round action to use.

When thrown, the Homing Weapon ignores cover and concealment. The attack roll is otherwise normal. Once the weapon hits the target, it automatically returns to your hand.

You may also hit multiple targets with the Homing Weapon. Each additional target, after the first, imposes a –2 penalty to your attack roll. (For example, if you were attacking three people, you would have a –4 penalty to attack.) You make a separate attack roll against each target. If you miss one target, the weapon automatically returns to your hand; it does not attempt to hit anyone else.

If you intend to hit multiple targets, you must announce it before you make your Attack roll. You cannot add multiple targets or change targets after you have thrown the weapon.

Homing Weapon Example...

Jack has the Homing Weapon feat and an Attack bonus of +9. He wishes to hurl his throwing ax and have it strike four nearby opponents.

Four targets impose a –6 penalty to his Attack roll. Jack's Attack bonus of +9 is reduced to +3.

Jack expends a full round action and throws the ax. He hits the first and second target. He misses the third, and the ax automatically returns to his hand. He does not get an attempt to hit the fourth target.

Spiritual Strike [Psionic Martial Arts]

A Spiritual Strike draws out your internal energy and focuses it on the tip of the body part with which you choose to strike. When you touch an opponent, that energy is released and inflicts damage, penetrating all your target's defenses.

Prerequisite: Intelligence 9+, Wisdom 13+, Meditation, Psionic Talent, Metabolic Control 8+, Initiation into the Way, Technique 12+, and Unarmed Combat Expertise.

Benefit: A Spiritual Strike is a full round action.

The Spiritual Strike is a melee *touch* attack. It ignores Protection, Damage Reduction, and Energy Resistance.

The damage inflicted is 1d6 + your Wisdom modifier (Critical Threat: 20, x2).

This technique is an effective means of damaging opponents with supernatural damage reduction.

A Spiritual Strike is an active use of psionic power.

Theft of Breath [Psionic Martial Arts]

When you have pinned an opponent, you may mystically draw the life out of their body and add this stolen life-force to your own. It is a corruption of Empathic Healing.

Prerequisite: Intelligence 9+, Wisdom 13+, Meditation, Heal 4+, Psionic Talent, Empathy 4+, Empathic Healing 4+, Metabolic Control 8+, Self-Healing 8+, Telekinesis 4+, Initiation into the Way, Technique 8+, Unarmed Combat Expertise, and Grappling Expertise.

Benefit: Theft of Breath is a full round action.

You may perform Theft of Breath only on an opponent you have *pinned*.

You place your face a few inches away from your victim's and inhale. Your victim's life-force is sucked from out of the mouth and nose, into you.

Your victim and you must make opposed Will checks. If you roll higher, your victim suffers 1d4 temporary Constitution damage. You gain one-half of these stolen Constitution points (round down) as your own for 10 minutes.

If your victim rolls higher, there is no effect.

Theft of Breath Example...

In the first round, Jane grapples and pins Jack.

In the second round of combat, Jane performs Theft of Breath, a full round action. At the end of the action, Jack (+4 Will) and she (+6 Will) make opposed Will checks. Jack rolls a "9," while Jane gets "23."

Jane wins and sucks the breath from Jack's body, stealing a portion of his life. Jack loses 3 Constitution points.

Jane gains one-half the amount Jack lost, rounded down. Therefore, she gets +1 Constitution point. Rolling 2d6 shows that she keeps this extra point for five rounds.

Appendix 1: Mundane Feats

These feats are related to psionics (usually as a prerequisite ability), though they are not psionic in nature.

Meditation [General]

You can enter a trance-like state that cleanses the mind and rests the body.

Prerequisite: None.

Benefit: Entering a meditative trance requires 2d6 minutes of mind-clearing exercises. At the end of this time, you perform a Concentration skill check. If you succeed, you enter the trance. If you fail, you can try again with another 2d6 minutes. You can maintain the trance for a number of hours equal to your Wisdom score, plus any ranks you have in Concentration.

The DC of the skill check depends on your surroundings. If your surroundings are conducive to meditation, such as a temple or in a quiet forest, the DC is 10. In an area with many distractions, such as an inn, the DC is 15. If you are in physical discomfort, like being trapped in a cramped cage, it is DC 20.

