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THE QUINTESSENTIAL PSION

Collector Series
Book Thirteen

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Player's Handbook, Third Edition,
Published by Wizards of the Coast®





The Quintessential Psion

Sam Witt

Contents

- 2 Introduction
- 4 Character Concepts
- 17 The Prestige Psion
- 36 Tricks of the Trade
- 45 Psion Feats
- 48 Tools of the Trade
- 54 Psion Powers
- 59 Altered States
- 69 Echoes and Fragments
- 78 Psionic Accord
- 85 Symbiotes of the Mind
- 94 Memetic Parasites
- 105 Crystal Palaces
- 113 Designer's Notes
- 114 Index
- 118 Rules Summary
- 124 Psion Character Sheet
- 128 OGL/D20 Licences

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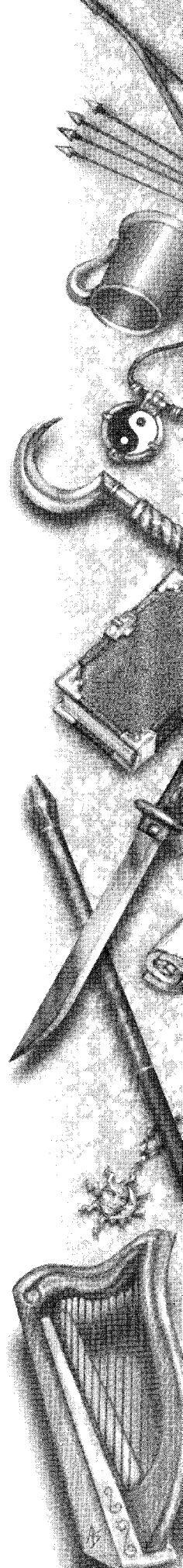
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INTRODUCTION

Magic. Pfeh.
— From the *Psicrystal of Altur-Dein*

The world of the psion is a strange and wondrous place. Where others see magic or spirits, the psion is aware of the flows of thoughts and ideas. Able to exert tremendous control over himself and others, the psion is a master of mental energy and a creature who studies a much different type of science than the members of other professions. By drawing upon his internal energies, the psion frees himself from a dependence on the mystical flows of magic or the vagaries of fickle gods on high. But this power has its limits as well and experienced psions learn to control the ways in which they expend their energy to better deal with the challenges they face.

Unlike the arcane or divine spellcaster, the psion depends only on himself and the psionic energy produced within his mind. This gives him a great deal of flexibility, allowing him to call upon any power he knows and can fuel. Unlike even the flexible sorcerer, the psion is not limited to a specific number or type of powers he can use each day – it is all in how he manages the resources of his mind and the choices he makes at the spur of the moment. Of course, such flexibility has its price and most psions do not have the same amount of energy at their disposal as a spellcaster. Within the pages of this book, you will find new ways to expand and enhance the power of psionics, providing the psion with new options and augmentations for his existing abilities.

THE COLLECTOR'S SERIES

The Collector's Series is a range of class and race sourcebooks from Mongoose Publishing, all designed to greatly widen a player's options for their character within the d20 games system. Slotting seamlessly into any fantasy-based campaign, each will give a comprehensive of one class or race within the game, allowing both players and Games Masters the chance to present old character types in a completely new way without overpowering or unbalancing the game as a whole. *The Collector's Series* will not necessarily allow a player to create a better character but they will be able to do a lot more than they thought possible before.

THE QUINTESSENTIAL PSION

No matter the level of a psionic character, he can probably find something useful in this book. From the introduction of new psionic powers and feats, to the new study of fragments, or the exploration of the psionic accords and their many adherents, this information is designed to be used by all psions, not merely the elite or those of high level. Character concepts, in particular, are most useful and easy to integrate with beginning characters, when their background can be more readily defined and expanded by the concepts chosen. The new tools, weapons and armour found in these pages are useful to anyone who can afford them. Some are even more useful to the young or intermediate psion than his more advanced and self-sufficient elders.

This book also contains new information about fragments and echoes, psychic remnants used by psions to provide themselves with additional powers or skills they might not otherwise have access to. By drawing upon the energy left behind when creatures die or suffer great trauma, the psion is able to augment his own aura, allowing these 'dead' things to live on within him.

Psionic accords, a permanent union of the minds of psions and their allies, are also explored in this sourcebook. By joining his mental energies with others, the psion is able to both expand his own power and that of those who are integrated in the accord, benefiting everyone. The powers and energy provided by this accord can be a great benefit to those who belong, creating a community the likes of which most can never truly experience.

You will also find an explanation of the dangers and uses of memetic parasites and their cousins, the psychic symbiote. These creatures of thought provide psions with additional power but they can be very dangerous if handled by the inexperienced or careless. Memetic parasites, in particular, often find their way into the warfare between psions, who use the thought connections of these creatures to launch attacks of their own against their enemies.

Taken as a whole, the information in this book provides an expansion of the psion and explores some new areas which have not been delved into before. This new material will provide options and augmentation for any psion character, from first level to 20th level and beyond.

Daros dissolved his ectoplasmic mount before his feet hit the ground and rolled away from the silvery wash of moonlight across the road. The woods around him had grown strangely still, as if the creatures of the forest had gone to ground, too frightened to protest his advancement into their territory. Even the blood-red owls of Camarran were silent, their stunning cries silenced as they hunkered down in their nests of bone and leaves. Somewhere out there, a predator was on the loose and Daros meant to find it.

His echoes were chirping with agitation, their muted mental voices rising in volume and intensity until it took all of his concentration to ignore them. Though their initial warning had probably saved his life by getting him off the construct horse and into cover, he could no longer tolerate their incessant warnings. With a quick mental flick of his hand, he cut their voices short and ended the power which had given them the ability to warn him of danger.

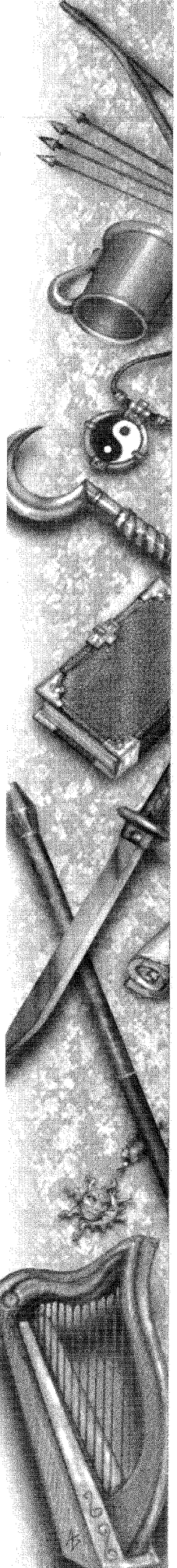
Miles to the south, over the city Zirazon, his memetic parasite twitched and spun wildly on the end of his mental tether like a kite caught in a tempest. Daros felt the tug on his mind and immediately shoved his hand into the sack at his waist, deftly plucking out a mask of leather and crystal. He yanked it hard down over his face and flicked the clear lenses over his eyes. Someone was about to attack him through his parasite, and the last thing he needed was that sort of distraction. The mask, he hoped, would disguise his aura and confuse his attackers into launching their assault against a mind with no more substance than a mirage.

The timing was dreadful, though, and he could not believe it was simple happenstance. He was being watched, he could feel the weight on his thoughts, the probes digging into the resilient surface of his aura. The trap was about to be sprung but he could not tell what the trap was, much less how to avoid it. With a frustrated grumble, he drew the crystalline blade from the sheath across his back and prepared for the worst.

He crept through the forest on cat feet, his movements muffled by the aura of psionic silence drawn down around him. His image was similarly indistinct, hidden by the power of his mind. If something was trying to trap him out here, he would at least have a chance to avoid it.

When he saw it, his throat closed of its own accord and his intestines clamped with fear. The thought-thing crouched in the midst of a stream, fragments and echoes snared in its aura like flies in a spider's web, their struggles pathetic and horrifying to his eyes. That he could see it at all told Daros of the thing's power, it was visible to his eyes, as well as his mind.

'We are the Accord of the Woven City, Daros Gyrekin.' The psychic voice shattered branches on the trees around him and blasted the grass from the earth between the thing and Daros, twirling the green blades through the air like confetti. Daros could feel his will draining out of him, the compulsion of the thing's thoughts bearing down on his aura like a leaden fist. 'We would like to speak with you, Gyrekin, about that which you have taken. We would like our property returned to us.'



PSION CHARACTER CONCEPTS

'A man is more than his powers, he is a collection of echoes from his past, of fragments from his future and thoughts yet to come.'

— From the *Psicrystal of Altur-Dein*

The mind of a psion is a powerful tool, a deadly weapon and a surprisingly resilient bulwark against the attacks of his enemies. But this mind did not spring full-blown from the astral plane; it is a complex creation, moulded over the years by his experiences and his suffering. When one follows the path of a psion back far enough, one is sure to find a moment, a point in time, when the psion either discovered his abilities or had them thrust upon him with often violent results. In this section, we offer several character concepts that define these moments of transformation, tying a psion's future to his past.

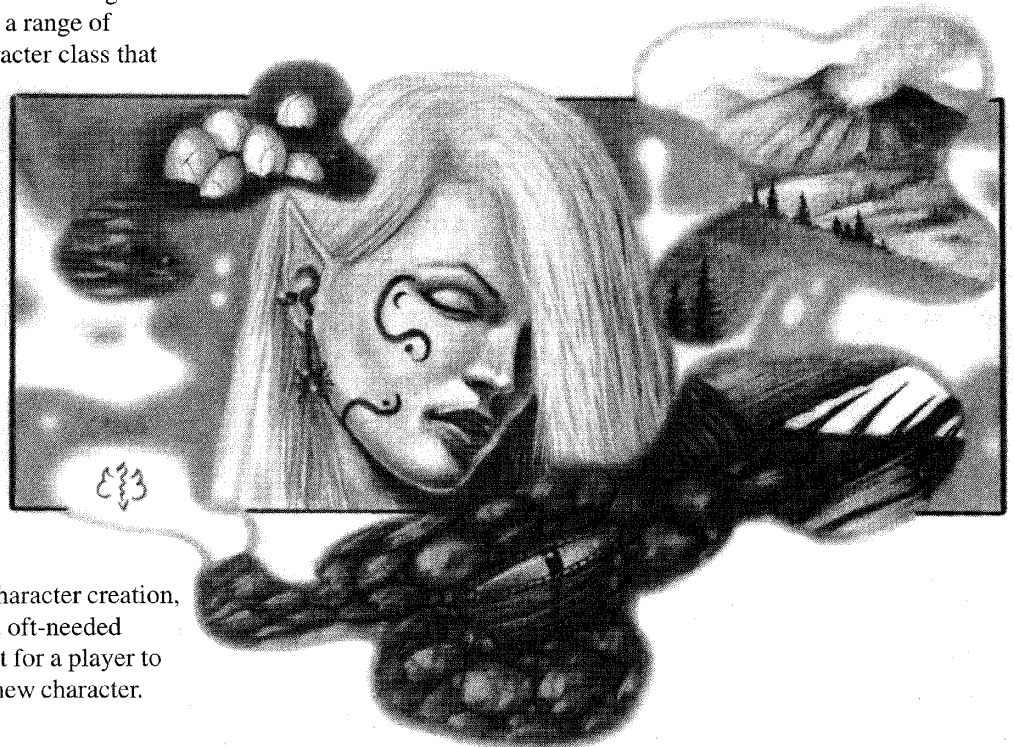
Character concepts are a core idea for the *Collector's Series* of sourcebooks from Mongoose Publishing and provide a range of templates for each character class that will allow a player to quickly and easily provide a ready background for every new character he generates. As well as providing both a small bonus and penalty to his character's capabilities, each character concept gives a ready base for roleplaying, thus greatly shortening the time taken during character creation, as well as granting that oft-needed inspiration so important for a player to feel 'at home' with his new character.

Any one character concept may be applied to a character as it is being created. The listed bonuses and penalties are applied, any role-playing description modified and adjusted to take into account the template and then the character is ready to play! From this point forth, both the player and the Games Master should be aware of the character concept chosen and take steps to ensure the character is played accordingly. It must be stressed, character concepts are a role-playing tool, not simply a method to gain lots of new abilities!

FRAGMENT

Personality fragments are able to ride you easily, sliding in and out of your consciousness with little effort on your part. They provide you with abilities you do not possess, at the cost of some of your personal freedom and the occasional loss of your personality and consciousness. Though you feel the exchange is beneficial to both parties, there are days when the press of other minds and the demands of your preferred fragments are enough to drive you to distraction. Whenever any splintered personality can attempt to have its way with your body, using you to gain a corporeal presence and experience the flesh once again, you are a bit leery of exposing yourself to them.

Still, you cannot deny the benefits you gain from their assistance. Without them, you would be scarcely



Jevva shouted, his voice a coarse bark his companions had come to recognise. His eyes turned the colour of old parchment left in the sun, and his shoulders slumped. Yet his hands were suddenly perfectly steady as they guided the lockpicks into the device set into the centre of the door. 'One second,' he said but his voice was a woman's, high and jovial where his own was deeper and sombre. 'Looks like the goblins bought this one from a gnome.'

A few more seconds passed before the lock clicked sharply and Jevva's face contorted into a disturbing smile. The corners of his mouth were lopsided and his eyes were of different sizes, as if two different masks had been glued together imperfectly. 'All done, boys. Now, if you would not mind a little drink?'

The others sighed and shrugged their shoulders. Malfric handed her the wineskin, then shoved his hands into his belt. Jevva sucked down one mouthful of the wine, then two. Before he could get a third down, Alvir snatched the skin away so hastily it sprayed over half the hallway. Jevva frowned again, then slumped against the wall. His eyes flickered abruptly, then returned to their normal colour.

'You let her drink again!' He shouted and spat, drank gustily from the flask of water at his hip, then spat that out onto the stones, too. 'I hate it when you let her drink. You know the rules.'

Malfric shrugged and took his wineskin back from Alvir. 'We needed the door opened. She opened it. You should be grateful.'

With a shudder, Jevva lowered his face into his hands and sighed. 'I'm never going to get used to this.'

different from any other psion, and certainly would not have the wide range of skills and knowledge you do now. If only you could find a way to tame the unruly spirits who attempt to seize control and refuse to relinquish it, you would be much happier.

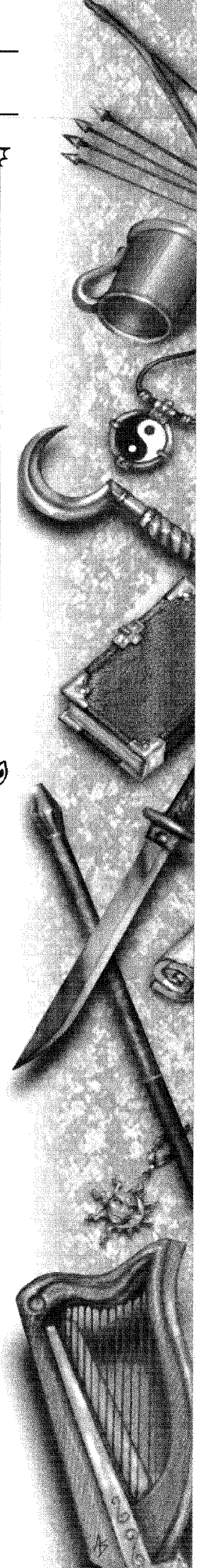
Adventuring: You are very good at a wide variety of tasks – provided you are able to control your fragments and are not victimised by some freakishly strong stray thought. Adventuring gives you a focus, a way to use the powers you have both for your personal benefit and to do a little good (or evil, if that is your thing). Adventuring, or at least travelling, is also quite necessary, as staying in any one place for any length of time is likely to bring down a horde of fragments who all want to be part of your life, even if only for a few minutes.

Those who travel with you are accustomed to your occasional trance states and your sometimes-confusing leaps in consciousness. But they are also appreciative of your ability to come up with the necessary skills in the clutch, grabbing what is needed out of seemingly thin air to help your party out of a tight spot. Though they do not really understand what it is that you do for them, or the price you pay for your skills, they certainly respect what you can do.

Roleplaying: Your mind is an open door and you are quite used to others making use of your body as they see fit. In your short life, you have been everything from a lockpick to an acrobat and, though most of the skills you have used are not truly your own, you cannot deny a great sense of accomplishment in what you have done. You are also very sympathetic to the plight of the fragments – not dead, not truly alive, and rarely more intelligent than a child, these splintered bits of the psyche want nothing more than a body and the chance to do what they do best. Because of this, you must often allow your body to be used in ways you may not be comfortable with. To combat this, you occasionally develop a powerful drinking or drug problem, allowing you to anaesthetise yourself and prevent anyone from taking over your intoxicated body.

You always seem to have a somewhat distant and aloof air about you, as if you are listening to something no one else can hear. Which, in many cases is exactly what you are doing, listening for the telltale whispers that warn of approaching fragments so you can protect yourself, and your mind, from their advances.

Benefits: You may contain two more fragments than would normally be possible (see Echoes and Fragmentous). You also gain a +1 natural bonus to any



PSION CHARACTER CONCEPTS

Psicraft skill check you make to harness a fragment or extract a skill from a harnessed fragment.

Penalties: You suffer a -1 penalty to any Will saves you make to ward off the advances of an unwanted fragment rider. You also suffer a -1 natural penalty to any Will saves you make to attempt to throw off a fragment rider, including those you willingly invite into your aura.

HEALTHY MIND

The plague took your whole village, leaving you homeless and alone. When you were exposed to the dreaded weeping sickness, your eyes did not dissolve in your skull, though those around you felt their sight slide down their face on gelid tracks. Wherever you have gone, when disease dogged your heels, you have managed to come through it in one piece, unaffected by some of the most horrific illnesses known. Yet, there was a time when a simple cold knocked you down for weeks on end, when a fever left you comatose for nearly a month, surviving only on the dribbles of broth your mother poured down your throat through a trough carved from a willow branch.

Your explorations into the psionic arts led you to understand that your psionic power helps you fend off diseases, destroying them before they can take root and leaving you healthy and unharmed.

Unfortunately, if any disease makes it past your psionic defences, you are left with almost no natural resistance and can suffer horribly as a result.

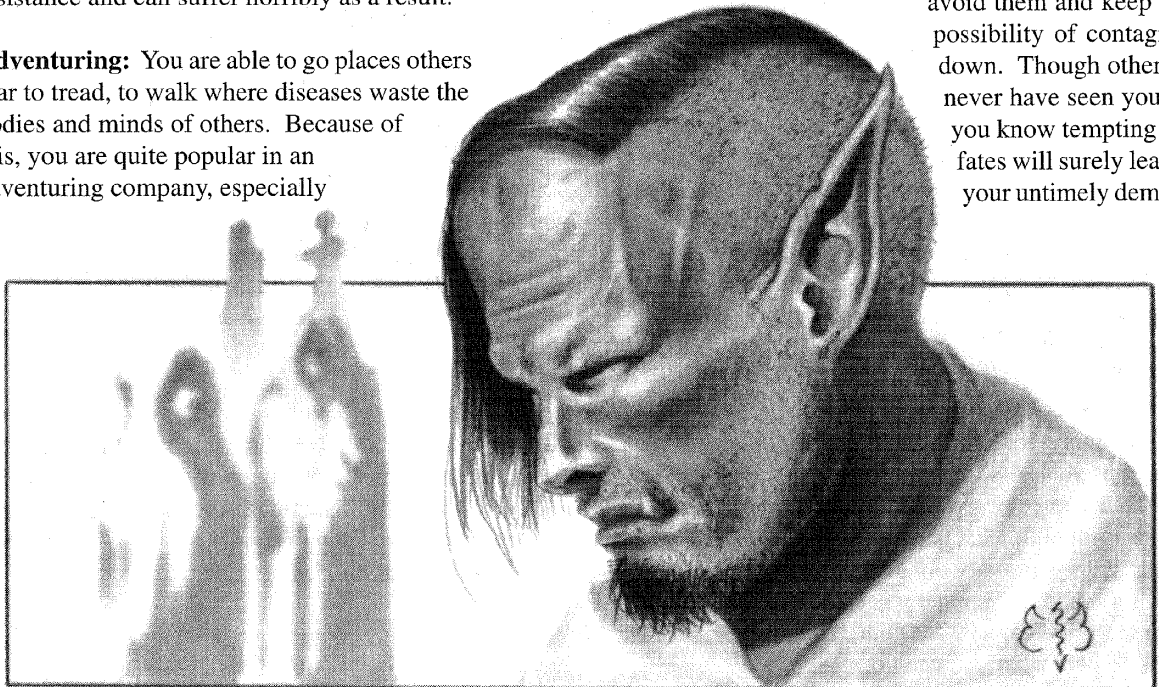
Adventuring: You are able to go places others fear to tread, to walk where diseases waste the bodies and minds of others. Because of this, you are quite popular in an adventuring company, especially

those who are going against undead or other creatures known to spread disease. You put up a brave front in these circumstances but you know quite well that if your defences ever drop, you are going to be in a world of hurt as the diseases ravage your flesh.

This has led you to begin your search for psionic items that not only cure diseases but also prevent them. Your luck is going to run out if you keep exposing yourself to all manner of horrible illnesses, and you know it. The sooner you can stack the deck in your favour, the happier you will be. When offered the chance to go after any item that might fit the bill, you are off like a shot, urging others to come with you at the earliest opportunity.

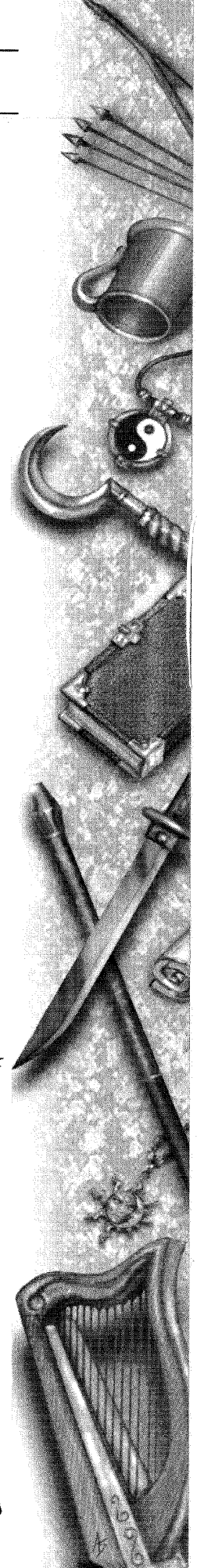
Roleplaying: You are healthy, and you know it. Still, you take good care of yourself, knowing that any stray disease might get lucky, slip through your defences and snuff out your life. While others might be content to simply eat whatever comes their way, you do your best to have a balanced meal while travelling and take great pains to search out fresh herbs and vegetables when possible. For the same reason, you abstain from eating meat, which could harbour all manner of strange illnesses.

This also extends into an obsession with neatness and cleanliness. Filth carries disease and you cannot afford to be confronted with diseases any more often than absolutely necessary. When confronted with someone who is sick or dying, you do your best to avoid them and keep the possibility of contagion down. Though others may never have seen you sick, you know tempting the fates will surely lead to your untimely demise.



Benefits: You have a special psionic defence against any disease with which you come into contact. Whenever you are exposed to a disease, either magical, psionic, or natural, you are first allowed your normal save (if any saves are indeed allowed). If this save fails, your defence kicks in and eradicates the illness before it can infest your body. Until you have base psionic power points of five or more on a daily basis, this power expends all remaining power points (though you must have at least one power point for this power to do anything) and destroys the infectious agents. Once you have 5 or more psionic power points each day, the use of this ability costs 5 points for a natural disease and 10 points for a supernatural or magical disease. If, in either case, you cannot pay the psionic power point cost to fuel this ability, you are inflicted with the illness.

Penalties: Any time you are sick, from any type of illness, infection or disease, you are sick for twice as long as normal unless magically or psionically healed. Non-magical, non-psionic cures cannot drive the illness from your body, however, as your natural immune system is so badly compromised it cannot fend off the illness.



IMBALANCED

As a small child you suffered a fairly serious head injury that left you unconscious for weeks. Though few thought you would recover, you surprised everyone when you miraculously snapped out of your coma and crawled back to health. You were never the same after that, though, and you heard more than one whisper behind your back regarding your mental state. While it was true that you had difficulty concentrating

for any length of time and often connected your thoughts in a more distracted fashion than others, *you* felt perfectly normal. Still, over the years you began to realise that you were, indeed, more than a little different from others. Though you were just as intelligent as your peers, you could not articulate your thoughts well and had difficulty maintaining concentration on any task for more than a few minutes

'I have no idea what you are talking about.' Daros looked down at the young boy in front of him, at the way the child's mouth quirked up at one corner and his eyes drifted up toward the sky as he spoke.

'Sure you do, mister.' With a slow grin, the boy wiggled his bare toes in the dirt and lifted his foot, beaming a proud smile at Daros. 'See what I made?'

The indentation of tiny toes in the dust looked like nothing, five small dots above an odd-shaped crescent where the ball of the boy's foot had disturbed the ground. Daros tilted his head sideways and looked at it but he could not make sense of what he saw. 'I'm sorry, boy but I see nothing. And I do not have -'

With a grin and a laugh, the child danced backward and rubbed furiously at his temples with his knuckles. 'No one can. No one but me me memememe. . .' The boy danced off through the streets, grinding his knuckles against his head a handful of hairs floated behind him in the breeze of his passing.

Shaking his head, Daros adjusted the brim of his hat and walked away. 'Welcome to the world of the psion, kid.'

PSION CHARACTER CONCEPTS

at a time. As the years passed, your inability to concentrate became more and more of a liability and you spent hours alone, contemplating the strange damage to your brain and the effect it had on your life. During one such period of introspection, you discovered you were different in ways others simply would never understand – you possessed psionic powers.

Adventuring: The discovery that you were not merely different but talented in strange and unexpected ways led you to depart your home in search of knowledge. You wanted, more than anything, to attempt to come to grips with who you are and the strange ways in which your brain has developed since your childhood injury. Sadly, you have not yet found your answers, and even though your journey has just begun you are starting to believe you may be even more of an anomaly than you once thought. Though you have a significant power edge over other psionic creatures, thanks at least in part to your injury, you have found no others which share your affliction and its attendant blessing. Still, you strive to find more, to dig in deeply to find out what it is in your mind that is flawed and how you can repair the damage without destroying the gift you received at the same time.

Almost as important to you as coming to grips with your special gifts and disabilities is finding something to hold your attention. You grow bored very quickly and find concentrating on any specific task or idea incredibly difficult. Since you began adventuring, though, you have seen some decidedly strange things, which you hope will lead you to something strange and intriguing enough to hold your attention for an extended period of time. Who knows, it may even be able to cure you of your affliction.

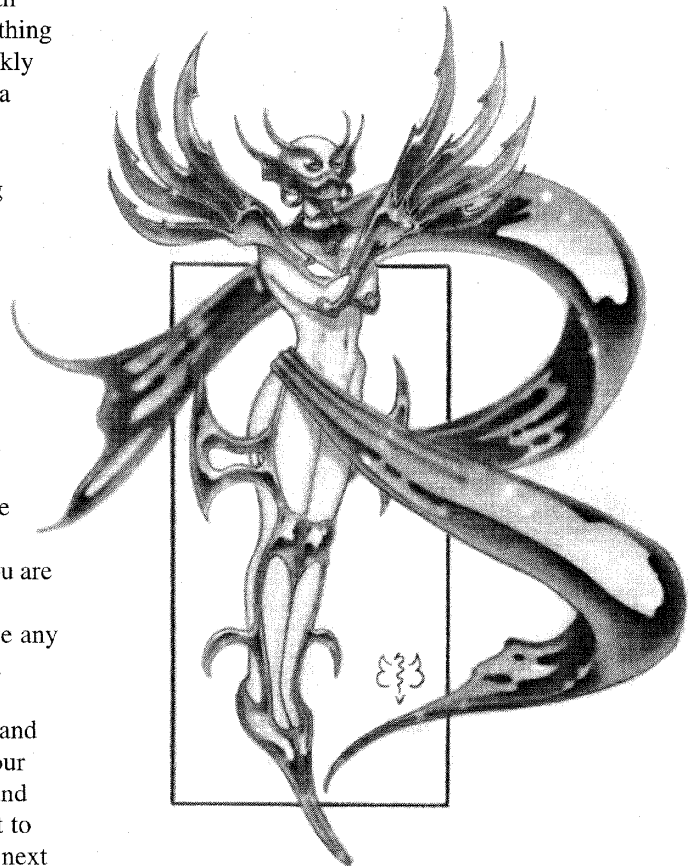
Roleplaying: You are curious but, more importantly, you have difficulty paying attention to anything long enough to satisfy your curiosity. So, while you are certain to poke your nose into anything interesting, you are just as certain to lose interest in it and wander off after a few minutes. This does not mean your memory is affected or you are less intelligent than others – you have no trouble keeping track of things you learn, nor do you have any disability when it comes to picking up new skills. Your problem is simply one of attention span and concentration. In short, you are easily distracted and have a difficult time concentrating, even when your life depends on it. You speak in short sentences and spend a good deal of your time flitting from point to point, examining things before moving on to the next item of interest.

Bonuses: You receive +1 psionic power point per level, a gift from your hyperactive mind and its strange scar.

Penalties: You suffer a –4 penalty to any Concentration skill check you make and are unable to maintain any psionic power which requires concentration for more rounds than your current Wisdom modifier. You may also not take the Combat Manifestation feat.

INTROVERT

You have never been much of a people person, preferring instead to spend your free time in quiet solitude, listening to your own thoughts ricochet wildly through your mind. While your peers spent their childhoods in search of friends and building their social skills, you preferred to remain alone, thinking over problems and exploring the mysteries of your own little corner of the universe. Though you can be pleasant enough when the situation warrants it, you rarely feel the need to converse with others and are perfectly happy to sit in silence rather than fill the air with useless chatter. You sometimes wonder what it might be like to be one of those garrulous souls you have come into contact with since your adventuring



career began. You are not sure your voice would hold up to all the prattle.

Adventuring: Understanding yourself is a big part of your philosophy on life and one of the reasons you have gone into the adventuring business. The world is wide and interesting, full of things and people who can actually teach you things you cannot learn on your own. The more you travel, the more you see that surprises and delights you and you hope the longer you spend with the group you have taken to hiking through the wilderness with the more you will learn about them – and yourself.

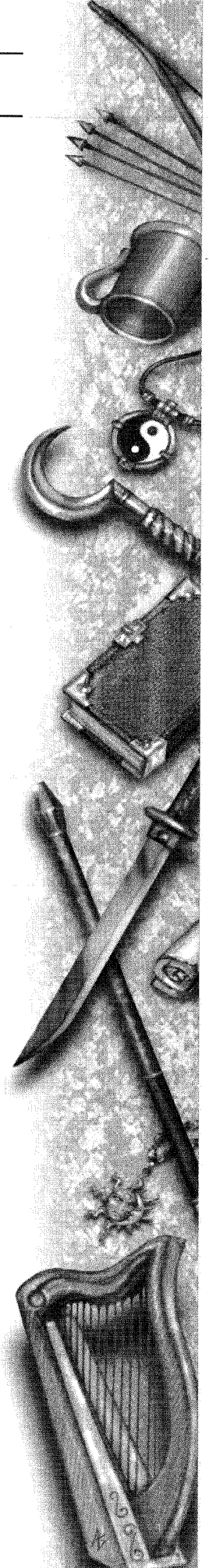
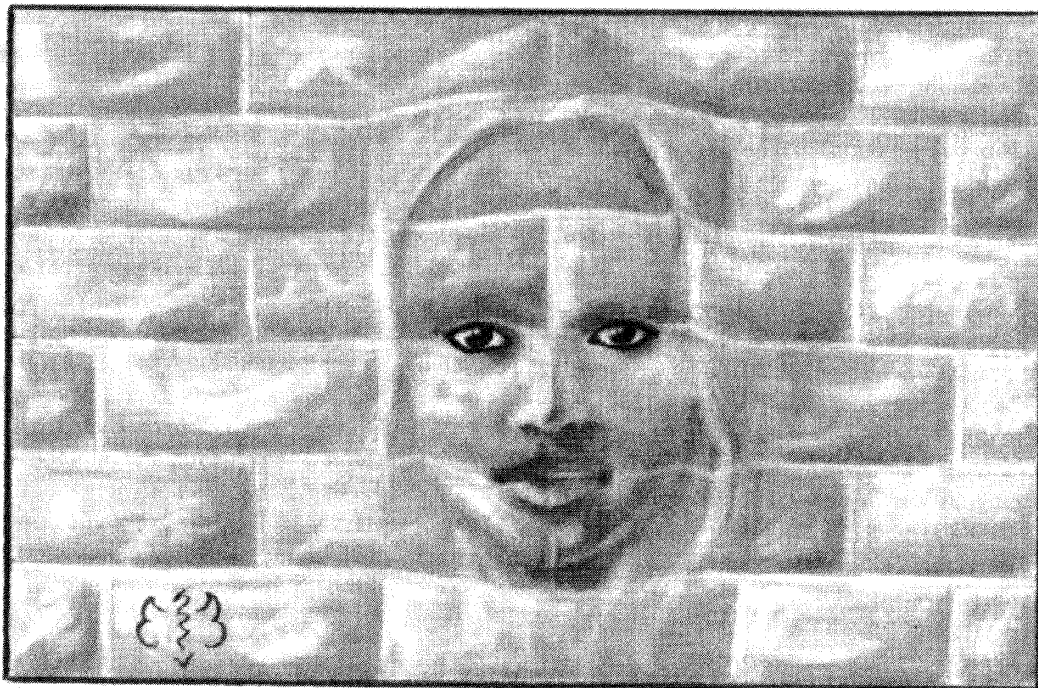
Roleplaying: People are interesting to you but only when they are not bothering you overmuch. You know others have something valuable to say and try to be available for comment as often as possible. Unfortunately, this tends to be not very often as you spend a great deal of time completely alone, talking quietly to yourself and considering your thoughts. When others talk, you listen but rarely contribute much to the conversation yourself. If you believe not speaking could lead to problems down the road, you will force yourself to add to the general banter but have difficulty doing so in a natural or eloquent manner. Most often, when you must speak to others, you do so in a rush, blurting out as few words as possible to convey your message before retreating into silence.

Bonuses: Your familiarity with your own mind and abilities means you can more readily defend yourself, providing you with a +1 natural bonus to all Will saves you make to defend against psionic attack modes. If you are using the alternate psionic combat system found in the Tools of the Trade chapter, you gain a +1 natural bonus to any psionic defence rolls you make in psionic combat.

Penalties: Never one to be comfortable reaching out to others, you suffer a similar difficulty in transferring the power of your mind to others. Whenever you attempt to make a psionic attack, reduce the DC of the Will save to resist that attack by 1. If you are using the alternate psionic combat system found in the Tools of the Trade chapter, you suffer a –1 natural penalty to any psionic attack rolls you make in psionic combat.

INVISIBLE FRIENDS

Most children have little friends they talk to, imaginary creatures they play with to while away otherwise lonely hours. As the years pass, though, the invisible friends become less tangible and their influence over the child who created them becomes greatly diminished. In your case, however, that was not the case – your invisible friends seemed to become more real, more powerful the longer you spent with them. When you noticed that parents, friends and others were looking at you askance when you spoke to your invisible friends, you began to be a bit more circumspect when you played with them but you never





PSION CHARACTER CONCEPTS

abandoned them entirely. In the night, when everyone else was asleep, you would spend time talking to them, listening to their advice and telling them your deepest secrets and hidden dreams.

As you grew older, you came to realise your friends were providing you with more and more useful information. When you became more adept at knowing which questions to ask and how best to phrase them for the answers you needed, they were informative indeed. You have since learned these friends are likely some sort of psionic residue imbedded in your aura, a group of creatures who have, for whatever reason, chosen to bestow their prognostication abilities upon you. Though other psions are aware that such creatures exist, it is still an alarming thing to see them in your aura, requiring regular explanations to those who share your psionic sensitivity.

Adventuring: You are a natural for adventuring. With your ability to see seconds into the future, you can avoid some of the dangers that fell others of this profession. Given that adventurers often have some strange quirks of their own, the moments you are caught talking to yourself are seen as nothing more than mild eccentricities. More importantly, your invisible friends have a tendency to encourage you to travel to certain areas or to seek out specific items or pieces of information. Why they want you to do this is not often revealed but they aid you so much in your life, you can hardly deny them the occasional request. The fact that the sites they wish to investigate are often laden with other, unrelated, treasures ready for the taking by you and your companions does not hurt either. Your reputation as a person with extreme luck and a real nose for treasure hunting is spreading, though, and you may find yourself the subject of some very careful scrutiny in the future.

Roleplaying: The voices you hear in your head are real, you have no doubt about that at all. If you are capable of seeing auras, you have seen them there yourself, glowing like strange balls of pearlescent lightning orbiting your chest and head. If you cannot see auras, others have certainly told you about your strange 'passengers' and may even have offered to rid you of these so-called parasites. Of course, you would do no such thing, as your friends have been with you for as long as you have been conscious and are a great help in times of trouble. You generally hide the presence of your friends from non-psionic allies, preferring to be regarded as slightly crazy rather than attempt to explain that you have a group of strange

creatures living in your aura who provide you with bits of information about the future.

If directly questioned about your invisible friends, you do your best to avoid answering and attempt to get away if at all possible. If forced to answer, you really have nothing to offer about the origin or nature of your friends – you know that they are helpful and that they appear to be able to see brief glimpses of the future but the friends have no identity (other than those you have ascribed to them) and will answer no questions about themselves.

Benefits: You are able to use the *inkling* power a number of additional times each day equal to your Wisdom modifier. These uses of the power do not count against the daily limit of uses for zero-level psionic powers and cost no psionic power points but they do require you to spend a move-equivalent action to ask your question. The answer always comes instantaneously but you are never sure if it is correct.

Penalties: Regardless of how ludicrous the answer may be, you firmly believe the advice provided by your uses of the *inkling* power provided by this character concept are infallible. When you ask the question, you must act as if the answer given is correct, even if it is not. If no answer is given, then you believe the outcome is neither good, nor bad, and will act accordingly. Just as importantly, you do not believe this power ever fails and will defend your beliefs with real zeal. If others refuse to go along with your predictions, you will do your best to convince them otherwise, though you will not become violent in order to do so.

LEFT FOR DEAD

At some point in the past, you were lost in some sort of hellish accident. Whether you disappeared during a raid by local bandits, or were thought to have drowned in the undertow of a local river, you were seen to have been in an accident and died, though your body was never found. In truth, though you were grievously injured, you were able to drag yourself off to some isolated or well-hidden area. There, you recovered very slowly, struggling back from the edge of the grave with iron determination and an unbeatable will to survive. Though you did not know it at the time, this was the moment when your psionic powers chose to reveal themselves, protecting you from death long enough for your wounds to heal and natural recovery to begin.

The avalanche had torn one of his fingers off, he could see the bloody end of it in the snow, dancing down the hill in front of his eyes. Then the falling stopped and the vast weight of the snow settled around him, swallowing the light and his finger vanished into the blackness.

I'm going to die here.

It was not supposed to be like this. Jevva was supposed to die, not him. Darius had seen it in a flash, a quick burst of insight that showed him how to get rid of his rival while their parents were busy wrestling down an ice crystal for the darkwinter festival in the Woven City. But what he'd seen had been false and both of them had gone crashing down when the slab gave way beneath his boot.

I'm only twelve, I cannot die here. Not like this.

Somewhere, far above him, he could hear the sound of others screaming his name, the syllables torn away by the shrieking of the wind before he could make sense of them. Darius screamed beneath the snow and wriggled in its strangely gentle grasp but he could not make any progress. Hours passed and his voice was so ragged even he could not understand it any longer. His sweat had long ago stopped coming from his pores and now he felt it tightening across his forehead and on his cheeks. He'd lived in the mountains long enough to know what came next. Frostbite, then he'd fall asleep. Only he would not wake up.

Avalanches were a way of life up here, every year a few children were swept away by the torrents of rushing ice and snow, none were ever found. Some said the wind sprites took them, dragging them away to toil forever in the ice caverns. Darius knew better now. There were no wind sprites. Only the dark and the cold, tightening around him like a vice.

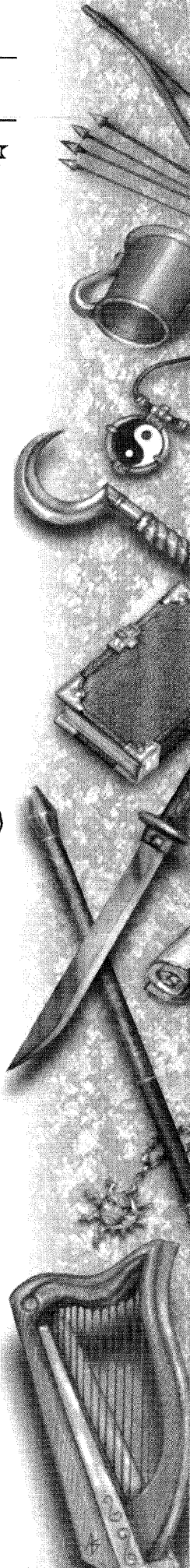
Unfortunately, your memory of the accident itself, as well as your life preceding that mishap, is completely gone. You cannot remember your childhood, you do not remember where you lived and you certainly cannot dredge up the images of your family. Isolated from your past and eager to improve your strength and skills to avoid such accidents in the future, you have decided to take to the open road and the adventuring life.

Adventuring: You have got nothing to lose and everything to gain. Half of your wanderlust comes from the desire to see if anyone, anywhere, will recognise you and help guide you to your family or friends. You originally believed you must have suffered your accident at least somewhere near your home but months of searching have turned up no leads. Disappointed in your inability to find anyone related to you, either by blood or other relationship, adventuring seemed the natural choice. Your new companions have no problem with your lack of a past (though more than a few in this line of work grin knowingly when you mention you do not remember where you are from) and enjoy your enthusiasm and determination to continue your quest.

You also like the fact that your adventures sometimes involve trips to large cities, where you can dig into records and other documents in hope of locating some clue to your existence. You do know your name but it has so far given you no leads. Still, if you keep searching, you are sure you will come up with something and find your way back to your family.

Roleplaying: You can be relentlessly upbeat for no apparent reason, even when faced with horrible odds and the certainty of a painful death. Having survived at least one such fate, you are certain you have a purpose in this world and live every day in the hopes you will discover just what that purpose is. The fact that you have no family certainly helps in your eagerness to search the earth but you truly enjoy the travelling and sense of discovery that waits you during the course of your many adventures.

The families and friends of your companions are also very important to you. By exploring the relationships your travelling partners have with their own blood, you support the dim hope that you may find your way back to your own relatives. In the end, though, such discussions do not prove very enlightening and tend



PSION CHARACTER CONCEPTS

to leave you feeling a bit more depressed than when they began.

Benefits: So long as you have at least 1 power point remaining, you automatically stabilise any time you are rendered unconscious as a result of wounds reducing your hit point total below zero. This occurs automatically the round after you fall unconscious and can neither be avoided, nor prevented.

Penalties: Whenever your benefit kicks in, it is very taxing for your body to hold itself together in this way. You suffer one point of temporary Constitution damage any time your benefit comes into play. This damage can be healed normally or magically.

OBSESSIVE

You are not satisfied with the average or ordinary. When you apply yourself to something, you go the whole way, doing your best to master the skill, succeed at the task, or otherwise accomplish what you set out to do. Where others might be willing to dabble in learning something that interests them, you have great difficulty in learning anything which you do not intend to fully master. This narrow focus assures you of a certain expertise in those areas in which you have the time to devote yourself but also prevents you from picking up a bit of training in areas which you find interesting but are not willing to throw yourself fully into.

This fascination with perfection is what eventually uncovered your psionic powers. Sure, others can have more time to relax, more time to spend learning bits

and pieces and generalising – but you are focused, you have drive.

Adventuring: You are always on the lookout for something to help you learn more, to become more capable in those areas in which you have chosen to train yourself. Early on, a trip to the library was a good way for you to pick up the knowledge you needed but, as you grew more capable, you found yourself unable to get the same ‘fix’ from musty old books. When you discovered the world of psionics and magic, it was as if a door had opened in the centre of your being and you were being asked to step through. You pursued psionics with great vigour once you discovered you had the capability to use the powers of your mind, and have never looked back.

Part of your adventuring career revolves around ways for you to perfect yourself, to master more skills than would normally be possible and to be comfortable with your levels of expertise. So you adventure to find magical or psionic items to help you achieve those goals but also to help you hone your psionic and natural abilities. You learned long ago that the best way to become good at something is to do it, so you spend as much time as possible using those skills you find most interesting and those psionic powers which you find most effective.

Roleplaying: If you are offered one of a set, you will turn it down if you cannot have the whole set. Completeness is greatly valued in your view of the world, and you would rather have a full complement of inferior items as opposed to a partial suite of superior objects. This mindset also extends to your skills, because once you start learning a skill you will not



stop until it has been mastered. You are less than patient with those who do not share your obsession and may sometimes resort to sarcasm to belittle the 'dabblers' who are able to comfortably pursue many paths, rather than limiting themselves to a much narrower though deeper set of options, as you have. This condescending attitude can be quite grating to those who do not know you, as can your insistence on having a complete set of anything. Hours can be spent exploring a ruin for the other pieces to an ancient chess set and you have been guilty of spending ludicrous sums on items you do not need, just because you had part of the set in your backpack.

Benefits: You pick up skills easier than others, due to your naturally agile mind and the disciplined mindset you have established over the years. Each level, you gain an additional skill point, in addition to any other skill points you gain for that level for any other reason. This skill point can be spent on any skill you wish, without penalty or restriction but it cannot be saved from level to level.

Penalties: You may never spend fewer than two skill points on any skill which is not maxed out. That is, if you put a skill point into a skill which is not yet maxed out, you must place at least two skill points (total, not additional) into that skill. You also refuse to take cross-class skills, as they spread your efforts too thin and do not provide you with the level of expertise you seek.

PERSONALITY SHARD

The midwife claimed your mother was pregnant with twins before you were born and your father often whispers drunkenly of 'the other one' on nights when he's had a bit too much ale. Growing up, you sometimes caught a glimpse of a second shadow near your own, a twin spot of blackness spreading out behind you like a tattered cape, even when your own shadow lay ahead. You have always experienced blackouts, periods of which you have no memory but during which you clearly saw and spoke to other people. There have even been moments when, looking into a mirror or pool of water, you could swear your eyes changed colour, just for a moment.

In truth, your twin never left. He has been with you your whole life, a quiet passenger of which you were never aware. Though he was only 'awake' for a few hours, here and there, he has gained his own set of interests and skills. You have learned to merge his personality with your own, to a certain degree but there are moments when he is dominant and his

capabilities come to the fore. Though he has, so far, been generally willing to accept his position in your life, you have a sneaking suspicion that he would like to be the main personality, relegating you to the background.

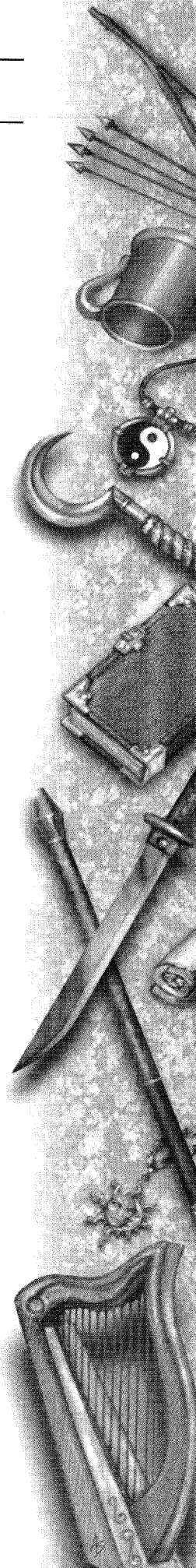
Adventuring: You are not sure why you took up adventuring. Maybe it was one too many questions from friends about why you were acting so strangely, or the way your parents would look at you sometimes, as if you had committed some horrible crime of which you were not aware. Whatever the case, you went to bed one night in your family's little cabin and woke the next day far from home, snuggled into the back of a wagon driven by a man you did not know. Since then, you have been exploring the world, letting the other you take you where he will.

In the course of your travels you have met a few individuals you could trust and have since taken to adventuring together. Though you have not yet told them about your 'condition' they are surely aware something is not quite right. Your varying skill sets, the way your speech changes from time to time, and the random colouration changes of your eyes are a sure tip off. You hope to find some way to break the news to your companions but are afraid they would not understand. Now, your greatest fear is that the other you will do something horrible while you are 'under,' and you will not find out about it until it is too late.

Roleplaying: When you are the dominant personality, you try to be as outgoing and personable as possible. Because it seems your other personality makes friends easily and has few enemies, you do your best to be pleasant to strangers, never sure when someone you do not know could turn out to be the bosom buddy of the other person living in your head.

This sort of split life makes you nervous about how you interact with others. You do your best to dig down into the pasts of your companions, trying to memorise every fact about their lives so the other you will not have information you are missing. You also do not like staying in one place for too long. The greater the amount of time you spend in any one location, the more likely it is the other you will come out to play, creating friends and lovers you are not aware of and jeopardising your lifestyle.

Creatures with the power of possession, or psionic powers and spells that control the mind, are abhorrent to you and you do your best to avoid them. If confronted with such an entity or action, you do your best to bring it to an end before it can upset the





PSION CHARACTER CONCEPTS

delicate balance within your own mind. Knowing as you do how it feels to be evicted from your own body, you would not wish the same fate on anyone else.

When your secondary personality is dominant, the differences are subtle but they are there. You are generally more confident during this time, as well as more outgoing and generally amenable. The main differences are probably seen when you possess new skills or information you did not have before.

Benefits: After this character is created, the Games Master should select three of the skills for which at least three ranks were purchased. These skills all have two more ranks when the alternate personality is in control.

Penalties: After the skills affected by the benefit are chosen, the Games Master should choose an additional three skills and this second set of skills has two fewer ranks (minimum of zero ranks) when the alternate personality is dominant. These skills cannot be the same as the skills chosen to receive the benefit. The Games Master is also allowed to pick one Knowledge skill which your alternate personality has but you do not. This skill has a total number of ranks equal to your current total levels. Note that the skills chosen by your Games Master for your alternate personality may be any skills available to a psion.

There is a 20% chance each day that you will experience a 'black-out'. The Games Master should check each day to see if this is going to occur. If you are scheduled for a blackout, you will have it when any stressful situation arises. Stressful situations include things such as suffering an injury in combat, seeing a friend sustain an injury, failing an important skill check, or any other time during which the Games Master feels you are under mental duress.

When the switch occurs, you are aware of it but others are not. You are also aware of the new skills you possess and the penalties to existing skills, and are able to react accordingly.

SPECIALISED MIND

Your concentration is like a beam of sunlight shining through a pinhole in a shade. Where it falls, it is powerful indeed but anything outside your immediate concern is shrouded in darkness as far as you are concerned. This powerful focus served as the catalyst for your psionic powers, dragging the first such power up from the depths of your subconscious when you needed the power to assist you with a problem. Once

manifested, this power was much easier to call up than you would have thought and remained much easier to call on than any of your other psionic powers.

From talking to other psions, you understand you have a specialised mind, one which is very adept with a handful of powers but has a somewhat harder time controlling and manifesting others.

Adventuring: For you, broadening your horizons is not just a good idea, it feels mandatory. You are aware of your benefits but you also know you have a significant handicap that other psions do not have to contend with. You hope that by exploring and learning the secrets left behind in ruins, you may discover something to help balance your concentration, giving you the ability to focus it more broadly.

Your companions, however, are comfortable with your abilities and rarely see the problems you struggle with. Though it can be frustrating to see their ignorance so often, you have to admit they seem to admire your skills and facility with those psionic powers your brain is familiar with. You have some fear about telling them the truth, wary they will see the differences in your mind as a liability rather than a strength.

Roleplaying: Intensity is your hallmark. You hone in on problems and keep at them until you conquer them or you are physically dragged from them. It is not unusual for you to spend days struggling with some conundrum and you will gladly spend hours crouched in front of some strange rune in the depths of a dungeon as you try to puzzle out its meaning. If distracted from the task at hand, your temper often flares and you have been known to say hurtful things to your companions. Though they take your abuse, for now, you know that it is not something you can take for granted. After all, who is to say they might not just leave you poring over some orcish graffiti in the depths of the underearth some day, a victim of your own curiosity and intense interest.

Benefits: When this character is created, select one psionic power from his primary discipline. This power costs one fewer power point to manifest than it would normally. You may select an additional power from your primary discipline when you gain any level which provides additional psionic power points or additional psionic powers.

Penalties: Any power not selected to receive a benefit, above, costs an additional psionic power point when you attempt to manifest it.

TOUCHED

Even at birth, it was clear you were not like everyone else. The psionic powers you would one day lay claim to seemed to burn like a beacon, even in your very early childhood. Your eyes have always been brighter, your voice clearer and your skin more luminous than anyone else you know. Parents and friends both knew you were special but also felt as if you were a bit untouchable, a strange creature they could not fully understand and, at least a bit, feared. Because of this aura, you were never able to make the kinds of close connections with others that most take for granted. This led to your being somewhat of an outcast in your youth, a beautiful child who others simply could not stand being around for too long.

This was amplified greatly when your psionic powers manifested and you found your mind wandering in strange and frightening ways. Though you were able to very quickly bring your psionic power to heel, bending it to perform as you require, more mundane tasks were becoming more difficult to complete. Even worse, you found learning non-psionic information took an inordinate amount of time, making it almost impossible for you to ever achieve true expertise.

Adventuring: You have an edge over other psions, those few extra powers that help you get in with adventurers quickly. More importantly, you like adventuring – you are not anyone special when you are out there with the barbarian at one shoulder and the wizard at your back, you are just another adventurer trying to make a living at a dangerous job. This sense of acceptance and lack of special treatment helps soothe the old hurts and strange feelings from your childhood, when you were judged as something between a god and a monster.

Of course, the odd chance that you might find something to help you shake off the downside to your background is a very real motivating factor in your career, as well. The thought that you could, possibly, find something which allows your mind to not only produce an inordinate amount of psionic powers but also to function in a more normal fashion when it comes to mundane skills, is a powerful lure. If such an item exists, you will take great pains to acquire it, facing any dangers that stand against you in the hopes of gaining the object of your desire.

Roleplaying: You were always treated deferentially when growing up, either because you were truly respected by others, or because you were regarded as a bit of freak who should not be disturbed. Whatever the case, you grew up with a certain sense of

entitlement and the belief you were something more than normal. While you value the way your companions treat you as just a normal adventurer, you will have none of that from outsiders. You expect to be treated well by those who wait on you in inns and will accept nothing but the best the house can offer you when dining. When dealing with merchants, you do your best to haggle them down to some completely unreasonable price, often offering an offensively low initial bid on the item.

The haughty demeanour you project can worry others and often proves to be a problem when dealing with strangers but your friends tolerate you because of your exceptionally diverse selection of psionic powers. When working with your companions, you do your best not to step on their toes but are liable to slip back into the old ways of thinking and acting when confronted and are very likely to snap at those who disagree with your ideas or plans.

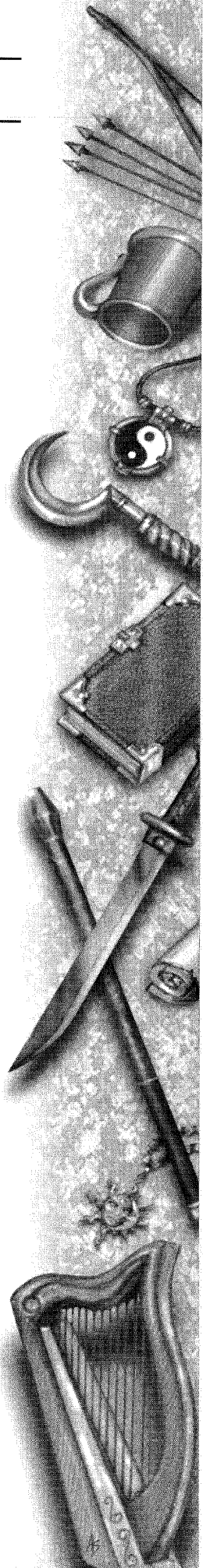
Benefits: You receive an additional psionic power from your primary discipline every three psionic levels.