One hour of uninterrupted meditative trance is as restful as two hours of sleep. Also, while you are meditating, you do not feel the effects of hunger, thirst, or physical discomfort, though you still suffer damage from them.

While you are meditating, you have some awareness of your surroundings and may perform Listen and Spot checks at a –4 penalty.

If you engage in any sort of activity, even walking or conversation, your meditative trance ends.

Appendix 2: Mundane Skills

These skills are related to psionics (usually as a prerequisite ability), though they are not psionic in nature.

Knowledge: New Fields of Study

This system employs the following additional fields of study for the Knowledge skill...

Anatomy: You possess detailed knowledge of anatomy and physiology. You understand the functions of various organs. Five or more ranks in this Knowledge sub-skill give you a +2 synergy bonus to Heal checks.

Epistemology: Epistemology is the study of knowledge itself: its nature, grounds, validity, and limits. This is a very esoteric field of knowledge, but five or more ranks in it gives you a +2 synergy bonus to other Knowledge skill checks.

Mathematics: This field of knowledge revolves around the science of numbers: their operations, interrelations, combinations, generalizations, and abstractions. It also deals with geometry: the structure, formation, measurement, transformation, and generalization of space. In more advanced cultures, mathematics also deals with probabilities and chaos. It is the understanding of a “universal language” that can describe the universe.

Five or more ranks in Knowledge (Mathematics) gives you a +2 synergy bonus on all skill and ability checks associated with gambling.

Physics: This is knowledge of the fundamental principles of the universe, such as the composition of matter and the relationship between matter and energy. It encompasses knowledge of the processes of entropy and the transfer of force and energy.

These rules assume a culture advanced far enough to grasp basic Newtonian and Einsteinian principles, as well as quantum mechanics. However, your campaign setting might have a more primitive culture (at least scientifically). They may have a spiritual basis for their physics, such as elementals indwelling all matter. They might adhere to older, real-world theories, such as phlogiston or aether.

Whatever the standards of your culture, this field of study affords knowledge of these principles.

Psionics: An understanding of psionics, its functions, and theories behind its use. You may use this skill to recognize psionic abilities or effects caused by psionics.

Psychology: The study of the mind and behavior. You understand why and how environment and other factors can influence a creature’s behavior. You know about mental disorders and their causes. You understand different theories of mental therapy and counseling. Five or more ranks in this skill gives you a +2 synergy bonus to the following skill checks: Bluff, Diplomacy, Empathy, Influence Mind, Innuendo, Intimidate, Sense Motive, and Telepathy.

Temporal Mechanics: This field of study focuses on the process of time: how it flows, various theories of

alternate timelines, and the like. In a more sophisticated culture, it would involve the perception of time as a “fourth dimension” of the universe, but if you possessed this skill in an Australian aboriginal setting, you know about dream-time and other mystical concepts.

Appendix 3: Psychic (Class)

The Psychic is the class used with these psionics rules. While anyone with Psionic Talent can develop psionic skills and feats, the Psychic is the undisputed master of the powers of the mind.

Game Rule Information

Psychics have the following game statistics:

Abilities: Wisdom determines the strength of a Psychic's cardinal psionic skills. Intelligence permits the Psychic to develop more psionic skills.

Class Skills

The Psychic's mundane class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Concentration (Con), Craft (Int), Intuit Direction (Wis), Knowledge (any), Listen (Wis), Profession (Wis), Search (Int), Sense Motive (Wis), and Spot (Wis). A Psychic can develop *all* Basic and Advanced Psionic Skills as class skills.

Skill Points at First Level: (8 + Int modifier) x 4.

Skill Points at Each Additional Level: 8 + Int mod.

Class Features

All of the following are class features of the Psychic.

Starting Package: A Psychic starts with the following feats: Firearm Proficiency, Light Armor Proficiency, Meditation, Psionic Talent, and Simple Weapon Proficiency.

Bonus Psionic Feats: At 1st level, 2nd level, and every other level thereafter (4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, and 20th), a Psychic gets a bonus feat. This feat must be a Psionic or Metapsionic feat.