Penalties: For purposes of gaining skill points, your Intelligence ability modifier is considered to be zero. That is, you never gain any additional skill points based on your Intelligence.

TRAUMATISED

You were one of the victims of an attack by psionic creatures. Your mind was assaulted by the power of alien intelligences and you suffered considerable damage. While others around you were able to beat the creatures back, you only barely survived. As you spent weeks recovering from your injuries and the horrors you witnessed, you found you saw the world in a different way. Thoughts you had never had before were now commonplace and your perceptions were subtly altered, as your brain struggled to assimilate the changes growing within its fathomless depths.

It was only later that you discovered the true extent of your psionic powers and you were torn between elation that you were no longer powerless against the creatures who had once victimised you and the realisation that your mind was now the kind of weapon capable of such terrors. After seeking some training from a small group of psions, you set out on your own, to attempt to reconcile the two halves of your talent and integrate it into your life.



PSIONIC CHARACTER CONCEPTS

Adventuring: When evil psionic creatures lash out at those who are defenceless and unprepared for the psychic assault, you do your best to mete out the only kind of justice such fiends deserve. You destroy the minds of others but only when driven to it by their own actions. To increase your skills and gather the arsenal you need to defend the minds of the innocent, you spend a good deal of time poking around in old ruins and exploring dungeons with some like-minded companions. Though you are certainly mercenary in your pursuit of your goals, you always keep on eye on the ultimate reason for your travels – to protect those who cannot protect themselves and destroy those who prey upon the weak.

Your adventuring partners sometimes find your beliefs a bit overbearing but are aware of your generally good nature and your ability to stick it out in a fight. Though your psionic powers are often more subtle than the spells of wizards, your zeal and willingness to mix it up with the creatures you face provides you with an edge and the respect of your peers. When push comes to shove, you are ready to fight until the end, especially if you are facing creatures you believe need to be punished.

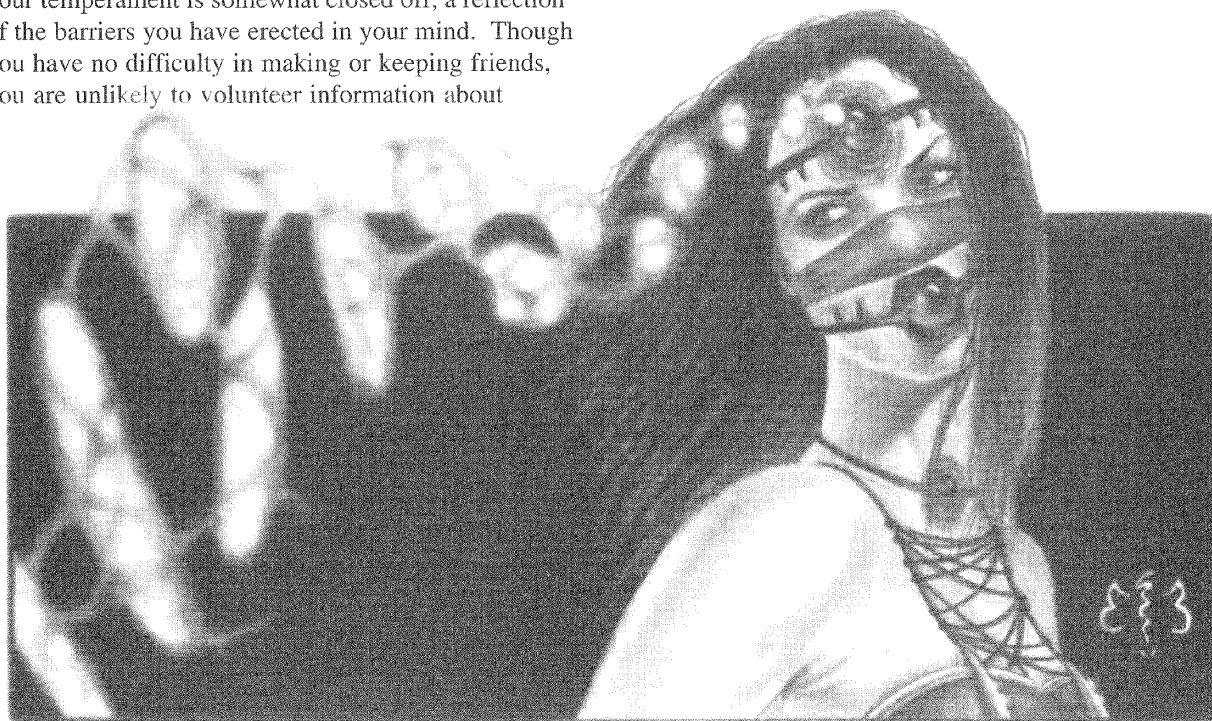
Roleplaying: The attack that nearly destroyed your mind also set you on a course that would change your life forever. You strive to perfect your psionic abilities, working to improve your defences and prepare yourself to face psionic foes in the future. As a result, your temperament is somewhat closed off, a reflection of the barriers you have erected in your mind. Though you have no difficulty in making or keeping friends, you are unlikely to volunteer information about

yourself or your plans to others, unless doing so is absolutely necessary.

On the other hand, you are a crusader against the predation of the strong on the weak. Though psionic creatures have great difficulty harming non-psionic creatures with their attack modes, they are fully capable of ripping the minds from the bodies of those psions who are not yet well versed in the ways of psychic warfare. Whenever you find creatures who believe they can prey on other psions, you go out of your way to bring them to heel, destroying them when possible.

Benefits: The trauma to your mind had the side effect of improving your defensive capabilities. Any psionic defence mode costs 1 power point less when you manifest it.

Penalties: You have some difficulty launching direct psionic attack modes against your targets. Even creatures you hate, you feel, should not be subjected to the kind of insidious assault psionic combat poses. Because of this, all psionic attack modes cost 1 power point more when you manifest them.



THE PRESTIGE PSION

'Generalities are fine for most. After all, if you have no intention of becoming the best at anything, why bother focusing your efforts at all?'

— From the Psicrystal of Altur-Dein

Psions all follow their own paths, working with the psionic powers they feel most comfortable with and to which they are most attuned. This section contains even more ways for the psion to proclaim his individuality and hone his skills in a particular way. Whether following the entombment rites of the psychic mummies or using his powers as an investigator to help the local law mete out justice, the psion will have new and interesting options for character development.

The prestige classes presented in this chapter allow psions of various levels and abilities alternate methods of advancement in the arts of the mind. Though few provide the breadth of a psion's mastery over many psionic powers, all have their own specialities in which they are unsurpassed. When taking one of these prestige classes, you must look at how it fits your perception of the character as well as what powers it provides, to ensure you have the proper fit.

Along with the information useful for playing one of these prestige classes, you will also find summaries on how each class can fit into a campaign world. Though certainly not set in stone, these descriptions can help the Games Master and players come to a consensus on how to add these prestige classes to the campaign world and the impact they will have there.

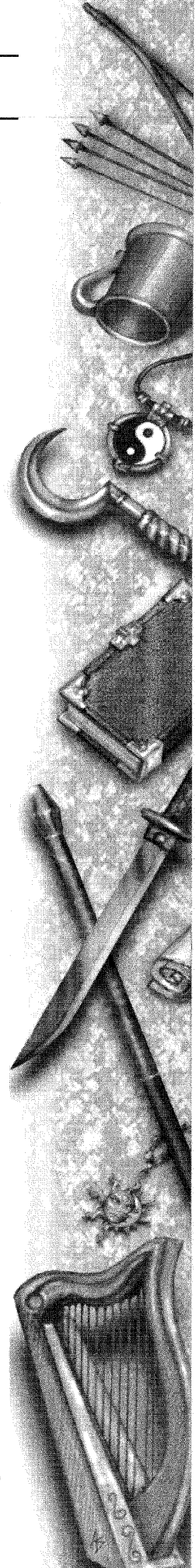
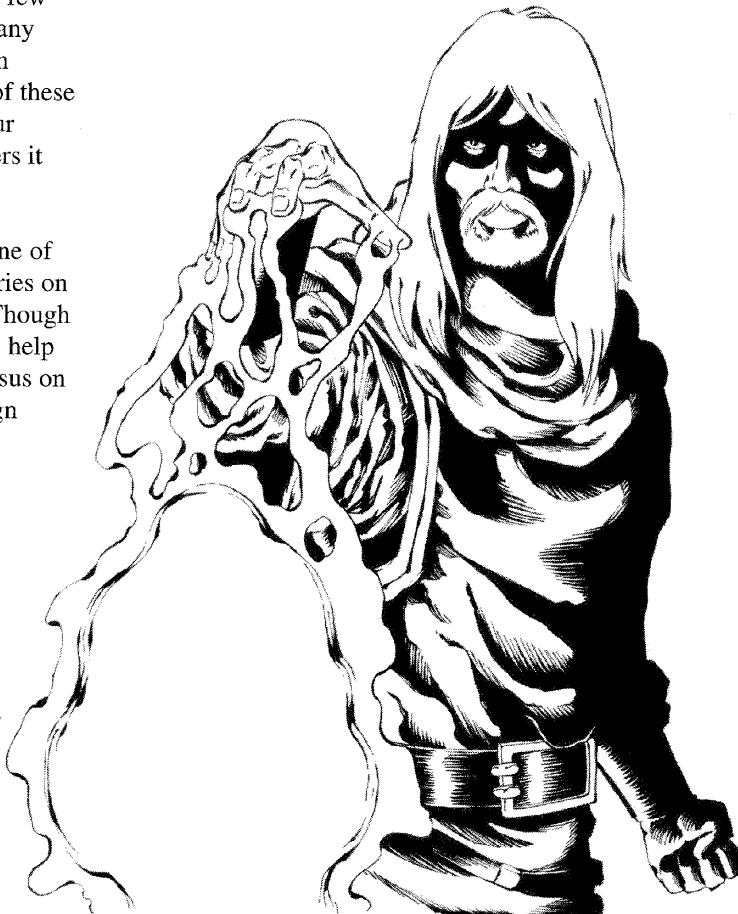
ECTOPLASMIC CONSTRUCTOR

The ability to form and control ectoplasm is potentially one of the psion's most useful abilities. Those who focus on the mastery of proper techniques can expand their control over this strange substance in interesting ways, increasing the duration of their own constructs or decreasing the strength or durability of the constructs of others.

In order to improve their techniques and learn from others, the ectoplasmic constructors often gather together to share their findings with those who share their interests in the ectoplasmic arts. These constructor conclaves meet irregularly but most often have chapter houses in larger cities. Members are typically allowed room and board for short stays in the chapterhouse, provided their dues are up to date. Most importantly, the chapter houses have psilchemical laboratories for use in creating stabilising powders or strengthening elixirs.

Many members of this prestige class find good paying work as mercenaries. While they are not particularly adept fighters alone, their ability to summon and control a number of astral constructs allows them to take the place of an entire squad of normal soldiers. Most ectoplasmic constructors can expect to earn up to 10 gp per level per day of active service, with hazardous assignments netting much higher rates of pay.

Hit Die: d6



THE PRESTIGE PSION

Requirements

To qualify to become an ectoplasmic constructor, a character must fulfil all the following criteria.

Known Psionic Powers: *Bolt, Finger of Fire, Astral Construct I, Firefall, Astral Construct II, Ectoplasmic Cocoon, Astral Construct III*

Feats: Psionic Focus (metacreative), Extend Power, Twin Power

Base Power Points/Day: 10

Class Skills

The ectoplasmic constructor's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Concentration (Con), Craft (any), Disguise (Cha), Knowledge (psionics) (Int), Perform (Cha), Psicraft (Int) and Remote View (Int).

Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the ectoplasmic constructor prestige class.

Weapon and Armour Proficiency: The ectoplasmic constructor gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Powers: Ectoplasmic constructors do not gain powers as do psions or psychic warriors. Instead, they receive

the psionic powers listed on the table below when they gain new levels. While the ectoplasmic constructor has access to a very limited selection of powers, he is able to use those he does master much more efficiently than other psionic creatures.

Ectoplasmic constructors receive several benefits to their psionic abilities, as noted below. These benefits apply at all times and are gained when the first level of this prestige class is taken.

† The ectoplasmic constructor can use *bolt* and *finger of fire* a number of times per day equal to twice his prestige class level +6.

† When manifesting any of the *Astral Construct* powers, or *astral steed*, the psion may apply the Extend Power metapsionic feat at no increase in the cost of the power.

† When manifesting any of the *Astral Construct* powers, or *astral steed*, the psion may apply the Twin Power metapsionic feat for cost of +4 power points, rather than +8 as normal.

Power Points Per Day: When indicated on the table below, the character gains a number of psionic power points each day as if he had gained a level of the psion character class. The character is not limited to expenditures of psionic power points when manifesting a power required for entry into this prestige class or granted by this prestige class. Where a psion or psychic warrior may not manifest a power augmented by a metapsionic feat with a power greater

The Ectoplasmic Constructor

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Power Points per Day	Special/Powers
1	+1	+0	+0	+2	+1 level	Astral Construct III, Ecto Puppet
2	+2	+0	+0	+3	+1 level	Hardening/Astral Steed, Dismiss Ectoplasm
3	+3	+1	+1	+3	+1 level	Ectoplasmic Reclamation/Astral Construct IV, Ectoplasmic Form
4	+4	+1	+1	+4	+1 level	Echo Binding/Astral Construct V, White Fire
5	+5	+1	+1	+4	+1 level	Burning Fury/Wall of Ectoplasm, Ectoplasmic Armour
6	+6	+2	+2	+5	+1 level	Unified Command/ Astral Construct VI, Ectoplasmic Shambler
7	+7	+2	+2	+5	+1 level	Enhanced Construction/ Astral Construct VII, Flaming Shroud
8	+8	+2	+2	+6	+1 level	Ectoplasmic Deconstruction/Mass Cocoon
9	+9	+3	+3	+6	+1 level	Astral Construct VIII
10	+10	+3	+3	+7	+1 level	Astral Construct IX

than his level minus one, the character has no such limits on certain powers.

Burning Fury: You are able to excite the ectoplasm used to create your *astral constructs*, filling them a mindless energy they use to pound your foes into paste. This ability may be used up to three times per day per psionic level, and lasts for a number of rounds equal to your current psionic level. During the round in which this ability is first used, all of your *astral constructs* receive a +1 natural bonus to all attack and damage rolls. This bonus increases by +1 for each additional round the power lasts but also causes a number of hit points of damage to your constructs equal to the current value of the bonus. During the round immediately following the end of this power's duration, your constructs may take only a move-equivalent action as they regain their energy and reconstitute their burning bodies.

Ectoplasmic Deconstruction: When you use the *dismiss ectoplasm* power, the DC of your target's Fortitude save is increased by +5. In addition, when the target fails its save, roll d%: on a 01-30 result, the

target is displaced. On a roll of 31-00, the target is destroyed outright. Observers cannot tell the difference between a destruction result and a displacement result.

Echo Binding: You may bind an echo to one of your *astral constructs* to further increase its duration. To determine how many additional rounds the echo adds to the duration of the *construct*, subtract the level of the power used to create the construct from the echo's current force rating. The remainder is the number of additional rounds which the construct will last. Binding an echo to the *construct* requires no additional time but must be declared at the time you manifest the *astral construct* power. The echo is destroyed by the use of this ability.

Ectoplasmic Reclamation: When you use the *dismiss ectoplasm* power, you regain a number of psionic power points, whether you originally manifested the ectoplasmic creation or not. You receive one psionic power point for every level of the power used to create the target of your *dismissal*. These powers are added to your power reserve, as normal, and may be used to

Jevva jerked his hand up and the astral constructs suddenly swung around to face him. With a grin he tapped their heads with his outstretched fingertips and laughed as the spots his fingers left slowly blackened around the edges. 'This is how we're going to get through those guards, my friends.'

Malfric frowned and fingered his moustache with greasy fingers. 'You sure about that, Jevva? Those guards are a lot tougher than your little friends, I think.'

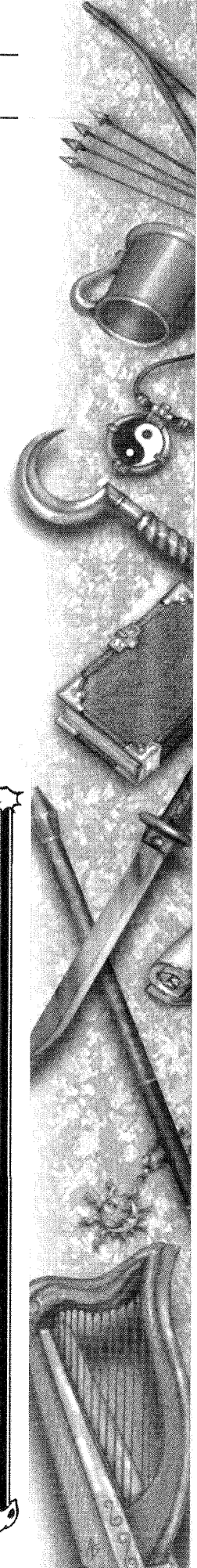
Waving his hand dismissively, Jevva continued. 'I've become much more adept at augmenting my creations since last time, this will work much better.'

With that, he leaned in to the ear of each of his constructs, pressing his lips firmly against the vestigial lumps in the creatures' ectoplasmic heads. He whispered something to each of them, a string of nonsense syllables that simply *felt right* to him, then leaned back.

The ectoplasmic flesh of the creatures rippled and tiny motes of brilliance burst to life within them. The glow suddenly flared into brilliant shards of sapphire blue and wisps of steam rose from the surface of the constructs. Without another word from their master, they stormed out into the open, their mouths gaping wide in a silent scream of rage and anger. The ground shook as they charged toward the guards.

'Gods, Jevva, look at that.' Malfric ducked back into the cover of the forest and shook his head. The constructs were bashing the skulls of the guards against the trees, over and over again. Though the men were long dead, the constructs continued their rampage, even as their own flesh smouldered under the heat of their anger and their bodies began to dissipate. 'Was that really necessary?'

In a young girl's voice, Jevva whispered in his ear, 'No, Malfric but it was fun. Would you like to have some fun?'



THE PRESTIGE PSION

power your own psionic powers. Use of this ability requires a full-round action, rather than the standard action normally required for the *dismiss ectoplasm* power.

Enhanced Construction: Your *astral constructs* always receive an additional power from Column A. This power may be traded up, as per normal.

Hardening: Your *astral constructs* are considerably tougher than those summoned by less-specialised psionic creatures. Each *construct* you manifest receives a bonus to its natural armour class equal to one-half your total levels in this prestige class.

Unified Command: There is no limit to the number of *astral constructs* you are able to manifest and control at a given time but commanding each of your ectoplasmic minions requires a separate move equivalent action to command, unless this ability is used. Unified Command allows you to give all of your constructs the same general command with a single move-equivalent action. Any of your constructs which are unable to follow the command remain idle during the round in which the command is given. Some examples of a general command are, 'Follow me', 'Attack this target' and 'let no one pass this spot'.

HAND OF THOUGHT

In certain monasteries, the monks have discovered a power greater even than that normally enjoyed by the disciplined and powerful monks. By pushing their bodies past their normal physical limits and descending into a deep meditation, the monks discover their inner strength and ignite the psionic powers within.

By combining a harsh physical regimen with powerful mental training, these monks have created a unique fighting style all their own, relying on a combination of psionic energy and martial arts techniques. Known as the Hand of Thought, the organisation these monks belong to is one dedicated to self-preservation and personal achievement, rather than any altruistic goals or illusions of a 'balanced' life.

To outsiders, these monks appear unnecessarily harsh and uncompromising. In truth, the monks are fairly easy to get along with, and more than one kingdom has profited mightily by hiring the more experienced members of the Hand of Thought to perform as bodyguards or elite troops during times of strife, and the monks of the Hand view these employment offers as a perfect way to hone their skills. The Hand allows

it students to charge no more than 10 gold pieces per level per day for their services, at least half of which must be donated back to the monastery to keep it running and pay for its maintenance.

Hit Die: d6

Requirements

To qualify to become a member of the Hand of Thought, a character must fulfil all the following criteria:

Known Psionic Powers: *Far Punch, Lesser Natural Armour, Talons, Combat Precognition, Bite of the Wolf, Body Adjustment, Claws of the Bear, Bite of the Tiger, Claws of the Vampire*

Feats: Psionic Fist,

Base Attack Bonus: +5

Special: Improved Unarmed Strike



The Hand of Thought

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Power Points per Day	Special/Powers
1	0	2	2	2	+1 level	Penetrating Hand/Natural Armour
2	1	3	3	3		+1 Level of Existing Class, Unarmed Attack Bonus
3	2	3	3	3	+1 level	Dissolving Touch, Psychic Vampire
4	3	4	4	4		+1 Level of Existing Class, Unarmed Attack Bonus
5	3	4	4	4	+1 level	Mind Tumble/Adapt Body
6	4	5	5	5		+1 Level of Existing Class, Unarmed Attack Bonus
7	5	5	5	5	+1 level	Shield of Prudence
8	6	6	6	6		+1 Level of Existing Class, Unarmed Attack Bonus
9	6	6	6	6		+1 Level of Existing Class
10	7	7	7	7	+1 level	Null Psionics Field, Unarmed Attack Bonus

Class Skills

The Hand of Thought's class skills (and the key ability for each skill) are Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Craft (any), Escape Artist (Dex), Jump (Str), Knowledge (psionics) (Int), Perform (Cha), Psicraft (Int), Remote View (Int), Tumble (Dex).

Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the Hand of Thought prestige class.

Weapon and Armour Proficiency: The hand of thought gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. In addition, the hand of thought may not use any of the class abilities for this prestige class if he is wearing armour of any kind.

+1 Level of Existing Class: When indicated on the table below, the character gains new psionic power points per day and access to new psionic powers as if he had gained a level in any psionic character class from which he has gained levels. He does not gain any other benefits associated with gaining a level in that class, however, including bonus feats, metapsionic or item creation feats, or new psionic combat modes. It does increase his effective level of psionic manifestation, more effect levels of psicrystal powers and extra free manifestations of 0-level powers. Characters with levels in more than one psionic prestige class must choose which class to apply this

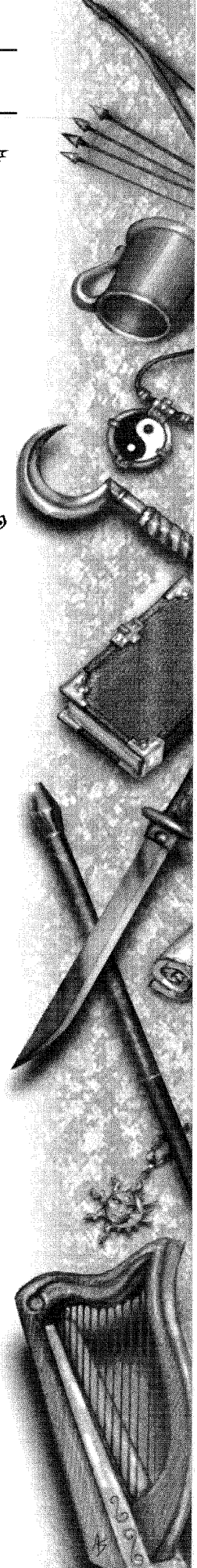
new level for the purpose of determining his manifester level.

Power Points Per Day: When indicated on the table above, the character gains a number of psionic power points each day as if he had gained a level of the psion character class. The character is not limited to expenditures of psionic power points when manifesting a power required for entry into this prestige class or granted by this prestige class. Where a psion or psychic warrior may not manifest a power augmented by a metapsionic feat with a power greater than his level minus one, the character has no such limits on certain powers.

Monk Multiclass Compatibility: Members of the Hand of Thought may freely return to the monk class after multiclassing as a member of the Hand of Thought, provided they have not taken any levels in other classes or prestige classes since their last monk level.

Mind Tumble: This ability provides a +1 competence bonus to any Tumbling skill check for every five psionic power points currently in your reserve. This bonus may not exceed +10. Activating this ability requires an Autohypnosis check (DC 15), which is a full-round action and provokes an attack of opportunity.

Penetrating Hand: You may expend one psionic power point to provide a +1 enhancement pseudobonus to your unarmed attacks for a number of rounds equal to your current level. This bonus overwrites any other enhancement bonus you currently enjoy for your unarmed attacks and applies to overcoming the damage reduction of your targets



only. The Penetrating Hand pseudobonus may be increased by +1 for every two additional psionic power points spent at the time of its activation and lasts for the same duration regardless of the number of power points spent to activate the ability.

Activating the Penetrating Hand ability requires an Autohypnosis check (DC 15 + the total pseudobonus provided by this activation). This check requires a full-round action to complete and does provoke an attack of opportunity.

Unarmed Attack Bonus: Whenever shown on the table above, the character's unarmed attack and unarmed damage bonuses as if he had gained an additional level of the monk class.

INFECTOR

There are strange psionic diseases floating through the minds and bodies of psions throughout the multiverse, most of which shun and fear these strange infections. Treating such diseases is often difficult and their effects can be horrifying.

Some psions, however, have adopted the psychic plagues as their own, harbouring the deadly organisms within their own flesh and auras. By nurturing these vile diseases with their own psionic energy and encysting them within their auras, these infectors have come to terms with the illnesses and now know how to use them to their own advantage.

Infectors do not belong to organisations, generally speaking but there are informal groups of them who meet on occasion to discuss developments in their diseases and techniques. Though not all infectors are evil, the psionic community has little patience for creatures which intentionally infect others with such virulent strains of illnesses which are already quite dangerous.

Hit Die: d8

Requirements

To qualify to become an infector, a character must fulfil all the following criteria:

Skills: Autohypnosis (10 ranks)

Base Attack Bonus: +5

Special: Must have been infected by a psionic disease at some point before taking this prestige class.

Class Skills

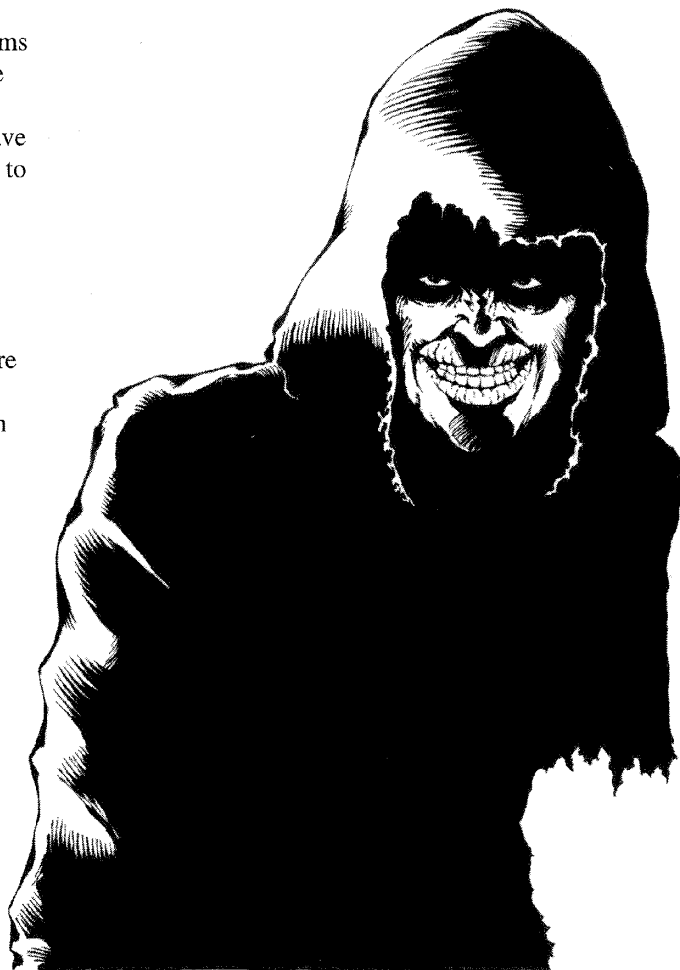
The infector's class skills (and the key ability for each skill) are Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Jump (Str), Knowledge (psionics) (Int), Perform (Cha), Psicraft (Int), Stabilise Self (Str) and Swim (Str).

Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the Infector prestige class.