Multi-classing to Psychic

If a character chooses to add a level of Psychic after 1st level, he must first have the Psionic Talent feat. He does not automatically gain it as part of the starting package.

Psychic Class Progression

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	HP Bonus	Special
1	+0	+0	+0	+2	+1	+0	Starting Package, Bonus Psionic Feat
2	+1	+0	+0	+3	+2	+1	Bonus Psionic Feat
3	+2	+1	+1	+3	+2	+2	
4	+3	+1	+1	+4	+2	+3	Bonus Psionic Feat
5	+3	+1	+1	+4	+3	+3	
6	+4	+2	+2	+5	+3	+4	Bonus Psionic Feat
7	+5	+2	+2	+5	+4	+5	
8	+6/+1	+2	+2	+6	+4	+6	Bonus Psionic Feat
9	+6/+1	+3	+3	+6	+4	+6	
10	+7/+2	+3	+3	+7	+5	+7	Bonus Psionic Feat
11	+8/+3	+3	+3	+7	+5	+8	
12	+9/+4	+4	+4	+8	+6	+9	Bonus Psionic Feat
13	+9/+4	+4	+4	+8	+6	+9	
14	+10/+5	+4	+4	+9	+6	+10	Bonus Psionic Feat
15	+11/+6/+1	+5	+5	+9	+7	+11	
16	+12/+7/+2	+5	+5	+10	+7	+12	Bonus Psionic Feat
17	+12/+7/+2	+5	+5	+10	+8	+12	
18	+13/+8/+3	+6	+6	+11	+8	+13	Bonus Psionic Feat
19	+14/+9/+4	+6	+6	+11	+8	+14	
20	+15/+10/+5	+6	+6	+12	+9	+15	Bonus Psionic Feat

Not using the Grim-n-Gritty Rules?

Ignore the Defense Bonus and HP Bonus class abilities.

Hit die: d6 per level

Using Alignment?

If your campaign setting uses alignment, then Psychics may be of any non-chaotic alignment.

Appendix 4: Martial Savant (Class)

The Martial Savant combines martial arts training with psionics. It fills the same role as the Monk class and should be used as a replacement for the Monk, if you use this system in your campaign. The Martial Savant uses the martial arts rules from the *d20 Skills-n-Feats Martial Arts System*, by Kenneth S. Hood.

Game Rule Information

Martial Savants have the following game statistics:

Abilities: Wisdom powers the Martial Savant's psionic powers, and Intelligence helps him develop a wide variety of strong psionic skills. Dexterity is important because the Martial Savant wears little or no armor.

Class Skills

The Martial Savant's class skills (and the key ability for each skill) are

- Balance (Dex),
- Climb (Str),
- Concentration (Con),
- Craft (Int),
- Diplomacy (Cha),
- Escape Artist (Dex),
- Extrasensory Perception (Wis),
- Hide (Dex),
- Hide Mind (Wis),
- Jump (Str),
- Knowledge (Psionics) (Int),
- Listen (Wis),
- Mental Enhancement (Wis),
- Metabolic Control (Wis),
- Move Silently (Dex),
- Physical Enhancement (Wis),
- Profession (Wis),
- Psychic Defense (Wis),
- Self Healing (Wis),
- Swim (Str), and
- Tumble (Dex).

Skill Points at First Level: (6 + Int modifier) × 4.

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

Class Features

Starting Package: A Martial Savant starts with the following feats:

- Initiation into the Way,
- Meditation,
- Psionic Talent,
- Simple Weapon Proficiency, and
- Four proficiencies with specific Martial or Exotic weapons.

A Martial Savant gets Unarmed Combat Expertise and four Martial Arts Weapons as bonus martial arts Maneuvers.

Superior Unarmed Damage: A Martial Savant is highly trained in the art of unarmed combat. He is able to focus his internal, spiritual energy into his unarmed body and strike for superior damage, regardless of his size. This damage is dependent on the character's level, and can get as high as 1d12 per unarmed blow.

Bonus Feats: At 1st level, 2nd level, and every other level thereafter (4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, and 20th), a Martial Savant gets a bonus feat. This feat may be a Martial Arts or Psionic Martial Arts feat, or one from the following list:

- Blank Mind,
- Blur of Movement,
- Floating Step,
- Flying Leap,
- Improved Metabolic Control,
- Improved Psychic Defense,
- Lingering Leap,
- See Without Sight, and
- Sticky Feet.

Multi-classing to Martial Savant

If a character chooses to add a level of Martial Savant after 1st level, he must first have the Initiation into the Way and Psionic Talent feat. He does not automatically gain either of them as part of the starting package.

Ex-Martial Savants

The disciplines of the Martial Savant require singular dedication. If a Martial Savant gains a new class or (if already multi-class) raises another class by a level, he may never again raise his Martial Savant level, though he retains all of his old abilities.

A Martial Savant may multi-class freely with certain prestige classes.

Martial Savant Class Progression

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	HP Bonus	Unarmed Damage	Special
1	+0	+2	+2	+2	+2	+0	1d6	Starting Package, Bonus Feat
2	+1	+3	+3	+3	+3	+1	1d6	Bonus Feat
3	+2	+3	+3	+3	+3	+2	1d8	
4	+3	+4	+4	+4	+4	+3	1d8	Bonus Feat
5	+3	+4	+4	+4	+4	+3	1d8	
6	+4	+5	+5	+5	+5	+4	1d8	Bonus Feat
7	+5	+5	+5	+5	+5	+5	1d10	
8	+6/+1	+6	+6	+6	+6	+6	1d10	Bonus Feat
9	+6/+1	+6	+6	+6	+6	+6	1d10	
10	+7/+2	+7	+7	+7	+7	+7	1d10	Bonus Feat
11	+8/+3	+7	+7	+7	+7	+8	1d12	
12	+9/+4	+8	+8	+8	+8	+9	1d12	Bonus Feat
13	+9/+4	+8	+8	+8	+8	+9	1d12	
14	+10/+5	+9	+9	+9	+9	+10	1d12	Bonus Feat
15	+11/+6/+1	+9	+9	+9	+9	+11	1d12	
16	+12/+7/+2	+10	+10	+10	+10	+12	1d12	Bonus Feat
17	+12/+7/+2	+10	+10	+10	+10	+12	1d12	
18	+13/+8/+3	+11	+11	+11	+11	+13	1d12	Bonus Feat
19	+14/+9/+4	+11	+11	+11	+11	+14	1d12	
20	+15/+10/+5	+12	+12	+12	+12	+15	1d12	Bonus Feat

Not using the Grim-n-Gritty Rules?

Ignore the Defense Bonus and HP Bonus class abilities. Let the character acquire 1d20 unarmed damage at 16th level and beyond.

Hit die: d8 per level

Using Alignment?

If your campaign setting uses alignment, then Martial Savants must be of Lawful alignment. If they assume a non-lawful alignment, they cannot gain new levels as a Martial Savant, but retain all Martial Savant abilities.

Appendix 6: Using Metamorphosis

Through diligent use of the Metamorphosis skill, you can reconstruct your body into new configurations. It is a form of shape shifting that takes a long period of time to perform, and once complete, its effects are permanent.

The Process of Metamorphosis

Metamorphosis requires three things: an expenditure of Experience Points (XP), an extended period of time for meditation and transformation, and use of the Metamorphosis skill.

First, you select a particular form or enhancement to your form into which you desire to metamorphose. These are listed under Metamorphosis Effects, below. Each effect has an XP Cost, DC, and Time statistic.

The XP Cost is the “price” of the effect. You spend these XP *up front* when you begin the Metamorphosis project.

Next, you spend a number of days equal to the Time statistic in meditation, attempting to “guide” your body to grow into the form you desire. For every five days you spend in transformation, you suffer a permanent –1 penalty to Strength, Dexterity, or Constitution (your choice). This occurs because the transformation process is very difficult and takes a toll on your body. You cannot recover these lost points until you quit the Metamorphosis process, either successfully or unsuccessfully. You regain them at a rate of 1 point per three days of rest and physical rehabilitation.