Weapon and Armour Proficiency: The infector gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. In addition, the infector may not use any of the class abilities for this prestige class if he is wearing armour of any kind.



+1 Level of Existing Class: When indicated on the table below, the character gains new psionic power points per day and access to new psionic powers as if he had gained a level in any psionic character class from which he has gained levels. He does not gain any other benefits associated with gaining a level in that class, however, including bonus feats, metapsionic or item creation feats, or new psionic combat modes. It does increase his effective level of psionic manifestation, more effect levels of psicrystal powers and extra free manifestations of 0-level powers. Characters with levels in more than one psionic prestige class must choose which class to apply this new level for purposes of determining his manifest level.

Power Points Per Day: When indicated on the table below, the character gains a number of psionic power points each day as if he had gained a level of the psion character class. The character is not limited to expenditures of psionic power points when

manifesting a power required for entry into this prestige class or granted by this prestige class. Where a psion or psychic warrior may not manifest a power augmented by a metapsionic feat with a power greater than his level minus one, the character has no such limits on certain powers.

Aura Siphon: Targets infected with this disease slowly lose psionic power points, which are in turn gained by the infector. Spread by injury (DC 10 + infector class level). Incubation: 1 minute; Damage: 1 psionic power point per infector level per round. The target is allowed a new save each round, if one of these saves succeeds, the target suffers no additional loss of psionic power points and is free of this disease. If the save fails, the target suffers the damage listed above, which is applied to the infector's total psionic power points. The infector may not exceed his maximum number of psionic power points in this way. Use of this psionic disease costs 8 psionic power points.

Daros wrinkled his nose in disgust but said nothing. The odious little woman next to him had been assigned by the Zirazak militia as his guide and there was no sense irritating either her or his hosts. Still, gods, her aura seethed and roiled so he could practically see it with his normal vision. There was no telling what madness the woman got up to out in the swamps and Daros did not want to find out. If he could find Jevva and chain him up, then he would count the day a success.

The woman broke through the tree line first, then fell back squawking in outrage. An arrow jutted from the palm of her hand, the jagged stone head had burst clean through the back. Growling, she threw herself out into the open and Daros had little choice but to follow suit. He could see her charging up a low hill surrounded by brackish water but he could not see her attackers.

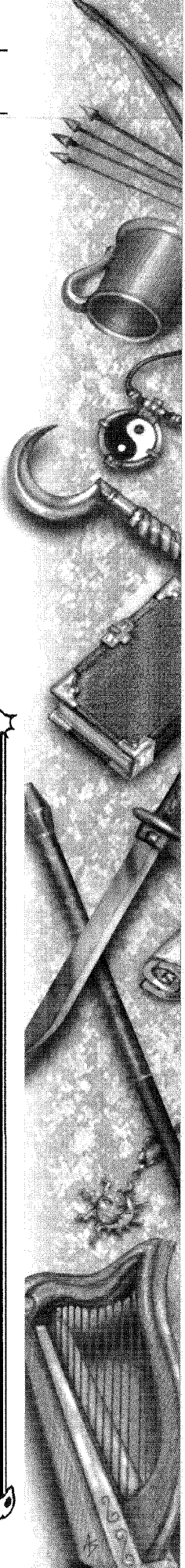
Ahead, someone could be heard screaming before the woman disappeared into the brush covering the top of the hill. Daros struggled to catch up but the muck sucked at his boots and he could not find his way to the path the woman had obviously taken. While he tried to free his boots, he struggled to discern what was happening in the battle from the sounds alone.

Finally, he tugged his boots free and found a patch of ground that was not saturated with swamp water. He clambered up the hill, wary of his attackers now the sounds of struggle had ceased. Creeping around a barren tree, Daros caught sight of the first of their attackers. The creature appeared to be humanoid but its skin was mottled with blisters as wide and fat as a man's fist, each filled with a swirling yellow paste of some sort.

Creeping further forward, he found the rest of the brigands who had attempted to waylay them – each strung up from the lower branches of the stumpy trees. The woman was crouched before one of the men, digging at one of the boils on his cheek.

'Gods, woman,' Daros spat in disgust. 'You're going to get the plague like that.'

'Dear,' she smiled, her teeth too white against her black-dyed lips. 'I am the plague.'



THE PRESTIGE PSION

The Infector

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Power Points per Day	Special/Powers
1	0	0	0	2	+1 level	Harbour Disease
2	1	1	1	3	—	+1 Level of Existing Class
3	2	1	1	3	+1 level	Aura Siphon
4	3	1	1	4	—	+1 Level of Existing Class
5	3	2	2	4	+1 level	Augment Disease
6	4	2	2	5	—	+1 Level of Existing Class
7	5	2	2	5	—	+1 Level of Existing Class
8	6	3	3	6	+1 level	Shudder Mind
9	6	3	3	6	—	+1 Level of Existing Class
10	7	3	3	7	+1 level	Leech Aura

Augment Disease: For each additional psionic power point expended when an infection attempt is made, the Difficulty Class for the Fortitude save to resist the disease is increased by one. You may not expend more than twice your total infector levels in this way for any single attempt to infect the target with a disease.

Harbour Disease: You are immune to all psionic diseases, except those produced by another Infector. You receive a +4 natural bonus to all Saving Throws necessary to avoid infection by diseases produced by another infector.

In addition to the resistance to diseases, this ability allows you to actually grow psionic diseases within your aura, feeding them from your own flesh and psionic energy. For every three total character levels, you are able to harbour one disease, chosen from below.

Infecting a Target: Whenever you strike a target with a melee weapon, in unarmed combat or with a psionic attack mode or psionic power, you may pay the appropriate psionic power point cost for the disease you wish to infect the target with. The target is then allowed a Fortitude save (as detailed in the disease descriptions) to avoid the effects of this disease. If the save fails, the target suffers the effects of the disease, as listed above.

Leech Aura: Targets infected by this disease are weakened slowly as their Constitution is drained away by the psionic infection. For every point leeches away by this disease, the infector who created the disease gains 5 hit points but cannot exceed his current maximum hit point total. Spread by injury (DC 10 + level of infector). Incubation: 1 minute. Damage: 1 Constitution point per round. Use of this disease costs 10 psionic power points.

Shudder Mind: Any target infected by this disease finds it very difficult to concentrate and may be unable to manifest any psionic powers or cast any spells while the disease persists. Spread by injury (DC 15 + level of infector). Incubation: 1 round. Damage: None but the target must succeed at a Concentration check (DC 20) in order to cast any spells or manifest a psionic power. If the check fails, the target is unable to cast the spell or manifest the power but does not lose the spell's energy or the psionic power points for the attempt. If the target must make a Concentration check for any other reason, the psionic disturbance caused by the disease inflicts a -4 circumstance penalty on his checks. The target is allowed a saving throw each minute after infection to throw off the effects of this disease. Use of this psionic disease costs 5 psionic power points.

LIVING POWER

For some psions, it is not enough to simply master the use of their powers. They wish to fully understand the psionic energies within themselves and the ectoplasm which makes up much of the universe around them. These creatures pursue their studies along strange and twisting paths, altering their minds and bodies in the process.

A living power is a powerful psion who has given himself up fully to the powers within himself. Portions of his body are no longer flesh and blood but psychically charged ectoplasm, and his mind is expanded beyond the realms in which most of it exists. The living power is a psychic creature, through and through, and the changes this prestige class wreak upon him are not to be underestimated.

All living powers are members of a secretive cabal who meet on the astral plane several times a year. Though the exact purpose of these creatures is mysterious, it certainly has something to do with the monitoring of a variety of psychic threats, from the mind flayers to even stranger creatures living on the outer planes. What is known is that the living powers, as a group, do not teach others how to achieve this state but always seek out those who find their way into the transformation process.

Hit Die: d8

Requirements

To qualify to become a living power, a character must fulfil all the following criteria.

Skills: Autohypnosis (18 ranks)

Feats: Psionic Body, Psionic Metabolism and either Inner Strength or any two other metapsionic feats

Class Skills

The living power's class skills (and the key ability for each skill) are Alchemy, Autohypnosis (Wis), Concentration (Con), Knowledge (psionics) (Int), Knowledge (the planes) (Int), Psicraft (Int), Stabilise Self (Str).

Skill points at each level: 4 + Int modifier.

Class Features

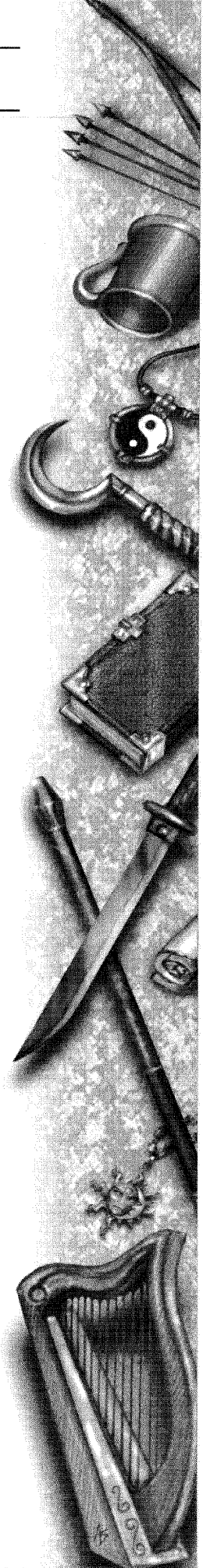
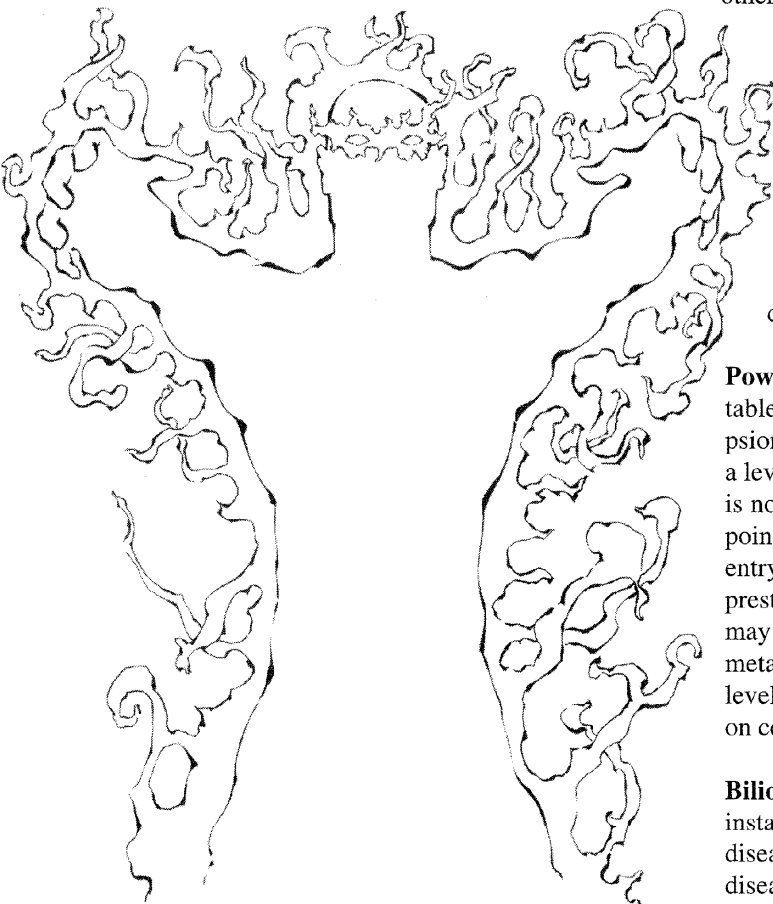
All of the following are class features of the living power prestige class:

Weapon and Armour Proficiency: The living power gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

+1 Level of Existing Class: When indicated on the table below, the character gains new psionic power points per day and access to new psionic powers as if he had gained a level in any psionic character class from which he has gained levels. He does not gain any other benefits associated with gaining a level in that class, however, including bonus feats, metapsionic or item creation feats, or new psionic combat modes. It does increase his effective level of psionic manifestation, more effect levels of psicrystal powers and extra free manifestations of 0-level powers. Characters with levels in more than one psionic prestige class must choose which class to apply this new level for purposes of determining his manifester level.

Power Points Per Day: When indicated on the table below, the character gains a number of psionic power points each day as if he had gained a level of the psion character class. The character is not limited to expenditures of psionic power points when manifesting a power required for entry into this prestige class or granted by this prestige class. Where a psion or psychic warrior may not manifest a power augmented by a metapsionic feat with a power greater than his level minus one, the character has no such limits on certain powers.

Bilious Purge: As a full-round action, you may instantly cure yourself of any non-magical disease for the cost of 10 power points. The disease is forced into your stomach, where it can



THE PRESTIGE PSION

The Living Power

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Power Points per Day	Special
1	1	0	0	2	+1 Level	Ectoplasmic Blood
2	2	1	1	3	—	+1 Level of Existing Class
3	3	1	1	3	+1 Level	Ectoplasmic Bones
4	4	1	1	4	—	+1 Level of Existing Class, Bilious Purge
5	5	2	2	4	—	+1 Level of Existing Class
6	6	2	2	5	+1 Level	Psychic Soul
7	7	2	2	5	—	+1 Level of Existing Class
8	8	3	3	6	+1 Level	Psychic Merge
9	9	3	3	6	—	+1 Level of Existing Class
10	10	3	3	7	+1 Level	Body Conversion

be safely vomited forth as an inert stream of dead disease organisms. This ability does not remove magical or psionic diseases of any kind.

Body Conversion: When you reach the final level of the living power prestige class, you have a choice between the following two abilities:

† You gain the ability to use the *ectoplasmic form* psionic power three times per day, with a duration of five minutes per level rather than two minutes per level. Using the power in this way costs you no psionic power points but does still require an action to manifest.

† You are completely transformed, assuming the *ectoplasmic form* permanently. In this case, however, you are still able to manifest your psionic powers while in the *ectoplasmic form* but only powers from the Metacreativity, Clairsentience and Telepathy disciplines. While in the *ectoplasmic form*, you neither age nor require food. If you select this option, you may only take additional levels of the psion character class and no others.

Ectoplasmic Blood: Your blood is no longer a simple stream of crimson, life-giving fluid. Instead, it is an ectoplasmic soup spiked with your own psychic energy. This allows you to heal your injuries by using your psychic energies – any time you manifest a power, you also heal yourself for a number of hit points of damage equal to one-half the psionic power points spent to manifest the power (rounded down).

However, this also means your body is dependent on psionic energy. If you are ever reduced to 0 or fewer psionic power points, you immediately fall unconscious and remain so until your power points rise above zero.

Ectoplasmic Bones: Your bones have transformed themselves into ectoplasm as well, at this point, providing you with a surprisingly resistance to damage. You receive damage reduction of 2/- against all physical attacks.

Psychic Merge: You are able to merge your body with any living creature which willingly accepts you. While merged with the target, you are able to use any psionic powers which do not require a touch attack to manifest, without affecting your host in any way. Your host also benefits from the Rapid Metabolism, Psionic Metabolism feats and another feats or powers you possess or manifest which regenerate, heal, or convert hit points from real to subdual damage. While merged with a target, you may not be the target of a psionic attack mode, nor may you make a psionic attack. If your host is psionically attacked, however, you may use your defence modes to protect his mind, though he must use his own attack modes in psionic combat. If your target is slain while you are merged, you are slain as well and your body appears next to your target's body.

Psychic Soul: You may convert your hit points into psionic power points, drawing off the psionic energy in your blood and bones to provide you with the mental energy needed to fuel your psionic powers. From this point on, your hit points are simply another form of psionic power and you may convert hit points to power points at will. However, anytime you are affected by the *catapsi* power, you must expend five power points during any round in which you wish to move more than five feet, as the psychic static disrupts your control over your body. Using this ability prevents you from using the Ectoplasmic Blood ability for the next 12 hours.

The Necropath

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Power Points per Day	Special
1	0	0	0	2	+1 Level	Engulfing Aura
2	1	1	1	3	—	+1 Level of Existing Class
3	1	1	1	3	—	+1 Level of Existing Class
4	2	1	1	4	+1 Level	Necropathic Affinity
5	2	2	2	4	—	+1 Level of Existing Class
6	3	2	2	5	+1 Level	Fragment Sacrifice
7	3	2	2	5	—	+1 Level of Existing Class
8	4	3	3	6	+1 Level	Reserved Power
9	4	3	3	6	—	+1 Level of Existing Class
10	5	3	3	7	+1 Level	Echo Conversion

NECROPATH

Skill points at each level: 2 + Int modifier.

Class Features

All of the following are class features of the necropath prestige class:

A master of the echoes and fragments of the dead, the necropath is able to sense, harvest and use these bits of psionic detritus to his advantage. Though other psionic creatures are able to draw upon the energy in these reminders of the dead, only the necropath can expand his aura to hold so many, for so long. Though the drain on his aura, and hence his health, can be severe, the necropath is potentially able to store a massive amount of energy for his own use.

Unfortunately, the storage of so many echoes and fragments tends to clutter the necropath's aura, making it more difficult for them to learn psionic powers and inhibiting their selection at the higher levels of ability. Still, few complain when they are able to tap into such vast reservoirs of personal power contained within the entities locked inside their auras.

Hit Die: d4

Requirements

To qualify to become a necropath, a character must fulfil all the following criteria:

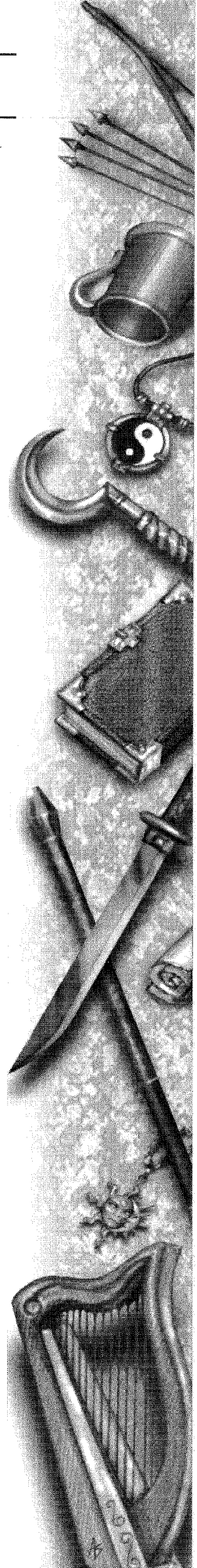
Skills: Autohypnosis (10 ranks)

Powers: *Advice of death, grave echoes and assumption of death*

Special: You must have one echo or fragment in your aura.

Class Skills

The necropath's class skills (and the key ability for each skill) are Autohypnosis (Wis), Concentration (Con), Knowledge (psionics) (Int), Psicraft (Int) and Stabilise Self (Str).



THE PRESTIGE PSION

Weapon and Armour Proficiency: The necropath gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

+1 Level of Existing Class: When indicated on the table below, the character gains new psionic power points per day and access to new psionic powers as if he had gained a level in any psionic character class from which he has gained levels. He does not gain any other benefits associated with gaining a level in that class, however, including bonus feats, metapsionic or item creation feats, or new psionic combat modes. It does increase his effective level of psionic manifestation, more effect levels of psicrystal powers, and extra free manifestations of 0-level powers. Characters with levels in more than one psionic prestige class must choose which class to apply this new level for purposes of determining his manifest level.

Echo Conversion: You are able to convert a broken echo (see Fragments and Echoes) to a whole echo, or a loose echo to a broken echo. This requires one hour of time and a successful Psicraft check (DC 20). If the check succeeds, the echo is upgraded, otherwise it is destroyed.

Engulfing Aura: You are able to store an additional fragment in your aura. Your aura is also able to contain an additional 5 points of echo force rating. Unfortunately, when you gain this ability you suffer a natural -1 penalty to all Will saves you make to resist a psionic attack (or the same penalty to all your psionic defence rolls).

Fragment Sacrifice: Whenever you fail a saving throw, you may choose instead to sacrifice a fragment to avoid your fate. Add the force rating of your fragment to your original saving throw - if the total is equal to or greater than the DC of the save you failed, that save is considered a success. If you fail, you suffer the normal consequences. In either case, the fragment is destroyed.

Necropathic Affinity: When there is space in your aura for an additional echo, one will make itself available to you within 24 hours of the vacancy appearing. This creature may not be automatically harvested but it arrives shortly before or after you rest for the day and makes its presence known. This echo has a force rating exactly equal to the vacancy in your aura.

Reserved Power: When you reach eighteenth level, you automatically learn the Remnant Rush power, provided you have achieved at least 4th level in the Necropath prestige class. You learn this power even if you would not normally be entitled to learn a 9th level power.

PSYCHIC INVESTIGATOR

In worlds where psionic creatures and characters are common, their strange powers and unusual method of using these powers is sometimes seen as strange or frightening. Even mages and clerics, who understand the workings of magic, and sorcerers who share a similar ability to use their powers spontaneously, are uncomfortable with the manner in which psions are able to call upon their inner strength to perform amazing feats. Add in the ability of the psion to directly attack the minds of his enemies, and there is often a hue and cry within a community for a special kind of protector.



The Psychic Investigator

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Power Points per Day	Special/Powers
1	+1	+0	+0	+2	+1 Level	Detect Psionics at will, Natural Resistance +2
2	+2	+0	+0	+3	+1 Level	Reduced Cost (Catapsi), +1 psion level
3	+3	+1	+1	+3	+1 Level	Reduced Cost (Reddopsi), Natural Resistance +3
4	+4	+1	+1	+4	+1 Level	Enhanced Psychoanalysis, +1 psion level
5	+5	+1	+1	+4	+1 Level	Enhanced Psychic Inquisitor, Natural Resistance +4

The investigator works with the law enforcement officials in a specific region, investigating and apprehending criminals with psionic abilities. Though the psychic investigator is not a member of the law enforcement services of his chosen region, he is granted most of the same rights and privileges as those he protects. More importantly, perhaps, he receives the support of the local community and their leaders in the pursuit of psionic creatures who prey upon them.

Most psychic investigators are not terribly popular with other psions and are loathed by psychic criminals. Their heightened abilities to resist and detect psionic abilities make them very dangerous to other psions. Even worse, in the eyes of psionic purists, the psychic investigator has placed his concern for the welfare and safety of non-psionic creatures over those who share his birthright – this is seen as an unforgivable sin by many psions.

Hit Die: d8

Requirements

To qualify to become a psychic investigator, a character must fulfil all the following criteria.

Skills: Psicraft (12 ranks)

Feats: Psychoanalysis, Psychic Inquisitor

Base Attack Bonus: +7

Special: To qualify as a psychic investigator, you must be in good standing with the local law enforcement and have negotiated a contract for your services. Though psychic investigators are not required to stay inside the area defined in their contract, they must be available to assist the locals and there must be a way for the locals to reach the investigator and receive a response from him within 24 hours.

Class Skills

The psychic investigator's class skills (and the key ability for each skill) are Autohypnosis (Wis), Balance (Dex), Bluff (Cha), Climb (Str), Concentration* (Con), Jump (Str), Knowledge (psionics) (Int), Move Silently (Dex), Perform (Cha), Psicraft*(Int), Sense Motive (Wis), Stabilise Self (Str) and Swim (Str).

Skill points at each level: 4 + Int modifier.

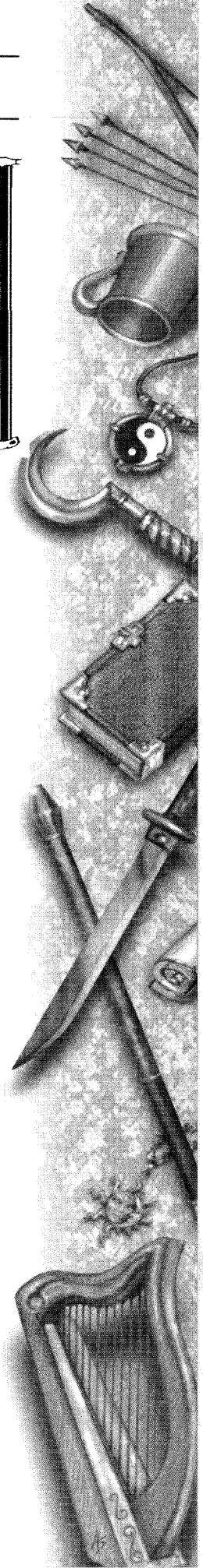
Class Features

All of the following are class features of the psychic investigator prestige class.

Weapon and Armour Proficiency: The psychic investigator gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

+1 Level of Existing Class: When indicated on the table below, the character gains new psionic power points per day and access to new psionic powers as if he had gained a level in any psionic character class from which he has gained levels. He does not gain any other benefits associated with gaining a level in that class, however, including bonus feats, metapsionic or item creation feats, or new psionic combat modes. It does increase his effective level of psionic manifestation, effect levels of psicrystal powers and extra free manifestations of 0-level powers. Characters with levels in more than one psionic prestige class must choose which class to apply this new level for purposes of determining his manifest level.

Power Points Per Day: When indicated on the table below, the character gains a number of psionic power points each day as if he had gained a level of the psion character class. The character is not limited to



expenditures of psionic power points when manifesting a power required for entry into this prestige class or granted by this prestige class. Where a psion or psychic warrior may not manifest a power augmented by a metapsionic feat with a power greater than his level minus one, the character has no such limits on certain powers.

Detect Psionics At Will: You may use the *detect psionics* power at will, even if you have not previously learned this power.

Natural Resistance: You receive a +2 bonus to any saving throw required by a psionic power and the same bonus when you defend yourself against psionic attack modes. Note that this ability increases to +3 at the 3rd level of this prestige class, and to +4 at the 5th-level of this prestige class.

Reduced Cost, Catapsi: You may manifest the *catapsi* psionic power for five points less than the normal cost for this power. If you do not have the *catapsi* power, you gain it when this ability is gained.

Reduce Cost, Reddopsi: You may manifest the *reddopsi* psionic power for five fewer points than the normal cost for this power. If you do not have the *reddopsi* power, you gain it when this ability is gained.

PSYCHIC MUMMY

Where the living force transforms part or all of his body into a psychic creation, the psychic mummy instead seeks to preserve and augment his body through the proper application of psionic power. When performed properly, the procedure to preserve the body well past its natural span results in a stronger, faster, more physically capable psionic creature, capable of withstanding a significant amount of punishment.

More importantly, the psychic mummy is a natural attractor for psionic energy and is able to regain his power points very quickly if given time to meditate and focus his thoughts. When merged with his psicrystal, the rate increases even further, giving the mummy a significantly higher number of power points per day than other psions.

A psychic mummy cannot exist in a void – the rites cannot be performed alone and require the assistance of at least five other psionic creatures to complete. Because of this, most psychic mummies are created by psionic groups in response to particular dangers or to use as a weapon against their enemies. Whatever the reason, psychic mummies are never created ‘just because’ and will always have a reason behind their creation.

Hit Die: d10

Requirements

To qualify to become a psychic mummy, a character must fulfil all the following criteria.

Base Power Points per Day: 100

Base Attack Bonus: +7

The Psychic Mummy

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Power Points per Day	Special
1	+1	+2	+0	+2	+1 Level	+1 Con or Wis
2	+2	+3	+0	+3	—	+1 Level of Existing Class
3	+3	+3	+1	+3	—	Coalesce Energy
4	+4	+4	+1	+4	+1 Level	+1 Str or Int
5	+5	+4	+1	+4	—	Resilient Flesh
6	+6	+5	+2	+5	—	+1 Level of Existing Class
7	+7	+5	+2	+5	—	+1 Level of Existing Class
8	+8	+6	+2	+6	+1 Level	Psychic Whirlwind
9	+9	+6	+3	+6	—	+1 to any Ability
10	+10	+7	+3	+7	—	Roar of the Mind

The following text was inadvertently omitted from the Psychic Mummy prestige class:

PSYCHIC ENTOMBMENT

There are those who attempt to fuse their physical bodies and psychic powers, transcending the mortal coil to become something greater. Known as psychic mummies, these beings are most often created for a specific purpose by a group of like-minded psions. The process is difficult and very dangerous, with the potential for an agonising death for the subject. Those who successfully complete the entombment process emerge as psychic mummies, creatures quite different from what they were before.

This process requires a psychic tomb, a crystalline box which is sealed and locked from the outside. The psychic tomb weighs 700 pounds and costs 3,000 gp. The tomb is destroyed at the end of the process, as the energies passing through it and into the body of the subject weaken the crystal lattices.