At the end of the transformation’s time requirement, you perform a Metamorphosis skill check against its DC. If the skill check succeeds, then you have performed the transformation and *permanently* gain the effect you desire. If the skill check fails, you can try again, but only after again spending another number of days equal to the effect’s Time requirement in meditation.

Once you acquire the Metamorphosis effect, you spend several days in physical rehabilitation, recovering the ability points you have lost during the process.

To metamorphose, you need a suitable place for transformation that is quiet, reasonably comfortable, and free from distraction. You are assumed to work for *at least* eight hours *every day* meditating. You cannot rush the process by meditating for a longer period of time per day.

You can perform only one transformation at a time. While you are attempting it, you can do nothing else. During rest periods, you can engage in light activity, like talking and walking. However, you may not fight, cast spells, use magic items, conduct research, engage in commerce, or perform any other mentally or physically engaging task. You may take short breaks from metamorphosis as often as you may like (such as a napping or eating), but you must spend *at least* eight hours out of every 24 in meditation.

You cannot take a single day off from your transformation. Once the process of transformation has

begun, you may not stop until you have assumed the new form. If you are disturbed (even unwillingly), spend less than eight hours per day meditating, or take a day off from transformation, your Metamorphosis attempt is ruined. You lose all XP and time you have spent on it; you have to recover the lost ability points. If you still wish to acquire the transformation, you must start again from scratch.

In summary, to perform Metamorphosis, you must...

1. Spend XP equal to the Metamorphosis effect’s cost.
2. Spend a number of days equal to the Metamorphosis effect’s Time requirement in active meditation.
3. Lose –1 point to Strength, Dexterity, or Constitution per five days of transformation meditation.
4. Perform a Metamorphosis skill check against the effect’s DC.
5. If successful, acquire effect.
6. Spend time in rehabilitation, adapting to your new ability and recovering one point of lost ability points per 3 days of rest.

Metamorphosis Effects

The following is a list of attributes you may acquire via Metamorphosis. The list is not exhaustive, and you may invent special effects of your own, much like crafting a new item.

Unless specified otherwise, an alteration may only be taken once.

Adhesion

You have tiny sub-microscopic hairs on the gripping surfaces of your hands and feet that you let you adhere to objects on a molecular level, like a gecko. This gives you a +10 bonus to all Climb checks, but you must have your hands and feet exposed for it to work.

XP Cost: 500, Time: 20, DC: 20

Airtight Body

Your body is completely sealed against atmospheric effects: you have no pores, your skin is slick and glistens, your body is completely hairless, and you may voluntarily seal all of your body’s orifices. The seal maintains your body temperature at normal levels, giving your Energy Resistance (Heat/Cold) 10. It also prevents your body from shedding cells, hair, fluids, etc., so you can’t be tracked by smell. These particles (whenever plausible) will be expelled from your normal fluid and solid excrement. If you hold your breath, you

will be completely immune to vacuum-effects, gases, and disease — but you'll eventually suffocate. Without holding your breath (or having an alternate air supply), you gain +5 to saving throws against those effects.

The drawback to your body is that it is difficult for you to expel waste heat. You do not sweat. You can exert yourself for half the normal time of a regular person. In the case of forced marches and similar acts of endurance, you suffer double the normal damage if you fail a saving throw.

XP Cost: 1000, Time: 60, DC: 30

Alternate Breathing Requirements

A standard human character breathes an oxygen/nitrogen atmosphere. By choosing this alteration, you breathe a different type of gas other than oxygen/nitrogen. You will suffocate without this form of gas to respire.

XP Cost: 300, Time: 30; DC: 20

Amphibious

You function equally well in water and upon dry land. You suffer no negative penalties for operating in aquatic situations, gain a +8 bonus to Swim checks, and swim at your normal speed. While you can't breathe water, you can hold your breath for a number of minutes equal to your Constitution score. While underwater, you can see four times as far as a normal human can.

XP Cost: 500, Time: 30, DC: 20

Angular Body Structure

Your body possesses hard, angular, sloped surfaces designed to deflect physical and energy attacks away from vital organs and vulnerable body locations.

This odd structure gives you a +2 Deflection bonus to your Defense score. Any clothing or armor you wear must be custom-fitted, doubling its cost.

XP Cost: 500, Time: 30, DC: 20

Aquatic Skin

Your skin is similar to that of a marine mammal (e.g., dolphin), allowing you to remain submerged for extended periods of time without harmful side effects. The skin is slippery, doubling the speed at which you can swim. It grants Energy Resistance (Cold) 5, and triples the depth to which you may go before suffering water pressure damage.

Unfortunately, your skin must be kept moist, otherwise it cracks and dries. Every day you go without submerging yourself in water for *at least* one hour, you must perform a Constitution check (DC 10, +1 for each previous check) or sustain 1d6 points of lethal damage.

Fire and heat attacks do an additional +1 damage per die against you.

XP Cost: 500, Time: 30, DC: 20

Carapace

A slow, difficult act of Metamorphosis, but very beneficial. You grow an armored carapace over the entirety of your body. This grants you Natural Armor +6, but imposes a permanent –2 penalty to Dexterity.

XP Cost: 1000, Time: 60, DC: 25

Chameleon

Your skin alters its pigmentation to match its surroundings, increasing your ability to avoid visual detection. This extraordinary ability operates unconsciously and requires 1d4 to alter your coloration — during which you must remain still. Your body maintains this coloration until you enter an area with largely different hues and tones, after which your coloration will adjust to fit that as well.

Once your skin has changed color to fit your surroundings, you gain a +8 bonus on Hide skill checks.

This ability does not affect your clothing. So the less your wear, the better.

XP Cost: 1000, Time: 30, DC: 25

Claws

You have non-retractable claws on the tips of your fingers (and your toes, if you desire). The damage inflicted by the claws may be either Piercing or Slashing. The dice-size of the damage depends on your size: Fine, 0; Diminutive, 1; Tiny, 1d2; Small, 1d3; Medium-size, 1d4; Large, 1d6; Huge, 2d4; Gargantuan, 2d6; and Colossal, 2d8. The claws' Critical is 20, x2.

XP Cost: 300, Time: 15, DC: 15

Cold Insulation

This alteration gives you Energy Resistance (Cold) 5.

XP Cost: 1000, Time: 30, DC: 25

Constricting Limb

One of your pre-existing limbs is transformed into a prehensile, flexible, snake-like limb. This limb can wrap around an opponent and easily crush him.

The limb grants you the Constrict (1d6) and Improved Grab abilities.

XP Cost: 500, Time: 30, DC: 20

Cosmetic Transformation

You alter your appearance and form. You can change your hair, eye, and skin coloration, make yourself appear taller, shorter, fatter, thinner, and the like. Your facial features may be altered.

You still appear as a normal member of your species when using this ability. You gain no additional abilities, may not develop new limbs or organs, or any other sort of radical change.

XP Cost: 100, Time: 10, DC: 10

Decentralized Body Structure

Instead of having specific organ structures responsible for a specialized function that maintains your life (e.g., heart, lungs, digestive system), every portion of your body is capable of functioning independently of all other body parts. Each cell in your structure contains everything necessary to continue your existence in and of itself. When one shuts down, another can take its place. You are like a collective of independent parts.

This lack of specialization does have its drawbacks. You suffer a –2 penalty to Strength, Dexterity, and Intelligence.

The benefits are incredible. First, you cannot be physically stunned, dazed, clobbered, or the like. (Mental effects may still impose those conditions upon you.) Double your Hit Point score and ignore the effects of Injuries. You remain fully conscious, aware, and active until you reach a number of negative Hit Points equal to 10 + your Constitution score. At that point, you die.

XP Cost: 3000, Time: 60; DC: 40

Digestive Recycling

Your intestinal system recycles the food you consume in order to extract every last vestige of nutrition.

You can go for two days plus a number of hours equal to double your Constitution score without water. You perform checks to avoid thirst every two hours, not every one hour.

You can go without food for six days. After this time, you make checks to avoid starvation every two days, rather than one.

XP Cost: 2000, Time: 30, DC: 25

Enhanced Chemical Filtration

Your liver and kidneys (or similar organs) have been reinforced to enable you to process chemicals more efficiently from your system. This provides you with a +4 bonus to saving throws against poison.