To begin the psychic entombment, the subject must fast for a full three days, meditating and preparing himself for the ordeal ahead. He then enters the psychic tomb and is sealed within its crystalline embrace.

Each day thereafter, a minimum of five psions of at least 5th level must dedicate themselves to the entombment process. These psions remain within a few feet of the tomb, quietly meditating as they pour their psionic energies into the crystal. This process drains the psions' psionic power points completely once the process begins - when a psion begins channelling his energy into the tomb, he may take no other actions of any kind for 8 hours as the bond totally consumes his concentration. Psions engaged in this process are considered helpless for combat purposes.

This channelling of energy continues each day for 30 days and any psion who contributes energy on the first day must continue to provide energy throughout the process. Additionally, no psion may begin contributing energy after the first day

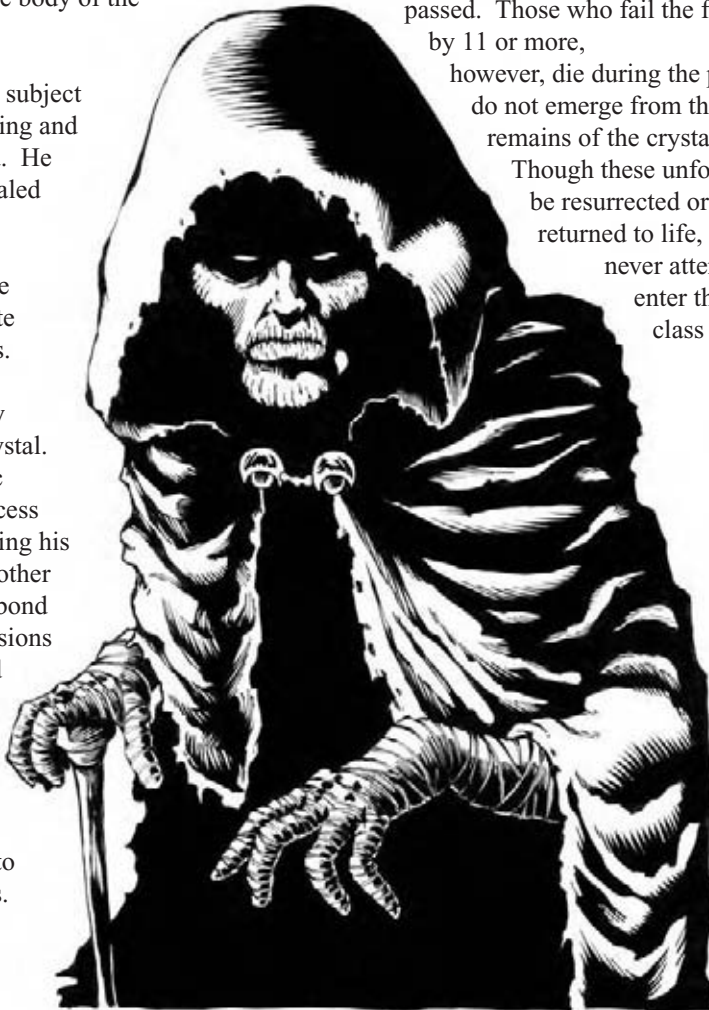
– anyone who wants to contribute must be involved from the beginning and must continue to be involved until the very last day. At the end of this time, the subject may or may not be transformed into a psychic mummy and may even be killed by the process. Sustained by the psychic energies of his companions, his ability to absorb the energy pumped into the tomb will determine his ability to survive.

At the end of 30 days, the subject must make a successful Fortitude save (DC 30). The psion receives a +1 circumstance bonus per additional 5th-level to 9th-level psion who provides energy for the entombment process, a +2 circumstance bonus per additional 10th-level to 14th-level psion who provides energy, and a +3 circumstance bonus per additional psion of 15th-level or greater who provides energy.

Subjects who fail by 10 or less are not killed, but they are also unfit to become psychic mummies. They may make the attempt again after one full year has passed. Those who fail the fortitude save by 11 or more,

however, die during the process and do not emerge from the crumbling remains of the crystalline tomb.

Though these unfortunates may be resurrected or otherwise returned to life, they may never attempt to enter this prestige class again.



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Special: You must undergo the psychic entombment process before you can become a psychic mummy. This complicated procedure requires at least five psions to assist you and at least a lunar month before it is complete. Assuming you survive your entombment, you become a 1st-level psychic mummy and may take levels in this prestige class normally. See the Tricks of the Trade chapter for more information on psychic entombments.

Class Skills

The psychic mummy's class skills (and the key ability for each skill) are Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Knowledge (psionics) (Int), Psicraft (Int).

Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the psychic mummy prestige class:

Weapon and Armour Proficiency: The psychic mummy gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

+1 Level of Existing Class: When indicated on the table below, the character gains new psionic power points per day and access to new psionic powers as if

Jevva laughed, his voice suddenly deep and clotted with phlegm. 'Ah, look what we have here.'

After days of creeping around in the swamp, he and Malfric had finally uncovered the ancient stone tomb they'd been searching for. 'Daros will never come near this place, he's terrified of these things.'

Malfric shook his head and cracked his knuckles nervously. 'You should not be so sure, Jevva. Daros has proven himself to be very tricky these past few months.'

With a hearty snort, Jevva leaned in close to the tomb and laid his palms against the cracked and moss-covered doors. Psionic power crackled through his fingers and the door suddenly sprang open, a thick draught of rot-stinking air gusting out to greet the psion.

'Pfeh.' Jevva laughed again, the little girl voice this time, 'well, no one's been in here a while.'

Malfric shrugged his shoulders and wrapped his fingers tightly around the pommel of his longsword. 'Let's just get this over with.' Showing bravery he did not feel, the warrior pushed past Jevva and slipped inside the tomb. The light was dim, the interior bathed in a faint red wash from splashes of luminescent moss. In the back corner, Malfric could just make out a figure, wrapped in what must once have been fine silks but were now rotten and black with mold.

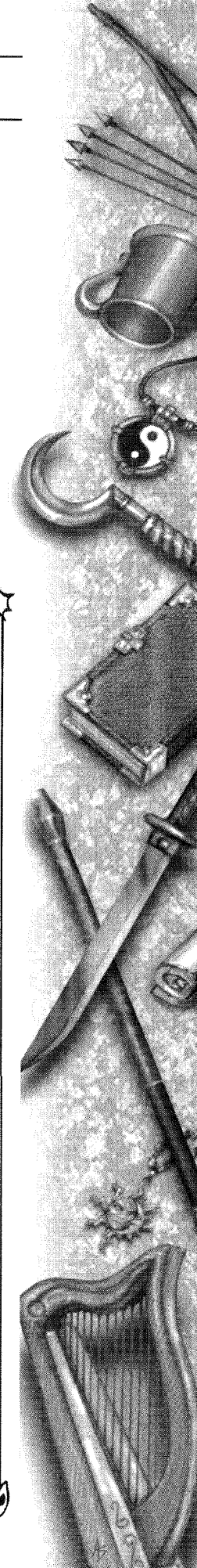
'By the gods,' he whispered, oblivious to the presence of Jevva beside him now, 'how old is it?'

Eyes the colour of burning grease flickered open in the weathered face and the thing's mouth creaked open. 'My name is Altur-Dein, and I was interred in this place in the year of rising spiders.'

Jevva whistled then, as he did the math. 'Almost a thousand years old. We must get you out of there and back into the world. You must be starving!'

Malfric gawped at his friend, then. 'Starving? The thing is dead!'

Altur-Dein laughed, his voice as raw as leather dragged through glass. 'Dead? No, my friend, I am as alive as you. But I am very, very hungry.'



THE PRESTIGE PSION

he had gained a level in any psionic character class from which he has gained levels. He does not gain any other benefits associated with gaining a level in that class, however, including bonus feats, metapsionic or item creation feats, or new psionic combat modes. It does increase his effective level of psionic manifestation, more effect levels of psicrystal powers and extra free manifestations of 0th level powers. Characters with levels in more than one psionic prestige class must choose which class to apply this new level for purposes of determining his manifest level.

Power Points Per Day: When indicated on the table above, the character gains a number of psionic power points each day as if he had gained a level of the psion character class. The character is not limited to expenditures of psionic power points when manifesting a power required for entry into this prestige class or granted by this prestige class. Where a psion or psychic warrior may not manifest a power augmented by a metapsionic feat with a power greater than his level minus one, the character has no such limits on certain powers.



Powers: The psychic mummy gains no additional psionic powers when a new level of this prestige class is taken. He does, however, gain expanded facility with those powers he does possess.

+1 Ability Score: When advancing to this level of the psychic mummy prestige class, you may select any of the noted abilities to increase by +1. This enhancement is permanent.

Coalesce Energy: This ability allows you to gather psionic energy into your body at a greatly enhanced rate. This process requires five full minutes, during which time you must be completely uninterrupted and in a quiet environment. At the end of this time, make an Autohypnosis roll (DC 15). For every point by which you exceed the DC of this roll, you gain one psionic power point.

Psychic Whirlwind: You are able to forego your normal attacks for the round and, instead, make a psionic attack (using your primary psionic attack mode) against all targets within 15 feet of your current location. This ability assumes the use of the alternate psionic attack system found in *Tricks of the Trade*.

If the alternate system is not in use in your campaign, this ability instead allows you to make a number of psionic attacks equal to your current levels in this prestige class per day and pay no psionic power points for these attacks.

Resilient Flesh: When this ability is gained, your body becomes much more durable as the psychic energy in your tissues expands to fill its potential. From this point on, when you suffer any physical damage (including damage from spells but excluding purely psionic damage) you take 1d6 points of the damage as subdual damage rather than real damage. You also suffer 2 fewer points of subdual from any attack intended to cause subdual damage, as long as the damage is physical in nature.

Roar of the Mind: When this ability is gained, you are able to channel your psionic energy into a powerful physical attack which emanates from you as a thunderous roar. To use this ability, you must devote at least 10 psionic power points to the attack and take the full-round attack action. At the end of the round in which this ability is activated, you unleash your attack in a 50-foot cone. All creatures caught in this cone must make a successful Will save (DC equal to your current levels of this prestige class +10) or suffer 10d6 hit points of damage. Targets which roll a 1 on their

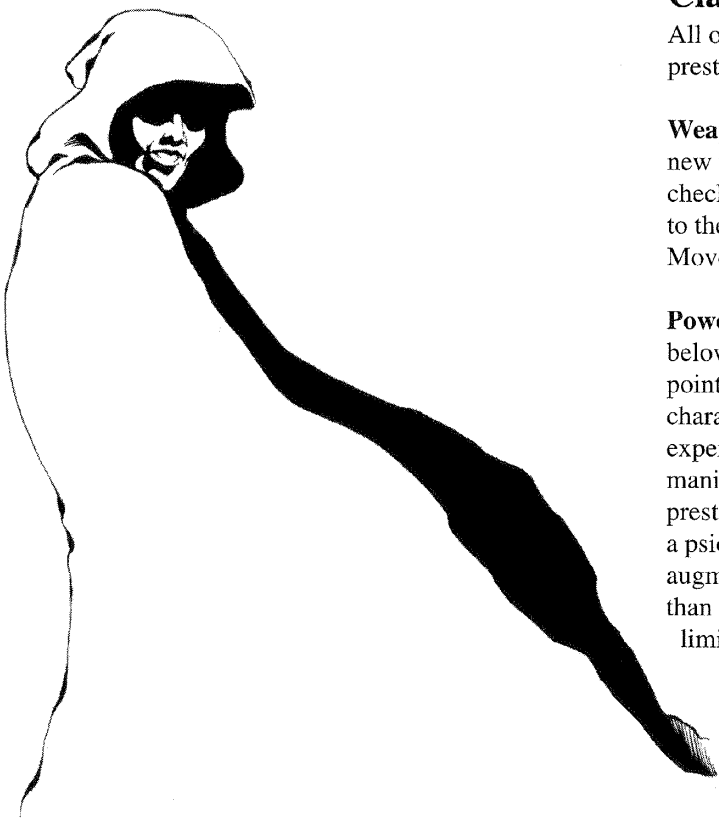
Will save are also stunned for 1d4 rounds as the blast of energy washes over them.

PSPY

Psionic powers can be put to good use in the service of an agent of espionage. Those employed in this capacity are able to use their abilities to gather information about others, while still protecting damaging secrets about themselves from entering general circulation.

These men and women are highly sought after by governments, organised religions, crime families and others who have a need to gather the most up-to-date and incriminating information about their enemies. Pspies have no trouble gaining employment but they must be very careful to keep a way out open should their 'employers' decide to tie up loose ends – starting with the psy, who probably knows just a bit too much.

Most pspies work for an agency, a group which trains the pspies and assigns them clients. These agencies often have their own agendas and are very secretive and filled with treacherous plots and backstabbing. Still, they provide a good way for an adventurer with political aspirations to get the lay of the land, and they do pay very well. Most pspies earn 1,000 gp per level



per mission, making this a very lucrative career for those with the guts to carry it off.

Hit Die: d6

Requirements

To qualify to become a psy, a character must fulfil all the following criteria.

Skills: Move Silently 8 ranks, Hide 8 ranks

Powers: *Inkling, object reading, clairaudience/clairvoyance, remote viewing*

Base Attack Bonus: +7

Special: To enter this prestige class, you must have a sneak attack of at least +2d6

Class Skills

The psy's class skills (and the key ability for each skill) are Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Disable Device (Int), Jump (Str), Hide (Dex), Knowledge (psionics) (Int), Move Silently (Dex), Open Locks (Dex), Pick Pockets (Dex), Psicraft (Int), Read Lips, Remote View (Int), (Int), Stabilise Self (Str), Tumble (Dex) and Swim (Str).

Skill points at each level: 6 + Int modifier.

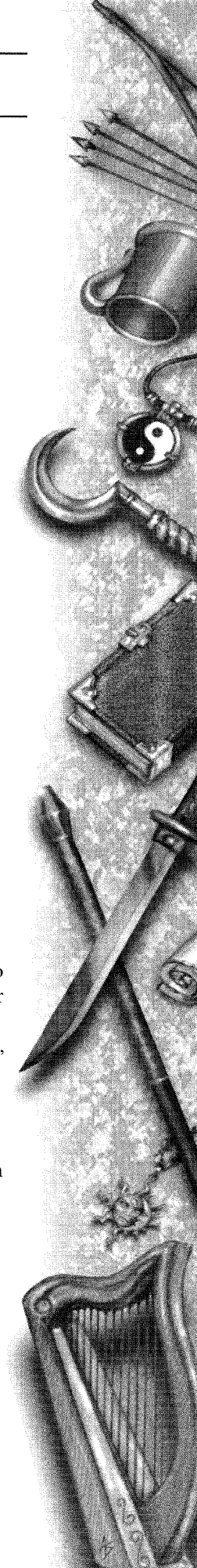
Class Features

All of the following are class features of the psy prestige class:

Weapon and Armour Proficiency: The psy gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Power Points Per Day: When indicated on the table below, the character gains a number of psionic power points each day as if he had gained a level of the psion character class. The character is not limited to expenditures of psionic power points when manifesting a power required for entry into this prestige class or granted by this prestige class. Where a psion or psychic warrior may not manifest a power augmented by a metapsionic feat with a power greater than his level minus one, the character has no such limits on certain powers.

Disable Remote View Trap: You gain a +10 bonus to the opposed remote viewing check



The Pspy

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Power Points per Day	Special
1	+0	+0	+0	+2	+1 Level	Psionic Sneak Attack +1d6
2	+1	+0	+0	+3	+1 Level	Psionic Bug
3	+2	+1	+1	+3	+1 Level	Remote View Trap
4	+3	+1	+1	+4	+1 Level	Disable Remote View Trap
5	+3	+1	+1	+4	+1 Level	Psionic Sneak Attack +3d6

you must make when attempting to penetrate a *remote view trap*. If you meet or beat the target's Remote Viewing check, his *remote view trap* immediately ends and he may not manifest the power again for 24 hours.

Psionic Bug: If you can plant a personal item of yours on a target, you may later use *clairaudience/clairvoyance* or *remote viewing* automatically on that item. This allows you to keep track of an individual, though there is a 10% cumulative chance, each day, that the target will dispose of the item or leave it somewhere useless for your purposes. Otherwise, you may use your psionic powers to spy on the individual quite easily. Note that the psionic bug becomes ineffective if the target is on a different plane but begins functioning again as soon as the two of you are on the same plane once again.

Psionic Sneak Attack +1d6 and +3d6: You are able to strike at the weak points in the aura of a target, driving your psionic attack home with great skill. If your target is ever flat-footed or unaware of your presence, you may add the appropriate damage (1d6 or 3d6) to any damage you cause with a psionic attack. If you are not using the alternate psionic combat system in your game, then you cause an additional 1 point or 2 points of ability damage to your targets under the above conditions.

Remote View Trap: You gain the *remote view trap* power to protect yourself from the intrusive senses of others.

PUPPET MASTER

You are able to seize control of the bodies of your enemies, forcing them to act in ways they surely would rather not. Your control is quite powerful and those who oppose you are unlikely to be able to resist your mental dominance.

Unfortunately, you are also very vulnerable to psionic attack, due to the manner in which your aura interacts with others. Targets you do not control may have little difficulty crippling you with psionic attacks as you struggle to seize control of their mind or body.

On the other hand, you are able to make good use of unwilling minions, turning the tide of battle as your enemies turn on themselves while your own allies cut them down. Because your powers are so fearsome, other psions will spare no effort to avoid falling under your control, and more than one puppet master has found himself set upon by dozens of former slaves. Because they fear one another, puppet masters never band together and tend to hide their abilities as much as possible.

Hit Die: d4

Requirements

To qualify to become a puppet master, a character must fulfil all the following criteria.

Powers: *Charm monster, charm person, control object, control shadow, domination, greater domination mass suggestion*

Class Skills

The puppet master's class skills (and the key ability for each skill) are Animal Empathy (Cha), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Knowledge (psionics) (Int), Psicraft (Int), Remote View (Int) and Sense Motive (Wis).

Skill points at each level: 4 + Int modifier.

The Puppet Master						
Class Level	Base Attack	Fort Save	Ref Save	Will Save	Power Points per Day	Special
1	+0	+0	+0	+2	*	Freakish Charisma
2	+1	+0	+0	+3	*	Hypnotic Voice
3	+2	+1	+1	+3	*	Enduring Domination
4	+3	+1	+1	+4	*	True Domination
5	+3	+1	+1	+4	*	Thrall

Class Features

All of the following are class features of the Puppet Master prestige class:

Weapon and Armour Proficiency: The puppet master gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Power Points Per Day: When indicated on the table above, the character gains a number of psionic power points each day as if he had gained a level of the psion character class. The character is not limited to expenditures of psionic power points when manifesting a power required for entry into this prestige class or granted by this prestige class. Where a psion or psychic warrior may not manifest a power augmented by a metapsionic feat with a power greater than his level minus one, the character has no such limits on certain powers.

Powers per Level: When a puppet master gains a level, he may gain two Telepathic powers of a level which would be available had he gained a level of his existing psionic class. If the character has more than one psionic character class, you must select which one is used for purposes of power gain.

Enduring Domination: All of your psionic powers used to control the minds of others (*charm person, charm monster, domination, mass suggestion, etc.*) have their duration doubled.

Freakish Charisma: You are able to exert your will over others with much greater facility than your peers. The DC of any attempts to resist any of your Telepathic powers is increased by +6.

Hypnotic Voice: If you can spend two or more rounds talking to a group (at least two intelligent creatures),

you may manifest a twinned *domination* power, even if you do not have the Twin Power feat. This does not cost you any extra psionic power points to manifest.

True Domination: You learn this power at this level of the puppet master class.

Thrall: You learn this power at this level of the puppet master class.



TRICKS OF THE TRADE

'Being prepared is often sufficient but it is not nearly as useful as being inspired.'

— From the *Psicrystal of Altur-Dein*

The psion moves in worlds few others understand. The realms of the mind have their own perils and pitfalls, and each psion must learn to navigate these dangers in his own way. In this chapter, you will find new methods your psionic character can use to survive the adventuring life, as well as rules variants and expansions your Games Master may incorporate into your campaign.

The material presented here is intended to be used in a piecemeal fashion, allowing players and Games Masters to add what they like without the need to incorporate every element. While all of these pieces do work together, if desired, there is no mandate that



they all be used together. Where appropriate, information about the impact of a particular variant or new rule can be found in one of the many boxes scattered throughout this chapter.

PSILCHEMY

Though alchemical concoctions are fairly common in most fantasy worlds, psilchemy is considerably more rare. Because psilchemical creations require both psicraft and alchemy skills, they are somewhat more difficult to create and are more volatile than more mundane concoctions. A psion who dedicates himself to the psilchemic arts, however, is able to create elixirs and powders which are significantly powerful in their own right.

In general, psilchemical elixirs or powders will decay if they are not used quickly. Regular infusions of psionic energy can increase the durability of psilchemical constructs but this defeats the purpose of the psilchemical materials – rather than providing extra psionic energy, they instead become a drain on your existing psychic energy. To forestall the decay of a psionic elixir, you must expend 5 psionic power points for each day after the decay is set to kick in. These power points move the decay date one day into the future but cannot halt the process once it begins.

The following types of elixir are most commonly constructed using psilchemy: distilled psionic essences, psionic poisons and transfer solutions. Each of these is covered in more detail below, along with information on creating them.

Distilled Psionic Essences

Rather than rely on expensive crystal capacitors, many psions choose to use distilled essences. These can be created much more cheaply but are not as durable and must be used shortly after their creation. Creating an essence requires the following steps:

First, you must procure a proper medium for the essence as well as a vial to contain the results. To create the solution, assume it has a final value of 200 gp and uses the Alchemy rules for creating items (the DC for the Alchemy Check in this case is 20). Note that when creating the medium for the distilled essence, you may make an Alchemy check each day, rather than once per week.

When the medium is completed, you may then move on to actually distilling the essence from yourself or another willing target. This requires a successful Psicraft check (DC 20) and four hours to complete. If

the check succeeds, you remove one psionic power point from yourself (or a willing psionic volunteer) for every point by which you exceeded the DC of the skill check. This power is stored in the essence. You may make two such attempts each day and store the energy extracted from both in the same distilled essence.

The essences may be consumed as a standard action, which does provoke an attack of opportunity. When consumed, they replenish your psionic power points by the number of points they contain. You may not exceed your psionic power point total in this way, however, and any excess points are lost if you do so.

After ten days, the essences begin to decay, reducing the total points contained in an essence by two for each additional day after the tenth. When reduced to zero power points, the essences turn a dark blue colour and stink of tar, making it immediately obvious they have gone over. While useless in its current state, a decayed essence is perfect as the base of a psionic poison.

When consumed by a non-psionic creature, psionic essences provide no benefit and cause no damage.

Psionic Poisons

While most poisons must be physically introduced into the target's body by some delivery mechanism, psionic poisons are much simpler to use against your enemies. These poisons are transferred into the aura of the victim via a psionic injury either using an attack mode or another psionic power. Unlike a normal poison, however, the psionic poison lies dormant until it is activated by a specific use of a psionic power, skill, or even through more mundane actions. Once activated, the psionic poison reacts violently with the aura of the subject, producing very damaging results.

To create a psionic poison, you must first have a decayed psionic essence. This essence serves as the base for the rest of the poison, which consists of the congealed venom scooped from the dark corners of your mind. When introduced into the aura of the target, this toxic mess can be horribly debilitating.

Once the essence is procured, either from your own selection of decayed vials or by purchasing one (decayed vials are normally available for a mere 50 gp from dealers in such items). To create the poison, you must then make a Psicraft skill check (DC 20). If this check succeeds, you have identified some sections of your aura which are suitable for putting into the poison. In most cases, these blemishes on your aura

represent some of the more vile thoughts you have had during the day and their loss causes you no pain at all.

Each poison can affect one or two ability scores. You may select either one or any two abilities to target with the poison. Note the affected ability scores down so you do not forget which ones you intend to damage.

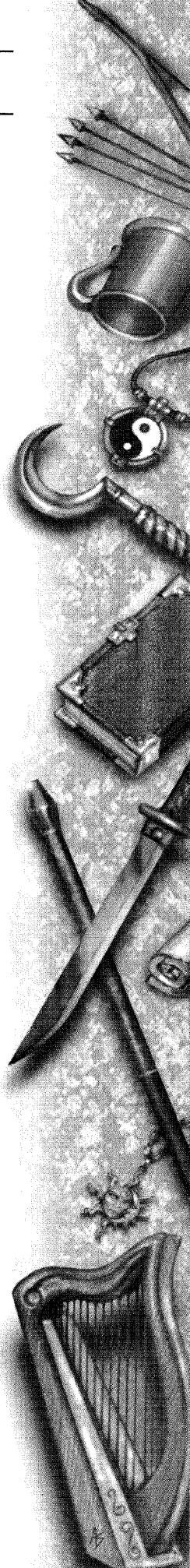
In the next step, you determine the strength of the poison. All psionic poisons are resisted by either Fortitude or Will (as the target always gets the higher of these two save bonuses when attempting to resist the psionic poison) with a base Save DC of 10. For every point of psionic energy you invest in the poison, you increase this DC by 2 points. When you decide how many power points to invest in the poison, you reduce your maximum psionic power points by the same amount until the poison is used, when your maximum returns to its normal amount.

To complete the poison, you must spend eight hours in your alchemical workshop and make a successful Alchemy skill check (DC 15 + the total number of points invested in the poison's strength). Note by how much you succeed at this check, as this will partially determine the damage caused by the poison. If the check fails, the poison is worthless and the essence is ruined and may not be used again to create a poison.

A psionic poison retains its potency for 1d6+4 days, after which it becomes inert and useless. Inert poisons have no further use (unlike decayed essences) and stink of rotting meat and spoiled vegetables. While still potent, the poison can be introduced into a target in the following manner.

You must first ingest the poison, a standard action which does provoke an attack of opportunity. You now have five rounds in which to injure a target with a psionic attack mode or another psionic power or the poison affects *you* as it is reabsorbed into your aura. You receive no saving throw against poisons absorbed in this way and automatically suffer the full damage of the poison when it is activated.

If you injure a target in the required period of time, the poison is transferred from your aura to the target's aura. The target is allowed Psicraft skill check (DC 15) to realise what happened and from whom the poison came but is otherwise ignorant of his condition. The target is entitled to either a Will or Fortitude save (whichever of his save bonuses is higher) to avoid the effects of the poison. If this save fails, the subject suffers no immediate damage but the poison is lodged in his aura.





TRICKS OF THE TRADE

If the target uses one of the abilities targeted by the poison, he immediately suffers the poison's secondary effect – one point of temporary damage to each of the ability scores targeted by the poison. The target is not allowed a saving throw to avoid the secondary damage of the poison but is made immediately aware he is poisoned and which abilities the psionic poison affects. A target uses his ability score (and thus activates the poison) by manifesting a psychic power based on the ability, making a skill check based on the ability, or performing any action which requires an ability check of the affected ability.

Once activated, the poison causes another point of temporary damage to the affected ability scores whenever the target uses one of the affected abilities. The poison will cause a total amount of damage equal to the poison creator's total psionic levels. If two abilities are affected, the damage is split between them, with any extra points lost in the process.

If, following the initial activation of the poison, the poisoned target does not use any of the affected abilities for one hour, the poisons are cleansed from his aura as there is nothing for the stuff to latch onto. This occurs automatically at the end of the hour, and a successful Psicraft skill check (DC 10) will reveal this information.

Removing the poison from the aura before that time is possible but dangerous. Whoever makes the attempt must be able to view auras in some way, either through the use of a psionic item or the manifestation of a psionic power. This procedure can only be performed on willing targets, as the natural defences of the aura will prevent anyone else from reaching into it and so radically disrupting it.

Whoever performs the operation must make a successful Psicraft check (DC 15) to locate the poison in the aura, then make a successful Healing check (DC

Daros poured the poison down his throat, gulping the sticky fluid while pinching his nose to try to avoid the taste. It did not work, the thick, foul substance clung to the inside of his mouth even as he felt it tingling away through his flesh, worming its way into his aura. A wave of nausea and vertigo suddenly crashed down over him and Daros had to reach out to the clammy stone wall to steady himself. He hated the poison, hated the way it made him feel and that he was too afraid to face Jevva without using it.

Still unsteady on his feet, Daros did his best to move forward quietly, tiptoeing with exaggerated caution to avoid making any noise. But his feet felt like wood and he noticed the puddle of water only after he'd splashed into it. He froze, then, and raised his defences quickly, ready to do battle.

Jevva did not disappoint him. The younger man he'd been chasing all these years shouted an oath and fumbled with his torch for a moment. Daros could see the light waver from around the corner and raced forward, eager to take advantage of any break he might catch.

Daros saw his old enemy struggling with some sort of gemstone and launched his attack. He lanced forward with an ego whip, slashing down through Jevva's aura with a shuddering howl of rage and frustration. All he had to do was connect and the psionic poison would do the rest, coursing out of his aura and into Jevva's.

Only Jevva suddenly slapped a mask down over his face, and Daros growled in frustration as his ego whip suddenly skirted away from Jevva to coil expectantly in the back of the inquisitor's mind. 'Damn you and your tricks, Jevva, it ends here, now!'

'Oh, I do hope so.' The voice coming from Jevva was old, a side effect of his many fragments but his actions were anything but elderly. He lashed out again and again, crashing his psionic might down on Daros. The hunter was suddenly the prey and he felt his grip on the poison in his aura shifting.

Then it broke, and Daros turned and ran, afraid to use his powers, afraid to do anything that might set off the poison clogging his aura. His face burned with shame as he heard Jevva laughing behind him but there was nothing else to it. Bested again, he fled, looking for a healer to help him put things right.



15 + the total number of psionic power points invested in the poison's strength) to remove it. The removal process does require the expenditure of 2 psionic power points by the healer. If the check succeeds, the poison is removed and the target is freed from its effects immediately. If it fails, however, the boil of poison gathered in the aura ruptures, dealing its full damage to the target immediately.

Transfer Solutions

The simplest of the psilchemical elixirs, transfer solutions are useful when a psion wishes to temporarily pass the use of one of his psionic powers to another psion. Creating a solution requires a medium (as for a distilled essence), which is used to contain the psionic power patterns necessary to allow another to make use of the psionic power.

Once the medium is created, you may pass your psionic pattern into it by a successful Autohypnosis skill check (DC 15 + the level of the power), which requires an hour to complete. Once the pattern is in the medium, the transfer solution is complete. You

may, if you desire, mix this solution with a distilled psionic essence in order to provide the psionic power points necessary to use the power. If you choose to do this, the essence must contain enough power points to fully manifest the power.

A transfer solution allows the single use of any psionic power as if it were manifested by the creature who ingests the solution. In order for the solution to work, the imbiber must be of the appropriate level to use the power but he does not have to actually know the power. He must have enough psionic power points to manifest the power, unless the cost has been paid (as in the paragraph above) by the creator of the transfer solution.

Taking a transfer solution is a standard action which provokes an attack of opportunity. Once the solution is consumed, you must use the power it grants you within five rounds, or the power and the energy to power it is lost forever. Transfer solutions lose their potency if not consumed within seven days of their creation.

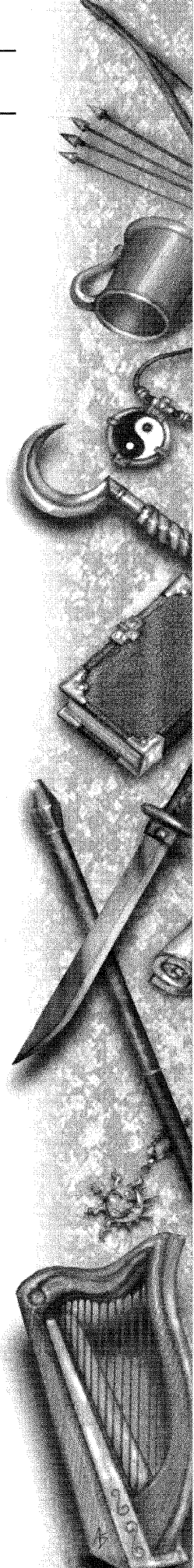
If consumed by a non-psionic creature, a transfer solution provides no benefit, nor does it cause any discomfort or damage.

THE FLUX

While echoes and fragments are generally accepted as the remnants of mortal creatures, thoughts left behind to play out their last wishes or final moments, the flux is much more poorly understood. Some believe it may be the scattered thought patterns of fallen gods, a stream of deific consciousness that is accessible to any psion who is brave enough to reach out for it and strong enough to resist its influence. Others claim it is composed of the venomous dreams of evil outsiders and should be left well alone. What both sides can agree on, however, is that it can be useful, in the right circumstances.

Each day, you can reach out to the flux to provide the psionic energy necessary to manifest one or more psionic powers the total levels of which do not exceed your total psionic levels. This requires a successful Concentration check (DC 15) and is a full-round action that does provoke an attack of opportunity. Any metapsionic feats applied to the power are also fuelled by the flux but count against the total levels available for the day.

If successful, you gain the necessary energy for the power and it manifests normally. Immediately





following the manifestation of the power, however, you must make a successful Will save (DC 10 + the level of the power manifested, including any metapsionic feat levels). If the save is successful, you suffer no further ill effects. Failure, however, inflicts 1d3 points of temporary ability damage to the ability the power's discipline is tied to. If you suffer ability damage in this way more than once per day, one point of the temporary ability damage is converted into one permanent point of ability damage.

Flux can be a very useful tool but users must take care to avoid suffering a loss far greater than the benefit provided by the unusual power source.

ALTERNATIVE PSIONIC COMBAT

In some campaigns, psionic combat may be better served with a system that more closely mirrors the natural flow of combat. The psionic combat system

presented in this section allows psions and non-psionic creatures to interact with one another in psionic combats, without unduly penalising either type of creature.

Overview

The alternate psionic combat system places psionic combat as another element in the standard combat flow, removing some of the features of the original system which make it more difficult to balance conflicts between psionic and non-psionic creatures. This system is less deadly, overall but allows psionic creatures to more readily defend themselves and launch attacks against their enemies. Though creatures without psionic abilities are still unable to launch their own psychic attacks, their defences are more balanced against those of the psionic creatures. In addition, this combat system relies on hit point damage, rather than stun and ability damage. This allows the weapons of the psion's mind to be used more like weapons and prevents the problematic situation in which non-psionic creatures are either unaffected by a psionic attack or completely devastated by its stunning effects. Adopting this system into your campaign provides a little extra punch to the psionic creatures in your game, allowing them to focus more on the powers of their minds than on mundane forms of combat.

The attack and defence modes of standard psionic combat are still used in this system but have been heavily modified. Attack modes now operate more like weapons, while defence modes are analogous to armour bonuses. In addition, creatures now have a Psionic Combat Bonus which improves naturally as they increase in level. The modified psionic attack and defence modes can be found in the New Psionic Powers chapter. This system does not change the way in which these attack and defence modes are gained, only in the way they are used in combat.

Making a Psionic Attack

Only creatures with psionic attack modes may initiate psionic combat – though non-psionic creatures can damage their attackers while defending, they are unable to make such an attack on their own. To make an attack, you must be within range of your target and have a readied psionic attack mode. It is wise to have a defence mode readied, as well but not essential to the attack process.

Psionic Attack vs. Psionic Defence

	Empty Mind (Dex)	Intellect Fortress (Str)	Mental Barrier (Cha)	Thought Shield (Int)	Tower of Iron Will (Wis)
Ego Whip (Dex)	+0	+2	+4	-2	-4
Id Insinuation (Str)	+2	+0	-2	-4	+4
Mind Blast (Cha)	-4	+2	+0	+4	-2
Mind Thrust (Int)	+2	+4	-4	0	-2
Psychic Crush (Wis)	+4	-4	+2	-2	0

All psionic attack modes have the same cost but each targets a specific portion of your enemy's aura. When you announce your attack, you should also write your attack mode on a scrap of paper and keep it handy. Your target may then activate his defence mode, if he so chooses, and announces how he will be defending his mind against your attack. You then reveal your attack mode and cross-reference it with the table above: Psionic Attack vs. Psionic Defence, below, to determine your natural bonus or penalty for the attack.

The attacker may then enhance the psionic attack using any of his applicable feats (see the Feats chapter, for more information) and the defender may do the same. When both are satisfied with the strength of their attack and damage, the attack is resolved.

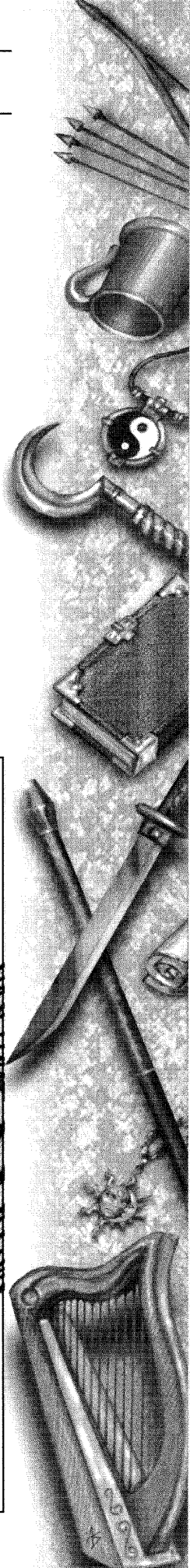
The attacker makes a psionic attack roll, which is 1d20+ the bonus for the ability governing his attack mode + his psionic combat bonus (see below) + the bonus or penalty from the table above. The defender then makes a defence roll, which is 1d20 + the bonus for the ability governing his defence mode + his psionic combat bonus. While attacks are conducted as standard actions, the defender need not expend any actions on his defence but may instead save them for attacks of his own. Note that neither attacking nor defending psionically provokes a standard attack of opportunity.

If the attacker's roll result is equal to or greater than that of the defender, the attack successfully penetrates the psionic defence and inflicts its damage, as detailed in the attack mode description. If the attack roll is less than the defence roll, however, the attack mode is stopped and inflicts no damage. On the other hand, if the defender rolls higher by more than five points, then the attacker suffers one-half the damage the attack mode would

have caused to its target, as the aura lashes out in response to the feeble assault upon its integrity.

Defence Modes and Damage for the Non-Psionic

While non-psionic creatures are not defenceless against psionic assaults, they are locked into a particular defence mode. The non-psionic is considered to have the defence mode which corresponds to his highest ability modifier active at all times, at no cost. Though the non-psionic target



TRICKS OF THE TRADE

cannot switch his defence modes, he can inflict damage on his opponent if his attacker fails his attack roll, as above.

Note that when a non-psionic creature suffers damage from a psionic attack, that damage is always subdual damage. In addition, any damage caused by a non-psion as a result of a failed attack roll is also inflicted as subdual damage against the psionic attacker.

Fighting Defensively in Psionic Combat

You may fight defensively while engaged in psionic combat, accepting a -4 penalty to your psionic attack roll to receive a $+2$ bonus to all of your psionic defence bonuses until your next action.

Surprised and Flat-Footed

Characters which are surprised or flat-footed are unable to erect their mental defences in time to thwart the attack against them. They are thus unable to raise a defence mode – this means they defend against the attack with a single d20 roll, a certainly unfortunate state of affairs.

Psionic Critical Hits

Psionic attack modes cause critical hits just as weapons do. The critical hit range and damage multiplier of each attack mode can be found in its description in the New Psionic Powers chapter. Other

information about the psionic attack and defence modes, such as the cost of manifesting the mode, can be found in the same chapter.

Psionic Engagement

Once a psionic attack is made, the target and attacker are 'engaged' in psionic combat. Though they are able to take other actions and may even simply walk away from the combat, they remain engaged until one round passes during which neither attacker nor defender makes a psionic attack.

As long as you are engaged in psionic combat, you do not need to pay to maintain your psionic attack modes or defence modes. The attack mode you used initially may be used once each round as a standard action, at no cost to you. Note that this attack mode does not have to be used against the same target you initially engaged – if a second target engages you, for example, you may freely attack him, as well.

The same goes for defence modes, which are maintained throughout the engagement. As long as you are engaged in psionic combat, the defence mode you raised at the start of the fight will remain active at no additional cost to you. If you initiated the psionic combat, any defence mode active at the time you made the attack will remain active for the duration of the psionic combat, just as if you had activated it after being engaged by your target.

However, you may find yourself in need of a new attack or defence mode, particularly if you discover yourself on the losing end of a number of exchanges as a result of a poor choice early on. To protect yourself more effectively, or attempt to get inside the defences of your target more easily, you may switch your defence or attack modes. Switching a mode may be done as a free action, at the beginning of any round in which you are engaged in psionic combat. However, switching a mode forces you to pay the cost for the new attack or defence mode and provokes a psionic attack of opportunity.

When a psionic attack of opportunity is possible, all creatures engaged in psionic combat within 30 feet of your present location are entitled to make such an attack, provided they have not yet used up their attacks of opportunity for the round. In addition to those within 30 feet of your current location, any



target you attacked during the round immediately prior to the attack of opportunity is also entitled to make an attack of opportunity.

gained from psionic powers, this alternate method for handling power acquisition and upgrades is offered.

PSIONIC POWER COLLAPSE

Psions are only able to learn a small number of psionic powers, which can limit their ability to respond appropriately to challenges they face in their adventuring career. In order to maximise the benefits

Psionic power collapse simply allows the psion to combine similar powers of different levels into a single power slot. Whenever the psion wishes to manifest the powers held in the slot, he pays the appropriate psionic power point cost and the power is manifested as normal. The benefit provided is the ability to learn additional powers.

Powers Eligible for Collapse

The following tables illustrate which powers are available for collapse in each of the psionic disciplines:

Powers Eligible for Collapse

Clairsentience

Anchored Navigation

Improved Anchored Navigation

Expanded Vision

Ubiquitous Vision

Inkling

Augury

Divination

Precognition

Metacreation

Astral Construct I

Astral Construct II

Astral Construct III

Astral Construct IV

Astral Construct V

Astral Construct VI

Astral Construct VII

Astral Construct VIII

Astral Construct IX

Psychokinesis

Biocurrent

Greater Biocurrent

Invisibility

Amplified Invisibility

My Light

Control Light

Combat Precognition

Shield of Prudence

Emulate Power

Greater Emulation

Improved Emulate Power

Trinket

Minor Creation

Sudden Minor Creation

Fabricate

Major Creation

Improved Fabricate

True Creation

Genesis

Create Sound

Control Sound

Lesser Concussion

Concussion

Greater Concussion

Mass Concussion

True Concussion

Detonation

Destiny Dissonance

Recall Pain

Recall Agony

Recall Death

Finger of Fire

Firefall

Burning Ray

Whitefire

Flaming Shroud

Lesser Metaphysical Weapon

Metaphysical Weapon

Primal Metaphysical Weapon

Far Hand / Far Punch

Control Object

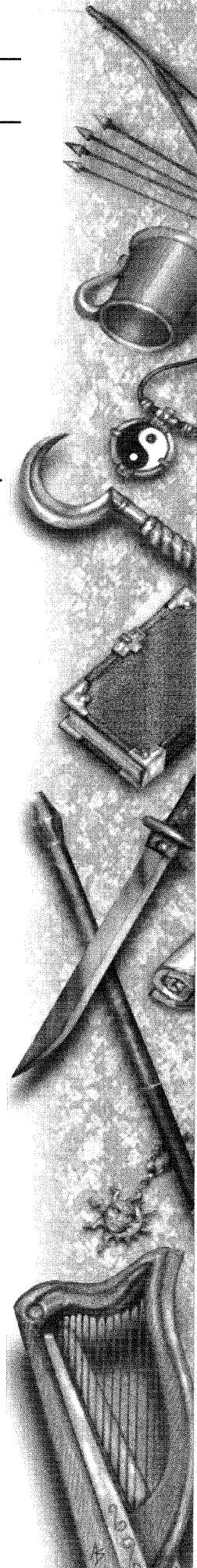
Control Body

Telekinesis

Clairtancy

Improved Telekinesis

True Telekinesis



TRICKS OF THE TRADE

Matter Agitation
 Matter Rearrangement
 Disintegrate
 Matter Manipulation
 Dissolution

Psychometabolism

Biofeedback
 Improved Biofeedback

Hammer

Painful Touch
 Dissolving Touch

Oak Body
 Iron Body

Psychoportation

Dissipation
 Baleful Teleport
 Divert Teleport

Glide

Fly
 Improved Fly

Telepathy

Charm Person
 Charm Monster
 Attraction
 Aversion
 Suggestion
 Lesser Domination
 Domination
 Greater Domination
 Mass Suggestion
 True Domination
 Monster Domination/Thrall

Bite of the Wolf
 Claws of the Bear
 Bite of the Tiger/Claws
 of the Vampire

Lesser Body Adjustment
 Body Adjustment
 Rejuvenation
 True Metabolism

Polymorph Self
 Metamorphosis
 Shapechange

Dismissal
 Banishment

Time Hop

Temporal Acceleration
 Temporal Velocity/Time Regression

Missive
 Telepathic Projection
 Empathy
 Detect Thoughts
 Mind Probe

Sense Link

Intrusive Sense Link
 False Sensory Input
 Tailor Memory
 Mind Seed

Energy Barrier
 Energy Conversion

Lesser Natural Armour
 Natural Armour

Verve
 Vigor
 Improved Vigor

Dimension Slide
 Dimension Door
 Teleport
 Teleport Without Error

Lesser Mindlinke
 Mindlink
 Forced Mindlink
 Confidante

To collapse a power, the psion need only take two or more of the powers in the order presented above, starting with a power in italics. When the second power is taken, the psion may immediately collapse the powers, with both occupying the higher-level power's slot in the powers known by the psion. The lower-level slot is then available for learning a new power. The psion may not learn the new power immediately, however but can fill slots when he gains a new level.

When a collapsed power is further collapsed upward into a higher-level slot, the process works the same. The slot which was previously occupied by the collapsed power is now empty and all of the collapsed powers occupy the higher-level slot. When more than one power is shown separated by a slash, either of those powers may be learned and collapsed but not both.

PSION FEATS

'A psion is not known only by his powers but by his actions and his feats.'

— From the *Psicrystal of Altur-Dein*

Feats are an important part of the psion's repertoire. While his psionic powers are his most overt way of influencing the world, careful feat selection can greatly expand the ways in which the psion can use his powers and provides the edge needed to survive the dangerous adventuring life.

All of the feats found in this chapter are designed to provide the psion with a wider variety of choices than were previously available. The majority of these feats allow the psion to more carefully hone specific talents in his repertoire, giving his powers that extra push necessary to win the day.

All of the feats in this section may be taken by any psionic creature who can meet their requirements but all are designed with the psion in mind. Note that any of the new psionic combat feats (for use with the alternate psionic combat system and marked with a * in the title) may be taken by psychic warriors as bonus feats.

Area Defence (Psionic)

Your psionic defence modes can expand to encompass the auras of others.

Prerequisites: You must have at least two psionic defence modes.

Benefit: If you pay double the cost of your psionic defence mode at the time it is manifested, it encompasses your allies who are within five feet of you. These allies do not need to erect a defence mode of their own but you make all psionic defence rolls for them if they are attacked.



Attack Burst (Psionic)*

You are able to make psionic attacks with a burst radius.

Prerequisites: You must have a Psionic Attack Bonus of +5 or greater.

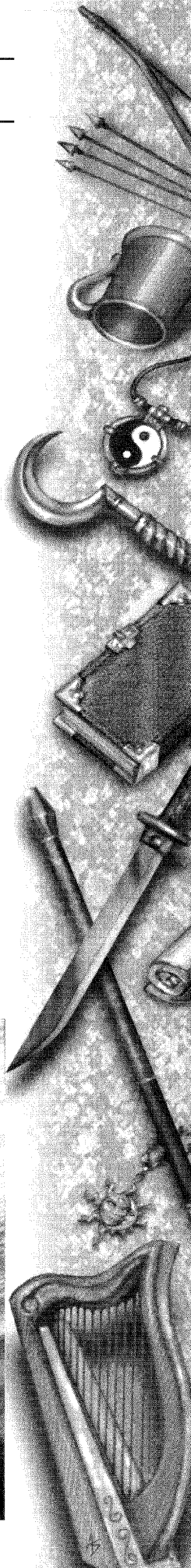
Benefit: You may, for a cost of five additional psionic power points, provide a single one of your psionic attacks with a burst radius of five feet. You make only a single psionic attack roll and one damage roll, which is applied to all targets in the area of effect. If this roll fails by a large enough margin that any of the targets could inflict damage upon you, you only suffer damage a single time, no matter how many targets would otherwise be entitled to cause damage.

Attack Cone (Psionic)*

You are able to make psionic attacks with a cone area of effect.

Prerequisites: You must have a Psionic Attack Bonus of +5 or greater.

Benefit: You may, for a cost of five additional psionic power points, provide a single one of your psionic attacks with a 30 ft. cone area of effect. You make only a single psionic attack roll and one damage roll, which is applied to all targets in the area of effect. If this roll fails by a large enough margin that any of the targets could inflict damage upon you, you only suffer damage a single time, no matter how many targets would otherwise be entitled to cause damage.



Aura Deflection (Psionic)*

You are able to deflect the psionic attacks of others.

Benefit: During your action, you may designate an opponent with whom you are engaged in psionic combat. You receive a +1 deflection bonus to your psionic defence rolls against all psionic attacks from that opponent until your next action. You may select a new opponent during any of your actions. You lose this deflection bonus if you are ever flat-footed.

Aura Management (Psionic)*

You are able to arrange your aura in such a way as to better protect yourself against psionic attacks, though you must sacrifice some of your offensive capabilities to do so.

Benefit: You may take a penalty of up to -5 on any psionic attack you make. In return, you are able to add a bonus equal to this penalty to all psionic defence rolls you make until your next action.

Echo Awareness (Psionic)

You are able to find echoes much more easily than others and may even be able to find echoes where others believe they do not exist.

Prerequisites: Psicraft 8+.

Benefit: When you attempt to locate echoes in an area, your Games Master should roll on the table as if the area you are in is one category up the scale (miscellaneous becomes crowded, overwhelmed becomes explosive, for example).

Expanded Aura Capacity (Psionic)

Your aura is able to contain much larger echoes and fragments than normal.

Benefit: When this ability is taken, your level is considered 3 higher than it actually is (and may increase beyond 20) for purposes of determining how many echoes you may hold in your aura. Alternatively, this feat allows you to store an additional fragment in your aura. This feat may be taken more than once and its benefit is additive.

Fragment Vault (Psionic)

You are able to store more fragments in your aura than is normally possible.

Prerequisites: Charisma 13+.

Benefit: You are able to hold an additional number of fragments in your aura equal to your Charisma

modifier. If you take this feat more than once, you gain the capacity for a single extra fragment for each additional time the feat is taken.

Greased Aura (Psionic)*

You are able to switch your psionic attack or defence modes without suffering an attack of opportunity, with a successful Concentration check.

Prerequisites: You must have at least two psionic attack modes and two psionic defence modes.

Benefit: When you switch attack or defence modes, you may make a Concentration check (DC 20) to prevent any psionic attacks of opportunity against you as a result of the switched modes. If this check fails, your opponents gain a +2 circumstance bonus to any attack rolls they make during their psionic attacks of opportunity.

Improved Psionic Critical (Psionic)*

You are especially adept at striking at weak points in your targets' auras with one of your attack modes.

Prerequisite: Psionic Attack Bonus of +8.

Benefit: When using the psionic attack mode you selected when you take this feat, your threat range is doubled.

Special: You may gain this feat multiple times but must select a new psionic attack mode each time the feat is taken.

Mental Cleave (Psionic)*

You are able to follow-through on your psionic attacks.

Prerequisites: Psionic Power Attack.

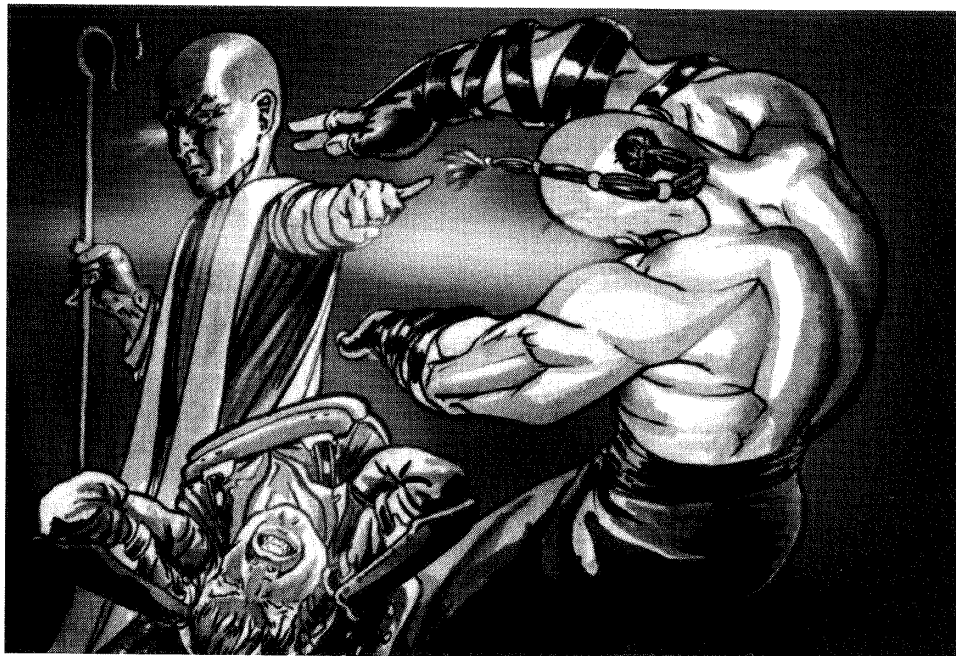
Benefit: If you deal enough damage to a creature in psionic combat to render that target unconscious, you may immediately make another psionic attack against any creature within ten feet of the unconscious target. This extra attack is made at your full Psionic Attack Bonus and must be made with the same psionic attack mode used to render the previous foe unconscious.

Mindshatter (Psionic)

You may open the minds of non-psionics to normal psionic attacks.

Prerequisites: You must know at least three psionic attack modes.

Benefit: By paying triple the cost of a psionic attack mode, you are able to affect a non-psionic as if he were a flat-footed psionic. If your attack succeeds, you cause ability damage, just as if you were attacking a



psionic creature. If you are using this feat with the alternate psionic combat system, you cause real damage, rather than subdual damage, to non-psionics.

Psionic Focus (Psionic)*

You are more adept at using one of your psionic attack or defence modes but have devoted less of your time to improving your skill with your other modes.

Benefit: You receive a +2 natural bonus to the attack or defence mode you selected when you chose this feat. This bonus applies to all psionic attack or defence rolls you make while the selected mode is activated but you also suffer a -1 natural penalty to all psionic attack or psionic defence rolls you make using other psionic attacks or defences.

Psychic Blast (Psionic)*

You are able to increase the force of your psionic attacks but must sacrifice accuracy to do so.

Benefit: On your action, before you make your psionic attack roll, you may choose to accept a penalty to that attack roll. This penalty may not be greater than your Psionic Attack Bonus. If your psionic attack succeeds, despite this penalty, the attack causes a number of additional hit points of damage equal to the penalty amount.

Psychic Reflexes (Psionic)*

You are able to make repeated psionic attacks against targets who do not keep their defences up.

Benefit: You may make a number of additional psionic attacks of opportunity each round equal to the ability score modifier for your primary discipline.

Psychoactive Handle (Psionic)

You are much more capable of handling the ingestion of psychoactive substances.

Prerequisites:

Constitution 15+

Benefit: This feat provides you with a +2 natural bonus to any saves required when ingesting a psychoactive substance (see the Altered

States chapter) and receive an additional +2 natural bonus to achieve an altered state after ingesting the psychoactive substance.

Share Pain (Metapsionic)

You are able to forge a connection with your astral constructs, allowing you to absorb some of the damage they suffer.

Prerequisites: You must know one or more of the *astral construct* powers.

Benefit: When you manifest any of the *astral construct* powers, you may choose to bond with the created construct. The power used in conjunction with this feat costs a number of power points equal to its standard cost +2.