XP Cost: 1000, Time: 30, DC: 25

Expanded Breathing Ability

You can breathe some other form of atmosphere (in a gaseous state), *in addition to* that natural for your species. For example, you could breathe methane or chlorine.

To breathe a liquid, you must have gills.

You may purchase this alteration multiple times. Each time, you gain the ability to breathe a different gas.

XP Cost: 500, Time: 45; DC: 25

Extra Head

You have grown an extra head, complete with a new brain. The extra mental processing power grants you a +2 bonus to Intelligence. The extra set of eyes and ears gives you a +2 bonus to Listen, Spot, and Search skill checks.

Each head is capable of independently controlling a limb. You do not suffer an attack or damage penalty for attacking with two weapons.

Effects that stun, stagger, daze, and the like must be applied to each of your heads, separately. As long as one head is unaffected, you can function unimpaired.

Finally, each of your heads can perform separate psionic-related actions and concentrate on separate things. For instance, one head could perform a Mind Blast, while the other erects a Telekinetic Exoskeleton. Also, you could have one head control your body to perform a physical action (like attacking) while the other uses a psionic ability.

XP Cost: 5000, Time: 60, DC: 35

Extra Limb

You have grown an extra limb, either an arm or a leg.

XP Cost: 500, Time: 30, DC: 20

Heat Insulation

This alteration gives you Energy Resistance (Heat) 5.

XP Cost: 1000, Time: 30, DC: 25

Hypersensitive Smell

You gain the Scent special ability. Against harmful scent-based effects, you suffer a –2 penalty on your saving throws.

XP Cost: 2000, Time: 45, DC: 30

Neural Enhancement

The overall number of neural pathways you possess is increased, as well as the sensitivity of your nerves and the speed at which your muscles respond to their impulses. This alteration permanently adds +2 to your Dexterity.

XP Cost: 2000, Time: 45, DC: 30

Versions

Beta (05-27-01) – Basic design of document.

Beta (06-02-01) – Added “A Tale of Eleven.”

Beta (07-21-01) – Reformatted the document and added several new powers.

Beta (08-15-01) – Did a lot of clean up. Altered the durations for several skills and feats so that they are random, such as changing the duration for Mental and Physical Enhancement to 2d6 + your Wisdom modifier rounds. Fixed an error in the DC’s for ESP. Toned down the Cloud Awareness saving throw; it is now 10 + ½ your Influence Mind rank + your Wisdom modifier. Limited “Perceive Effect before Cause” to tactile sensations only. Added “retry” penalties to many of the skills and feats; most of them won’t be usable for 10 rounds if you fail your skill check. Made one level of Martial Savant the prerequisite for Combat Precognition, since the feat is intended as a replacement for a monk’s abilities. Mind Blast, because it is so powerful, is now more difficult to use. Adjusted the low saving throws of the Psychic to Poor rather than Average; this is because folks are using the system with D&D, and that particular d20 product does not use Average saves. Limited the metapsionic feat, Quicken Psionic Effect, to one use per round.

Beta (08-15-01) – Added a few more points of clarification: you cannot quicken concentration, only one Physical or Mental Enhancement may be operating at any time, and you get +30’ speed for rolling 30 with Telekinetic Exoskeleton.

Beta (08-16-01) – Added a significant of what you can and cannot do with “Non-linear Thought” to the Non-Linear Time Perception skill.

Beta (08-16-01) – Added three feats: Deep Scan, Parallel Train of Thought, and Supercharge Psionic Effect.

Beta (08-17-01) – Added Clairsentience (feat).

Beta (08-18-01) – Trimmed the range of Detect Minds to 100’ and instituted additional actions as necessary for identifying minds in your range. Made you vulnerable to sonic and visual attacks through Clairsentience; also, you cannot perceive your surroundings while using it.

Beta (08-29-01) – Changed the save DC of Cloud Awareness from one-half your Influence Mind rank to one-third. Added two feats: Addle Mind and Healing Trance. Limited the Self Healing ability, Quick Recovery, to one use per hour and increased the amount it heals to 1d6 + your Wisdom modifier.

Beta (08-30-01) – Slight change to Healing Trance.

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