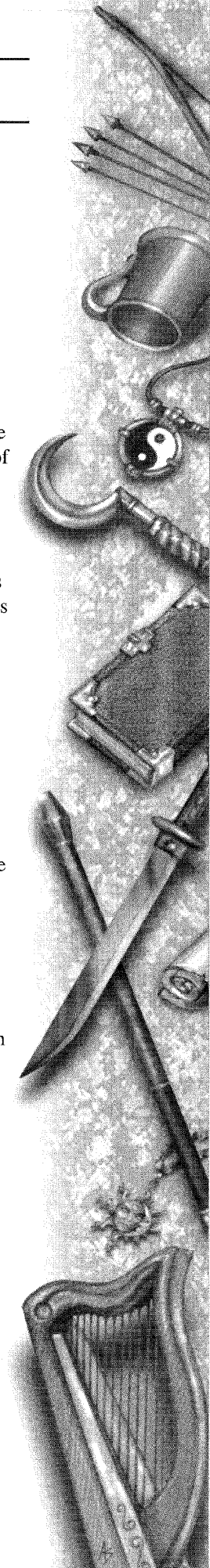
When any bonded construct suffers hit point damage, you suffer one-half that damage yourself as subdual damage. This damage may be healed as normal but you may not sever the connection with your construct as long as it still exists.

Sudden Rider (Psionic)

You are able to shift between the fragment's personality and your own.

Prerequisites: Expanded Aura Capacity.

Benefit: When you allow a fragment to ride you, it takes no time to switch between your personalities, which occurs instantly and as a free action.



TOOLS OF THE TRADE

'It is important to be self-reliant but it is vital to know when to rely on the tools at hand.'

— From the psicrystal of Altus-Dein

Most psionic creatures are quite self-sufficient, able to use their powers with very little equipment, using their mind as both weapon and shield in times of need. Still, though it is not strictly necessary for them to make use of the sorts of props and tools commonly used by members of other classes. In this chapter, you will find information on the types of tools, armour and weapons used by psions. While much of the equipment found here is meant for psions to use, there are a few things ungifted creatures will find useful in their battles with psionic creatures. While psions may be hesitant to use these weapons, any advantage in a battle may be a decisive one.

PSIBONDED WEAPONS

With the power of his mind so useful, the psion rarely needs to rely on external weapons. When his psionic reserves are depleted, however, it can be very useful to have a weapon at hand to deal with one's enemies. The weapons presented in this section are designed to grow with the psionic character, absorbing a bit of his personality and becoming more powerful as he increases in strength and psionic aptitude.

All of these weapons are crafted from exotic materials, usually a combination of a particular metal and a crystal. Though sufficient skill in weaponsmithing must exist for these items to be constructed, they may be crafted by mundane hands. Where magical items, and most psionic items, require an expenditure of experience points and certain feats to create, these weapons require no such additional effort. They are crafted as normal (based on their price and the crafting rules found in *Core Rulebook I*) but gain special powers when used continually by a psionic creature who makes the proper investments.

This increase in power is not free, however, as the psion must continually reinvest himself in his weapon, applying a significant portion of his personal wealth and discovered treasure into new materials to allow the weapon to function more appropriately for his level.

Note that these weapons are single-user items: only the user who first unlocks the power of a particular mental weapon is able to make full use of that weapon in the future. Though others may be able to break the weapon down and remove the crystals which serve as its focus, they will never be able to recapture the precise bond held by the psion who unlocked the item.

The Types of Psibonded Weapon

There are three types of material used in the creation of psibonded weapons and each type of metal is useful for a particular type of bonus as the weapon grows in power. Though more than one of these metals can be used in the creation of a single weapon, each additional metal in the base composition of the weapon increases the cost and difficulty of crafting the weapon dramatically.

Copper is, by far, the most common type of metal used in the construction of psibonded weapons. Its natural properties attune it well to the psionic energies which emanate from psions, allowing them to more easily manipulate the weapon in combat. Copper psibonded weapons allow the psion to power the enhancement bonus of the weapon.

Silver psibonded weapons are the next most common type of weapon and provide the weapon with the



ability to gather special abilities. Unlike other magical or psionic weapons, a silver psibonded weapon can have a special ability without the need for any enhancement bonus. In fact, only by combining silver and copper is it even possible to create a psibonded weapon with both an enhancement bonus and a special ability.

Psibonded weapons created from **mithral** are the least common type of psibonded weapon but also the most coveted. Mithral psibonded weapons appear, when not in use, as a small crystal in a mithral setting – when activated, the weapon expands to its full size, becoming one of several different weapons depending on the needs of the wielder. Though these weapons do not have an innate enhancement bonus, they are provided with a psychic pseudobonus based on the investment made in the weapon.

All psibonded weapons are melee weapons – ranged weapons do not allow the same connection between the aggressor and defender as melee weapons. Other than this restriction, psibonded weapons can be of any type, from the simple to the exotic, tiny to huge. Only the size and training of the psionic creatures who create them limit the types of psibonded weapons available in the campaign world.

Creating a Psibonded Weapon

To create a psibonded weapon, the following steps are required. Each step is detailed further below.

1. Choose the base metal of the psibonded weapon. Even if the weapon is going to have additional metals in its creation, one metal must be chosen as the base. If a weapon is going to include mithral as one of its metals, then mithral must be the base metal. Record the Craft DC (from the table below), as it will provide the basis for the rest of the steps in this section. The table below also illustrates the cost of crafting a weapon of this base metal – simply multiply the weight of a standard weapon of that type (found in *Core Rulebook I*) by the amount listed in the Weapon Cost/Pound column.

If mithral is the base metal for the weapon, the crafter must include enough mithral to accommodate the largest size the weapon can attain. Thus, if a mithral psibonded weapon was made using 5 pounds of mithral, it could never mimic a weapon which normally weighs more than 5 pounds.

Weapon Material Costs

Psibonded weapons are *not* standard weapons and are not constructed to work as such. These weapons are mere conductors for the psychic power of their wielders and often appear flimsy or fanciful when compared with normal weapons.

On the other hand, the materials which go into the psibonded weapon must be of the absolutely highest quality – even slight impurities in the metals used can botch the whole process, hence the high material costs for creating weapons of this type. While copper and silver are certainly lower in price per pound than shown in the table below, the amount of purifying which must go into the creation of the raw materials raises the price significantly.

Psibonded Weapon Base Metal Type DCs

Base Metal Type	Craft Check DC	Weapon Cost/Pound
Copper	15	100
Silver	20	300
Mithral	25	500

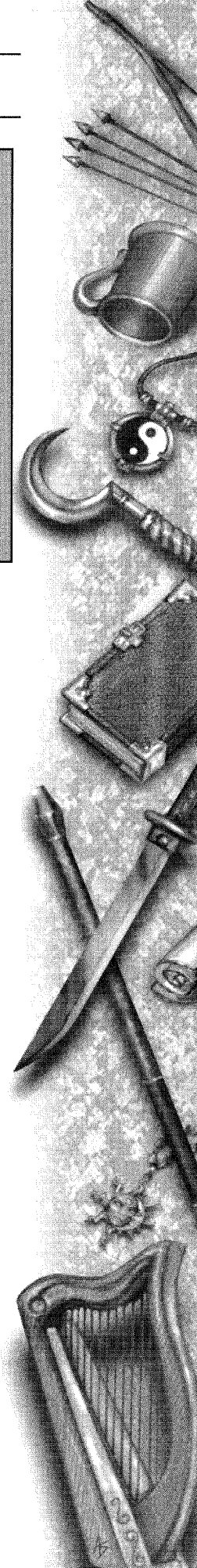
2. Choose any secondary metals for the psibonded weapon. Secondary materials in a psibonded weapon increase the cost of the weapon and also the Craft check DC. For each material in the weapon in addition to the base metal, increase the DC and cost for the weapon by the amounts shown in the table below.

Psibonded Weapon Secondary Metal Type DCs

Base Metal Type	Craft Check DC	Weapon Cost/Pound
Copper	+5	+50
Silver	+10	150
Mithral	As noted above, mithral is always the base material of any weapon in which it is included.	

3. Begin Craft skill checks. Once the base price of the weapon is determined by adding the cost of the primary and secondary metals together, and the Craft skill DC is determined (by adding together the DC for the base metal with the DC for the secondary metals), you are ready to begin forging your weapon.

This is handled the same as any other craft check, using the rules found in the Skills section of *Core*



TOLLS OF THE TRADE

Rulebook I. When the Craft skill checks are complete and the base weapon is finished, it is time for the psionic creature for whom the weapon is made to step in and begin putting his personal mark on it.

4. Implant crystal. All psibonded weapons must have a crystal at their core. This crystal focuses the psionic energy of the wielder and allows him to direct the weapon with greater accuracy or to activate the powers held within the weapon. The required cost of the crystal is based on two factors: the types of metal the crystal must activate and the size of the bonuses the crystal must be able to accommodate. The following table shows the cost of the crystal based on the type of weapon into which it will be implanted.

Note that it is possible to replace a crystal at a future time, allowing the weapon to be 'upgraded' as the owner's finances allow. In fact, it is quite possible for a psibonded weapon to be created and then not have a crystal implanted for months, or even years, while the owner puts together the funds necessary to purchase the proper type of crystal.

In order to calculate the crystal's cost, simply add the cost for the base metal, the secondary metal and the maximum enhancement bonus together. For mithral weapons, you must also add 300 for each of its non-exotic forms and 500 for each of the exotic forms the weapon can assume. Thus to create a weapon with all three metal types (and mithral as the base type, as required) with a +5 total enhancement bonus, two normal forms and a single exotic form, would have a crystal cost as follows:

Base metal mithral (500 gp) plus secondary metals of copper and silver (50 gp and 150 gp, respectively) plus a +5 enhancement bonus (38,000 gp) plus two standard forms (+300 each, or +600 gp total) plus one exotic form (+500 gp) or 39,8000 gp.

Implanting the crystal requires a successful Psicraft skill check (DC 10 + 1 per 10,000 gp, or fraction thereof, of the crystal's value). If the Psicraft skill check succeeds, the crystal is merged with the weapon seamlessly, creating a faceted pattern along the weapon's surface and integrating wholly with the metal. This weapon is now psibonded and may only ever be used by its owner – anyone else attempting to use the weapon suffers a –10 penalty to hit and causes but a single point of damage on a successful attack roll.

If the Psicraft skill check to implant the crystal fails, however, the crystal is flawed by the procedure and

loses one-half its value. The crystal may never be implanted in a psibonded weapon after that point but it may (with luck) be sold to a jeweller or artisan (at roughly one-half its current reduced value). The flaw in the crystal is not visible but is readily apparent to any psionic creature who attempts to use it in a psionic item or operation.

Psibonded Weapon Crystal Costs

Base Metal Type Cost

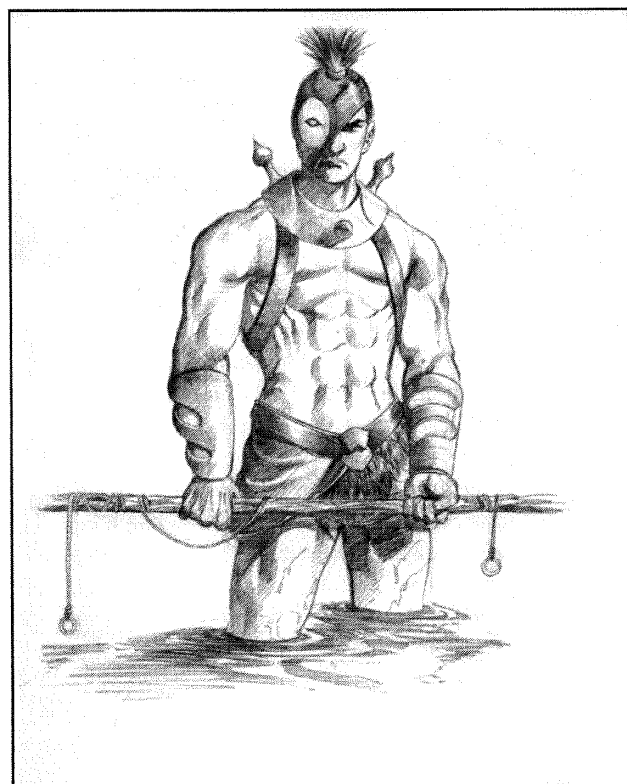
Copper	100 gp
Silver	200 gp
Mithral	500 gp

Secondary Metal Type Cost

Copper	50 gp
Silver	150 gp

Enhancement Bonus Cost

+1	2,000 gp
+2	6,000 gp
+4	14,000 gp
+4	24,000 gp
+5	38,000 gp
+6	54,000 gp
+7	74,000 gp
+8	96,000 gp
+9	122,000 gp
+10	150,000 gp



Additional Forms	Cost
Each form (non-exotic)	+300 (Each form must be named at the time the crystal is implanted – a new crystal can designate new forms.)
Each form (exotic)	+500 (each form must be named at the time the crystal is implanted – a new crystal can designate new forms.)

5. Activate powers. A psibonded weapon's total enhancement bonus must be split, as evenly as possible, between a standard enhancement bonus and paying the enhancement bonus cost for special weapon abilities. Where the bonus does not divide evenly, the psion must always place the largest portion of the bonus into special abilities, except in the case of a +1 weapon, which may have either a standard +1 enhancement bonus or a special ability with a cost no greater than +1.

When determining the total bonus for the psibonded weapon (for both the standard enhancement bonus and any additional special abilities), the psibonded weapon's wielder must have total psionic levels equal to the total bonus of the weapon plus five. Thus, a



weapon with a total bonus of +10 could only be wielded by a character with 15 psionic levels.

When adding special abilities to the weapon, the psion to whom the weapon is psibonded may select any of the psionic weapon special abilities, except for *manifester*, *psibane* and *psychic*, provided he is of at least the appropriate manifest level. Thus, a 10th level psion could activate the *psychokinetic burst* special ability (manifest level of 10) or the *power storing* special ability (manifest level of 5) to his weapon for the cost of a +2 enhancement bonus for the former or a +1 enhancement bonus for the latter. He could not, however, activate the *great dislocator* special ability because its manifest level (18th) is too high for him.

Once the powers for a weapon are activated, they may not later be changed. The pattern of these abilities is imprinted onto the weapon and, even if a new crystal is implanted later, the original powers must still exist, though new ones can be added if the new crystal has a higher value.

Removing or Upgrading an Implanted Crystal

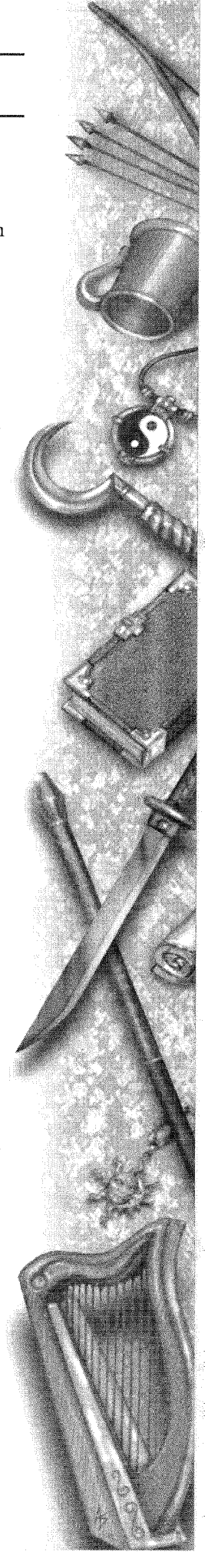
A psion may, at any time, choose to upgrade the crystal in his weapon by simply sliding the old crystal out of the way (requiring a solid day of work and a Psicraft skill check (DC 15)). If the skill check to remove the crystal is successful, the weapon is unharmed and is ready to accept another crystal (with the DC as determined above).

Removed crystals have no remaining power and their value is reduced to one-quarter of the value they possessed when first installed in the psibonded weapon. Breaking the bond between crystal, weapon and wielder creates dozens of perceptible stress fractures in the stone, making it useless for any psionic purpose and requiring jewellers to break it into smaller stones to retrieve any value from it at all.

As noted above, even when a crystal is removed from a psibonded weapon, the weapon retains a portion of its pattern in the lattice of the metal itself. This requires the new crystal to maintain at least the enhancement bonuses, forms and abilities of the old crystal, though new abilities may be added.

Mithral Psibonded Weapons and Form Activation

Psibonded weapons created from mithral are able to switch forms at the mental command of their user. At



TOLLS OF THE TRADE

the time the weapon is created, it may have as many forms as the wielder is willing to pay for (see the costs for crystals, above). Each of these forms must be noted for the weapon. If any new forms are added when the crystal is upgraded, these must be recorded as well.

As long as the weapon is in hand, the wielder may mentally command the weapon to assume one of its forms. This is a free action but does provoke an attack of opportunity as the weapon is useless for defence while it shifts and the user must concentrate on the weapon to change its form. The change in form can be issued at the beginning of any round, or just prior or following any of the wielder's other actions. The weapon cannot change forms between attacks if the wielder is entitled to more than a single attack based on his attack bonus but may change forms between actions if the wielder has the ability to take more than a single action during a round.

Part of the cost of a mithral psibonded weapon goes into the bracelet that holds the weapon when it is not active. This bracelet is worn around the wrist of the wielder and allows him to command the weapon to assume one of its forms, effectively drawing the weapon without requiring an action – this is treated as if the character had the Quick Draw feat in relation to this psibonded weapon only.

Psibonded Weapons and the Psionic Reserve

Psibonded weapons require psychic energy in order to retain their functionality. Though their use requires no active expenditure of psionic power points, the wielder of the weapon must have at least one psionic power point in order to use the weapon at all. If a character has zero psionic power points, even if he is the weapon's creator, he is treated as if he were a non-psionic creature for purposes of using a psibonded weapon (see above).

PSYCHIC MASKS

The *psychic mask* is a psionic item designed to disguise and enhance the aura of the wearer, allowing him to defend himself more effectively from psychic combat. Because the masks must integrate with the aura of the wearer, they take some time to become attuned to a new user, usually requiring the user to wear them for eight hours before they provide any benefits. Once

attuned, however, the masks provide their benefits as long as they are worn. A mask worn for too long may cause some side effects and most users prefer to wear their masks for no more than a few days at a time to avoid such unpleasantness.

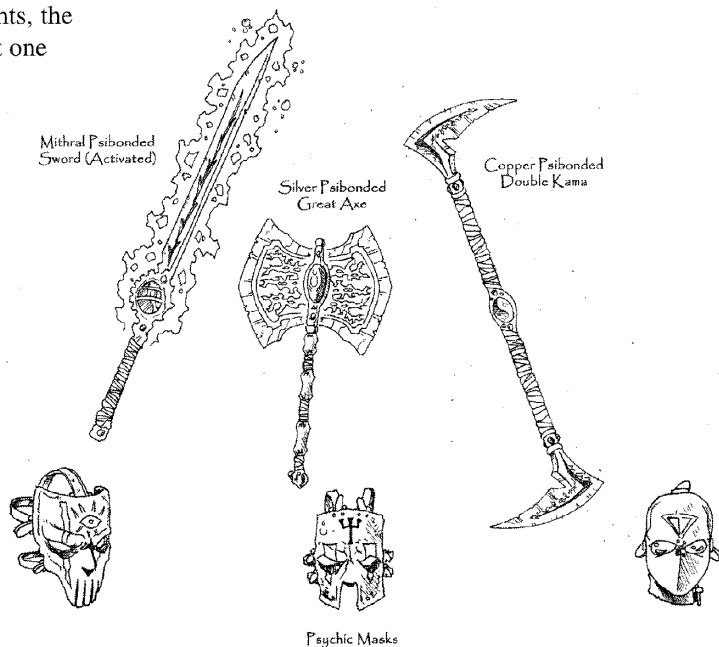
The Benefits of the Mask

All masks increase the defence rolls of their wearer, though the specific amount and protection from different types of attack vary by individual masks. To create a mask, follow the process described below. Because masks are tailored to the individual owner's aura, found masks are worthless to psions, who must use masks created specifically for each creature.

Crafting the Mask

All masks are crafted from soft leather and custom-fitted to each user's face. The flexibility of the leather allows it to conform to the features of the wearer and the tailoring ensures a perfect fit. In addition to the basic leather mask, crystals are also embedded into the mask to provide the necessary protection to the wearer. In some cases, lenses may also be attached to the mask to provide additional benefits, as seen below.

The first step in creating the mask is determining the final power rating of the mask. Each point of the power rating provides a +1 bonus to any defence roll made to resist psionic attack modes. A mask may not have a power rating of more than 10. The cost of a mask is equal to its power rating multiplied by 50 gp, so a mask with a power rating of 10 would have an initial cost of 500 gp and would potentially provide a



+10 bonus to all psionic defence checks made in psionic combat.

The mask is then crafted using the standard rules found in *Core Rulebook I* (see the Skills chapter) and the Craft (Maskmaking) skill (DC 15). When the mask is complete, it is ready to have the crystals stitched into it. These crystals provide the real defence of the mask, generating ripples in the aura and causing attacks to fail to latch onto their target. Each crystal sewn into the mask requires a successful Psicraft skill check (DC 10 + the power rating of the mask) and provides an enhancement bonus to the defence check made with a specific defence mode. Up to five crystals can be placed on the mask, one for each defence mode.

Use the standard rules for crafting found in *Core Rulebook I* but replace the Craft skill checks with Psicraft skill checks of the above Difficulty Class. The cost for each crystal is equal to 100 gp multiplied by the power rating of the mask. When the crafting is complete, the mask is ready to wear.

Attuning the Mask

A mask must be worn for eight hours before it provides any benefit at all, as that is the amount of time required to assimilate the mask into the aura of the wearer. After this time, the mask provides the bonuses generated by its crystals. The mask becomes very supple and comfortable, merging smoothly with the aura of the psionic creature and providing no penalties to any skills or ability checks – the mask is very nearly a second skin lying neatly atop the face of the psion.

If the mask is worn for more than three days, however, it begins to introduce rigidity into the wearer's aura. For every day the mask is worn past the third day, the wearer suffers a cumulative –1 penalty to all defence modes not enhanced by the mask. This penalty goes away on its own if the mask is not worn for three full days, after which it must be re-attuned before it begins providing a bonus again.

Wearers of masks which provide bonuses to all defence modes may find themselves in grave danger as the strain of the mask on their aura causes 1 point of temporary Intelligence damage each day and prevents the regeneration of any Intelligence damage until the mask is removed for a full three days.

Critical Hits

If the wearer of the mask suffers a critical hit while wearing the mask and using one of the defences enhanced by the mask, the mask is damaged as well.

The crystal which provides the bonus is damaged and the enhancement bonus it provides is immediately reduced by one. The crystal cannot be repaired but must be replaced if the wearer wishes to regain the lost bonus. If the bonus provided by a crystal is ever reduced to zero, it ‘flashes out’ in a blast of psychic feedback which causes 1d6 hit points of damage per point of the mask's power rating.

Lenses

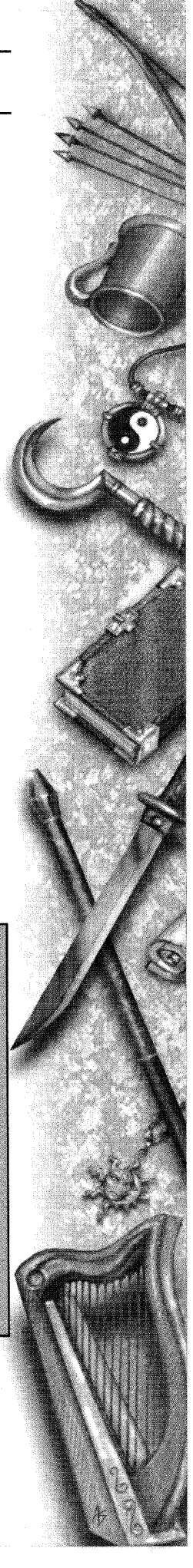
Masks can be used to enhance psionic attack modes, as well but doing so is more expensive and not as widely available as the defence enhancements. A mask may have a lens placed over each eye which provides a bonus to a specific attack mode. This is handled exactly as placing a crystal on the mask but lenses have a cost of 300 gp per point of the mask's power rating. Only two crystals can be placed on the mask and each is attuned to another psionic attack mode. As with defence mode enhancements, each day the mask is worn after the third inflicts a cumulative –1 penalty to all attack modes not enhanced by the mask.

Note that the crystal lenses used in the mask may never provide more than a +5 enhancement bonus to each of the enhanced psionic attack modes. This limits the maximum cost of each crystal lens to 1,500 gp, regardless of the total power rating of the mask to which they are attached.

Psychic masks were designed for use with the alternate psionic combat system presented in Chapter 4: Tricks of the Trade. If your campaign does not use this system, you can still make use of the masks, with the following changes.

Psionic Defence Bonuses: The protection offered by the mask is treated as an enhancement bonus to any Will saves you make when using a psionic defence mode which is augmented by the mask. Note that this does not provide any other form of protection.

Psionic Attack Bonuses: The bonuses provided by the crystal lenses increase the DC of the Will save needed to defend against the augmented psionic attack by one for every +1 enhancement bonus.



PSIONIC POWERS

Just as spells are the sword and shield of the wizard, so too are psionic powers crucial to the survival of the psion. The powers presented here offer the psion both new protections and new weapons but also provide him with some new ways to gather information and different types of power than those presented in the *Psionics Handbook*. With these powers integrated into a campaign, psions have more choices than before as well as a few surprises that makes them more than just a spellcaster with a big brain.

Advice of Death

Telepathy (Cha)

Level: Psion 1

Display: Au, Vi

Manifestation Time: 1 action

Range: Personal

Target: Manifester

Duration: 1 round per 3 psion levels

Power Points: 1

You reach your mind out to touch the thoughts of the dead, drawing upon their skills and experience to assist you in your current endeavours. This advice provides a +4 competence bonus to any single skill in which you have at least 4 ranks for the duration of the power. You may not select a different skill during the duration of the power – whichever skill is chosen at the time the power is manifested will receive the benefit until the power expires.

Alternate Ego Whip*

Attack Mode (Dex)

Display: Me

Manifestation Time: 1 action

Range: Close (25 + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: No, see text

Power Resistance: No

Power Points: 3

This attack mode has a base damage of 1d6 and a critical threat range of 18-20/x2. Targets of an alternate psionic attack mode are allowed a psionic defence roll rather than a saving throw.



Alternate Id Insinuation*

Attack Mode (Str)

Display: Me

Manifestation Time: 1 action

Range: Close (25 + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: No, see text

Power Resistance: No

Power Points: 3

This attack mode has a base damage of 1d6 and a critical threat range of 18-20/x2. Targets of an alternate psionic attack mode are allowed a psionic defence roll rather than a saving throw.

Alternate Mind Blast*

Attack Mode (Cha)

Display: Me

Manifestation Time: 1 action

Range: Close (25 + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: No, see text

Power Resistance: No

Power Points: 3

This attack mode has a base damage of 1d6 and a critical threat range of 18-20/x2. Targets of an alternate psionic attack mode are allowed a psionic defence roll rather than a saving throw.

Alternate Mind Thrust*

Attack Mode (Int)

Display: Me

Manifestation Time: 1 action

Range: Close (25 + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: No, see text

Power Resistance: No

Power Points: 3

This attack mode has a base damage of 1d6 and a critical threat range of 18-20/x2. Targets of an alternate psionic attack mode are allowed a psionic defence roll rather than a saving throw.

Alternate Psychic Crush*

Attack Mode (Wis)

Display: Me

Manifestation Time: 1 action

Range: Close (25 + 5 ft./2 levels)

Target: One living creature



Duration: Instantaneous

Saving Throw: No, see text

Power Resistance: No

Power Points: 3

This attack mode has a base damage of 1d6 and a critical threat range of 18-20/x2. Targets of an alternate psionic attack mode are allowed a psionic defence roll rather than a saving throw.

Alternate Empty Mind*

Defence Mode (Dex)

Display: Au

Manifestation Time: See text

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 3

This defence mode is activated as a free action, see the Tricks of the Trade Chapter.

Alternate Intellect Fortress*

Defence Mode (Str)

Display: Au

Manifestation Time: See text

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 3

This defence mode is activated as a free action, see the Tricks of the Trade Chapter.

Alternate Mental Barrier*

Defence Mode (Cha)

Display: Au

Manifestation Time: See text

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 3

This defence mode is activated as a free action, see the Tricks of the Trade Chapter.

Alternate Thought Shield*

Defence Mode (Int)

Display: Au

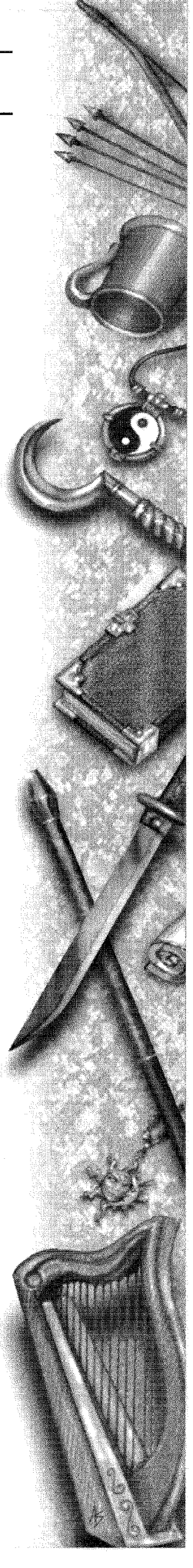
Manifestation Time: See text

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 3



PSIONIC POWERS

This defence mode is activated as a free action, see the Tricks of the Trade Chapter.

Alternate Tower of Iron Will*

Defence Mode (Wis)

Display: Au

Manifestation Time: See text

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 3

This defence mode is activated as a free action, see the Tricks of the Trade Chapter.

Assumption of Death

Telepathy (Cha)

Level: Psion 3

Display: Vi

Manifestation Time: 1 action

Range: Personal

Target: Manifester

Duration: See below

Power Points: 5

When this power is manifested, you reach out to the minds of the deceased and call one of them to you, allowing it to inhabit your body. This allows you to use any single skill which requires training, and in which you currently have no ranks, to be used as if you had 10 ranks in the skill. The power persists until you successfully use the skill but you are not entirely in control of your body during that time. While this power is in effect, you may only move at one-half your normal speed and may only take a standard action every other round as you try to control the dead mind in your body.

Echo Mask

Telepathy (Cha)

Level: Psion 4

Display: Au, Vi

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 round per psion level

Power Points: 7

By masking your psychic signature behind the presence of fragments and echoes in an area, you are able to protect yourself from psionic attacks more effectively. While the power is manifested, there is a flat 50% chance that any psionic attack mode directed against you simply hits a fragment or an echo,

destroying that psychic refuse but affecting you not at all.

Fragment Binder

Telepathy (Cha)

Level: Psion 8

Display: Au, Vi

Manifestation Time: 1 hour

Range: Touch

Target: One living or recently (within the past 24 hours) deceased body

Duration: Instantaneous

Saving Throw: Will negates (see text)

Power Resistance: Yes (see text)

Power Points: 15

There are times when it could be handy to have a fragment around without needing to have it trapped within your aura. This power moves a fragment from within your aura into the target body and destroys the target's mind in the process. The fragment then completely takes control of the body, allowing it to use its skills without the need to possess your own body.

Fragment hosts (see below) are weak creatures but they do possess a great deal of skill in their areas of expertise. The fragment host will not seek to free itself from your control nor will it perform any but the most basic actions without your explicit command. It will, however, carry out tasks you assign it to the best of its ability, provided they fall within its area of expertise.

Fragment hosts will not engage in combat of any sort – they exist only to use their skills, which they do with great gusto and tireless energy. Because of their focus, fragments are able to make double the normal progress each week while using the Craft skill, due to their long work hours and boundless energy.

As long as the fragment remains bound into the body, that body will not decay or need food. The psychic energy provided by this power and the power of the fragment itself keep the body supplied with all its necessities, allowing an unscrupulous psion the ability to create an untiring army of craftsmen or servants to provide for him.

Note that the use of this power on a living creature is always considered an evil act. If the target succeeds at its Will save or you cannot overcome the target's Psionic Resistance, the fragment is destroyed and you may not attempt to bind another fragment into the same creature for at least 24 hours. Note that bodies do not receive a saving throw of any type and the power automatically works when targeted on a corpse.

Ghost Rider

Telepathy (Cha)

Level: Psion 6

Display: Au, Vil

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Any single, willing creature

Duration: 1 round per psion level

Power Points: 11

This power only works on creatures who are willing to accept a fragment and who must be aware of what you are attempting to do.

When the power is manifested, you transfer any single fragment currently in your aura into the aura of the target creature. Note that this creature does not have to be psionically endowed in order to make use of the fragment (see the Echoes and Fragments chapter) and does not need to make an Autohypnosis check in order to call up the fragment.

For the duration of this power, the fragment will automatically come to the front if asked by the target of this power. When this power ends, the fragment leaves the aura of the target and returns to your aura. Unfortunately, a few fragments get lost during the journey from host to host and there is a 25% chance any fragment you transfer in this way will dissipate after being released from the target's aura. Fragments that dissipate in this way are lost forever, their psychic fabric torn asunder by the transfer process.

Grave Echoes

Telepathy (Cha)

Level: Psion 2

Display: Au, Ol

Manifestation Time: 1 action

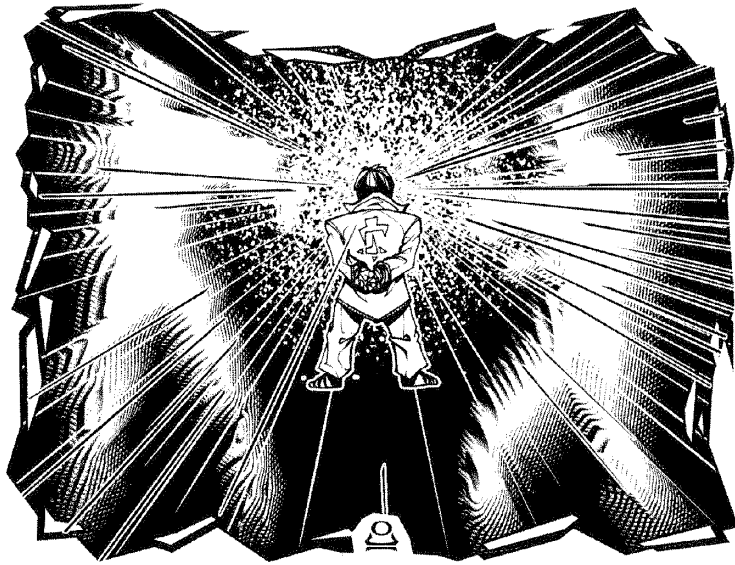
Range: Personal

Target: You

Duration: 1 round per psion level

Power Points: 3

Using this power allows you to pick up on the remnants of echoes and fragments within the area. Though you cannot directly converse with or control these psychic entities, you are able to sense the information held within them and extract it for your own use. For the duration of this power, you know everything there is to know about the immediate location, including where secret doors or compartments are hidden, the type and location of traps and any other information directly related to the geography or construction of your immediate vicinity. This does not extend beyond your sight and you can



only retrieve the information by specifically formulating a question in your mind (a move equivalent action which does not initiate an attack of opportunity).

Thus, you can look at a wall and ask, 'Does this wall contain a secret door?' and if such a door would fall within your range of vision, you receive an answer.

This does not work to pre-emptively warn of you dangers you might be walking into but serves as a way for you to ask questions and get answers about the geography and construction of the area.

Primal Metaphysical Weapon

Metacreativity (Int)

Level: Psion 5/Psychic Warrior 5

Display: Ma (see text)

Manifestation Time: 1 action

Range: Close (25 + 5 ft./2 levels)

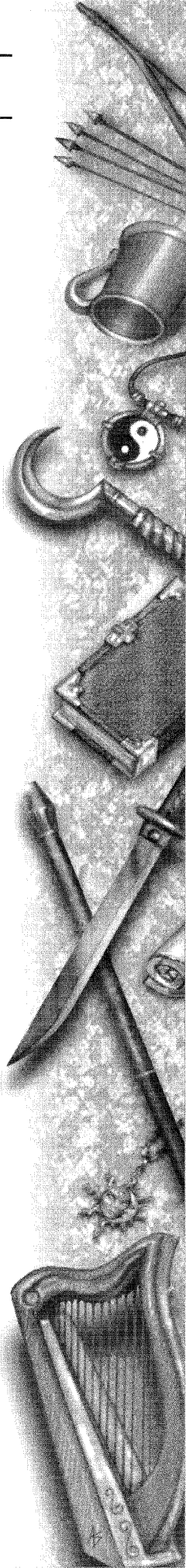
Target: One weapon or 50 projectiles (all of which must be in contact with each other at the time of the manifestation)

Duration: 1 hour/level

Power Points: 9

The targeted weapon gains an enhancement bonus to both attack and damage rolls (+1 bonus for every 3 psionic levels of the manifester). The enhanced weapon is coated with a thin coating of ectoplasm that is slightly tacky to the touch and sheds light in a five foot radius. This enhancement bonus does not stack with the +1 bonus applied to masterwork weapons' attacks.

Instead of a single weapon, you can affect up to fifty arrows, bolts, or bullets, provided they are all of the same type and are in a single group at the time of the



PSIONIC POWERS

manifestation. Projectiles but not thrown weapons, lose their enhancement when used.

Remnant Guardians

Telepathy (Cha)

Level: Psion 5

Display: Au, Vil

Manifestation Time: 1 action

Range: Personal

Target: Manifester

Duration: 1 minute per 3 psion levels

Power Points: 9

Manifesting this power calls upon the fragments and echoes in the area, uniting them with your cause. Though these simple-minded entities are normally unable to perform much of any volitional action on their own, your psychic bond with them allows them to become much more useful to your endeavours.

This power transforms psionic echoes and fragments into guardians attuned to you. As long as this power is active, you may not be surprised, may not be caught flat-footed, and receive a +2 circumstance bonus to all of your saves. In addition, the remnant guardians are able to shield you somewhat from harmful magical effects and you are considered to have the Evasion ability (as a rogue) for the duration of this power.

Remnant Rush

Telepathy (Cha)

Level: Psion 9

Display: Au, Vi

Manifestation Time: 1 hour

Range: Medium (100 ft. + 10 ft./level)

Area: 50 ft. burst, + 5 ft./level

Duration: Instantaneous

Saving Throw: Will negates (see text)

Power Resistance: Yes (see text)

Power Points: 17

This power drags up every echo or fragment in the area and provides them with the ability to feast upon the psionic and life energy in the area of effect. When this power ends, all echoes and fragments in the area are destroyed as the energy they gorge upon annihilates them by disrupting the patterns used to contain their form.

Any creature caught in the area of effect of this power must immediately make a Will save – if successful, the target suffers no damage or other ill effects. Those who fail their save are immediately assaulted by invisible forces that attempt to leech the vital energy from their bodies. Psionic creatures suffer the loss of

4d10 psionic power points immediately, as well as 1d6 hit points of damage per level of the psion manifesting this power.

Remnant Storm

Telepathy (Cha)

Level: Psion 7

Display: Au, Vi

Manifestation Time: 1 round

Range: Close (25 ft. + 5 ft./2 rounds)

Area: 50 ft. cone

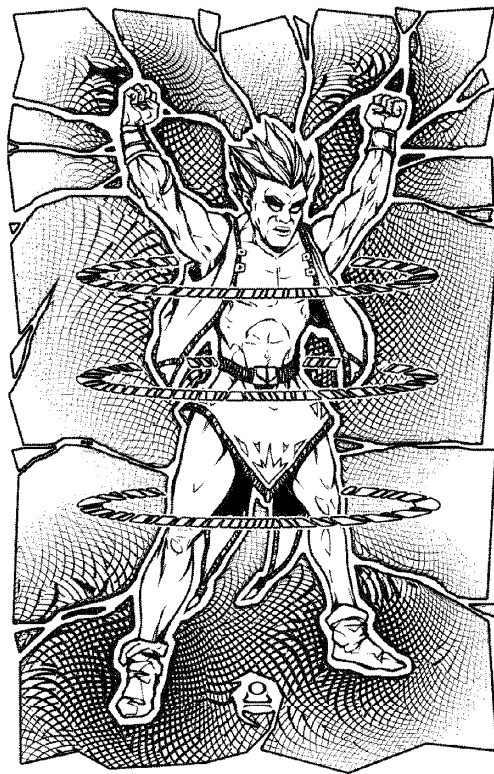
Duration: 1 round per psion level

Saving Throw: Will negates

Power Resistance: No

Power Points: 13

The energy released by this power stirs up the fragments and echoes in a region, inciting them to psychic violence against any targets within the affected area. Each round, any targets within the area of effect must make a successful Will save or suffer 1 point of temporary Intelligence damage. Psionic creatures also suffer the loss of 1d6 psionic power points during each round they are in the remnant storm. Any creature within the area of effect who is reduced to zero Intelligence by the remnant storm is instantly killed as the psychic remnants shatter his mind completely.



ALTERED STATES

'There is a time and place for everything. In this time and place, you are not going to accomplish what you want. It will be easiest if you move only your mind to achieve the results you desire.'

— From the *Psicrystal of Altur-Dein*

The psion's power is in his mind, it comes from the interaction of his willpower, his thoughts and his physical body. Only by connecting all three can a psion hope to truly master the psionic arts and few are capable of simultaneously mastering this trinity of personality. At least, few can do so without relying on outside assistance.

For most psions, the mind is a tool, a weapon in their arsenal. Making changes to their mind is done with the same sort of utility as a warrior switching his weapons or a mage rearranging his spell books to add in more spells. The psion *knows* the mind is the seat of his personality but he also *knows* it is simply one more tool for him to make use of in his attempt to fulfil whatever personal goals he may set for himself.

Because of this, most psions have no trouble entering into altered states of consciousness, either through intense meditative techniques or more esoteric means. A wide array of chemicals, herbs and other concoctions has been used by psions through the millennia in their quest to expand their minds and, by doing so, their natural powers.

In this section, you will find many ways for the psion to enter into an altered state of consciousness, along with rules for determining what effects these altered states can have on the psion. While it is certainly possible for these states to offer some very real benefits to the psion, they also pose a certain amount of risk to those who attempt to use them too frequently.

THE DEFINITION OF THE ALTERED STATE

A psion understands there are normal modes of thinking – most people go through their entire life with a slowly evolving frame of reference, while maintaining the core truths of their existence. For

most of us, the world enters through our senses and is then processed by our brains based on past experiences and our own wisdom and intelligence. The psion, however, perceives the world differently, because he is aware of the thoughts that surround all things and of the fact that all our senses are simply doorways to the mind, and not doorways that can always be trusted.

For a psion, then, an altered state of consciousness is any state in which he is able to perceive the world in a different way from the standard. Most often this results from placing enough stress on the mind to 'snap' it from its normal frame of reference, or using mind-altering substances to skew perceptions in new and unexpected ways.

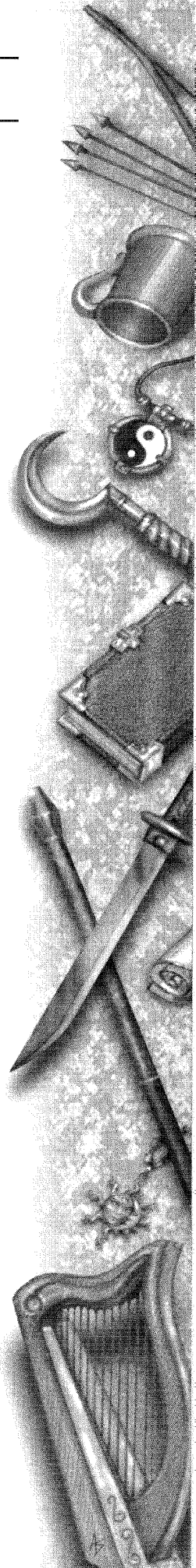
When a psion enters an altered state, it can have fundamental, powerful changes on the way he interacts with the world. Because his mind is able to directly affect his surroundings, those changes can have unexpected consequences or dire results. When handled properly, a psion is able to change his outlook in such a way as to provide him with a very specific set of advantages over those who perceive the world through mundane senses but, all too often, things go awry and the psion is left damaged and confused.

ACHIEVING AN ALTERED STATE

Though some psionic powers are able to extend and expand a psion's senses, most prefer to use more extreme methods to change their frame of reference more completely. While it is all well and good to be able to see sounds or hear colours, the changes offered by such transformations rarely offer the types of insight available when the doors of the mind are fully opened. This section covers various methods available for the psion who wishes to expand his horizons and rip back the shutters cover his mind's eye.

The Basics: Substances

Substances used to enter an altered state come in a wide variety of types and styles. Presenting a full list of the possible combinations of chemicals, herbs and other substances would be an exhaustive task – entire books have been written on the subject of even simple drug interactions with the minds of those who ingest them. Because of this, and because this section is not intended to be a guidebook to the many types of drug available, a 'substance construction' system is provided. By following through the steps below,





ALTERED STATES

Psychoactive Substances

In the pages of *The Quintessential Psychic Warrior*, there is some information regarding psychoactive substances and their use by psychic warriors. While psions (and other psychic creatures) can and do gain advantages from the use of such substances, they are not the same as the drugs discussed in this chapter. These substances are intended to allow a psychic creature to quickly enter an altered state of consciousness in order to make use of the special properties of such a state. Thus, the substances provided here provide no real benefit on their own but are instead a gateway to other types of power.

That said, the two types of substance can be freely used together in the same campaign – the rules for addiction and saturation work the same.

players and Games Masters can easily create substances of their own devising, tailored for their specific campaign and suitable for immediate insertion into play.

The Anatomy of State-Altering Substances

All state-altering substances presented in this chapter have the following statistics. These are used in the construction system, below, and are present in all state-altering substances, regardless of type.

Name: The name of the substance in question. The proper name for the substance is given first, followed by the name commonly used to refer to the substance.

Availability: A general description of how easy or difficult it is to locate a substance. More information on acquiring state-altering substances is provided below. The availability also includes a DC – this can be used when users attempt to locate a dealer of the substance in a town with which they are unfamiliar using the Gather Information skill.

Price: The average price of a single dose of the substance in most areas. In areas where the substance is hard to come by, or where it is considered illegal, the price could be as much as 500% higher than this listed price.

Ingestion: The method by which the substance is ingested is covered in this section.

Onset Time: The amount of time required, after ingestion, for the benefits and penalties of the substance to manifest. If there are different onset times, each is still presented in this section.

Base Save DC: This indicates the type of save allowed, and the base DC for that save, each time the substance is ingested. After the first use of this substance, this DC increases by 1 each time the substance is ingested. If the substance is not ingested for thirty or more days, the save DC of the next ingestion reverts to the base save DC. The user has successfully purged his body of the substance's

residue and is considered a new user – until he starts ingesting the stuff on a regular basis again, that is. If a user ever fails the Save when using the substance, he immediately moves into the next stage of the addiction cycle, as noted above.

Benefit: This describes the benefit of the state-altering substance. The benefit of a state-altering substance always includes a bonus to the Autohypnosis check needed to enter one or two of the altered states discussed below. Unlike psychoactive substances (see *The Quintessential Psychic Warrior*), these drugs provide no benefits outside their ability to alter the user's state of consciousness.

Penalty: This describes the penalty for using the state-altering substance. Most of these penalties apply to specific types of actions or groups of skills. When in certain states of consciousness, it becomes much more difficult to perform certain tasks.

Duration: This is the duration of the substance's effect, including the altered state it helps to induce and the penalties for using the substance.

To construct a substance, simply follow the directions detailed below – essentially, each substance is a zero-sum creation, with choices made in one section forcibly balanced by adjustments in other sections. Increasing the duration, for example, also decreases the overall benefit provided by the substance, and vice versa.

Availability

The availability of the substance is either Very Common (DC 10), Uncommon (DC 15), Rare (DC 20), or Restricted (DC 30). In general, this is the DC of any Gather Information or Intelligence check made to find the substance in a given city. Depending on the campaign, this number may rise or fall with the population of the area being searched. The DC listed above is based on a city with a population of roughly 30,000 individuals. For every 10,000 fewer individuals in a given city, any attempts to find a substance should suffer a cumulative –2 circumstance

penalty while every 10,000 more individuals should offer a cumulative +2 circumstance bonus to any checks made to locate the substance.

Availability DC	Cost
Very Common	10
Uncommon	8
Rare	6
Restricted	4

Price

The price of the substance is based, in part, on the level of benefit it provides. To determine the price of a state-altering substance in gold pieces, multiply the total cost of its benefit by 100. Divide this by the cost of the availability to determine the final price of the substance – substances which are easier to get hold of cost considerably less than those which are hard to lay hands on.

Ingestion and Onset Time

There are three possible methods of ingestion: inhaled, oral, or insinuated. Inhaled substances require more preparation than other types but are very quickly absorbed into the system. Orally-ingested substances require very little preparation but may take a significant amount of time before the effects manifest themselves. Insinuated substances are normally poured or rubbed into a cut and have a very fast onset time. The disadvantage of an insinuated substance lies in its unpredictable potency.

Ingestion Type	Cost	Onset Time
Oral	0	1d6 minutes
Inhaled	5	1d4 rounds
Insinuated	5	1d3 rounds*

*When a drug is insinuated, subtract the roll of 1d6 from the roll of 1d8. Add the result to the provided benefit, dividing it evenly between each of the states of consciousness where possible. Whatever cannot be evenly distributed should not be applied to either benefit, either as a bonus or penalty.

Benefit

All state-altering substances provide a bonus to the Autohypnosis check for entering two altered states. The benefits are not always equal but there are always two. To determine the cost of a benefit, double the benefit's numerical rating (e.g. A +2 bonus increases the cost by 5). Add the costs for both benefits together to arrive at the final benefit amount. At no point can the bonus for any single benefit be greater than +5.

Base Save DC

The base save DC, as noted above, helps determine the speed with which a user of a substance becomes addicted or saturated. The higher the DC, the more difficult it is for the user to resist addiction and the more rapidly he will fall into the very depths of saturation, where he will no longer experience any benefit for ingesting the drugs. The Base Save DC is equal to the total cost of the state-altering substance.

Penalty

The penalties for using a substance normally take the form of skill reduction. Note that the Autohypnosis skill can never be affected by one of these penalties. The table below illustrates the cost for different types of penalty. The cost for penalties is *subtracted* from the other costs.

Penalty Type	Cost
Single skill	Equal to the penalty
Three skills	Equal to the penalty * 1.5
Five skills	Equal to the penalty * 2

Penalty Modifiers

Penalty Modifiers	Cost
All penalised skills tied to the Ability score to which the bonus applies	Multiply base cost by 1.50
More than half the skills are tied to one of the Ability scores to which a bonus applies.	Multiply base cost by 1.25

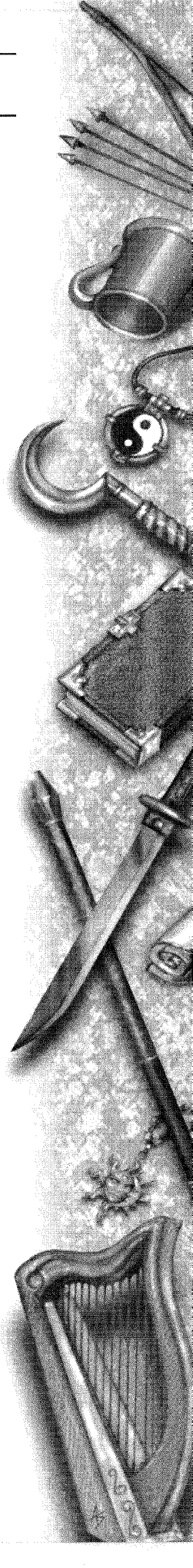
Duration

The duration of the substance determines how long the altered state achieved through the use of the substance will last, from the moment the substance is first ingested. If it takes five minutes for the psychic creature to achieve the altered state after the substance is taken, then the altered state is simply five minute shorter in duration. The costs for durations are listed in the table below.

Duration	Cost
Per 2d8 minutes	10 points
Per 2d6 minutes	8 points
Per 2d4 minutes	6 points
Per 1d4 minutes	4 points
Per 1d10 rounds	2 points

Meditation

Unlike intoxicants, meditation requires a significant amount of time to undergo – use of hypnotic suggestions can allow psions to more quickly achieve



ALTERED STATES

the desired altered state but it is not normally a rapid change as can be achieved through the use of intoxicants. While virtually anyone is able to take a pill or drink the contents of a vial, meditation requires the user to actively participate in the experience, something which is not always feasible in a given situation. Psions in the midst of combat, for example, have a significantly difficult time finding the correct meditative mood.

In general, there are three types of meditation, each of which is best suited for achieving two desired states of consciousness. The benefits of using meditation to reach the desired state are great – there are no dangers of addiction, fewer chances for an adverse reaction and virtually no possibility exists for an uncontrolled state change. The discipline required by the meditation methods ensures the psion will maintain more control over his state of mind. The three meditation methods are: sensory deprivation, conscious surrender and pain induction. The last method has some dangers of its own but can be used in a wide variety of circumstances and is generally much faster than the other two.

Sensory Deprivation

When the mind is unable to receive any sensory input from the body, it begins to unfold, stretching forth to find any stimulus with which to nourish itself. Handled properly, this allows a psion to open his mind and to enter the Overmind Communion and the Universal Consciousness altered states. Handled improperly, it can damage the mind of the psion, leaving him crippled and, if he is alone, possibly dead.

Engaging in sensory deprivation requires the proper equipment (see the Tools of the Trade chapter for more information) and a great deal of time. Short deprivation cycles are simply unable to achieve the desired state of consciousness and a minimum of eight hours must be spent completely deprived of sensory input. After this time, the psion may make an Autohypnosis check (DC 20). If this check is successful, the psion may enter either of the Overmind Communion and Universal Consciousness altered states. The altered state will last for a number of minutes equal to the amount by which the Autohypnosis check succeeded.

If the check fails, however, the psion suffers the immediate loss of 1d6 psionic power points per point by which the check failed. If this reduces the psion to 0 or fewer psionic power points, he immediately suffers 1d4 points of temporary Wisdom damage as brief insanity begins to corrode his mind. If the psion is able to make a successful Will save (DC 15) after this damage is suffered, he is able to remove himself from the sensory deprivation apparatus and begin recovering from his injury.

However, if he fails this Will save, he is unable to escape the apparatus and will remain inside it for another hour before he can attempt to escape again. During this hour, he suffers another 1d3 points of temporary Wisdom damage and is then allowed another Will save (DC 15). This process continues until the psion either gets out of the apparatus or his Wisdom is reduced to 0, at which point he becomes completely mad, a permanent catatonic who can only be repaired through the use of a *wish* spell or *psychic surgery*. Most psions keep an assistant around during their sensory deprivation so they do not suffer this horrid fate.

Rather than immediately entering an altered state after a successful Autohypnosis check, the psionic creature may instead choose to 'store' the state at a cost of 10 psionic power points. This places an autohypnotic suggestion which, when triggered, plunges the psion into the altered state. The trigger must be set at the time the altered state is earned, and must have at least one specific condition which will trigger it (i.e., when my hit points are reduced to less than half, when one



of my companions is rendered unconscious by an attack, whenever I suffer a psionic attack).

Conscious Surrender

By removing any sense of volitional will, the psion is able to enter a state of complete surrender which leaves him open to new vistas of experience. This meditation is used to enter the Waking Dream and the Exteroceptive Trance and requires a full eight hours to complete.

This type of meditation requires complete isolation and a brilliant light to focus on. Most psions perform this meditation in a small cell with a reliable light source. While the psion concentrates upon the light, he banishes all thought from his mind, attempting to reduce his very essence to a state of will-less being – simply accepting the universe as it is without attempting to impress himself upon it in any way. At the end of the required eight hours, the psion may make an Autohypnosis check (DC 20). If this check is successful, the psion may enter either the Waking Dream or Exteroceptive Trance states. The altered state lasts for a number of minutes equal to the amount by which the Autohypnosis check succeeded.

If the check fails, however, the psion loses his will to survive and slowly begins to die. Every hour, the psion loses 1d10 hit points and is allowed a Will save (DC 20) to attempt to pull himself together. If this check fails, the process continues until the psion is either dead, or he snaps back to consciousness.

As noted above, the psion may store up his altered state for later use (see Sensory Deprivation, above).

Pain Induction

While the other forms of meditation are slow and gradual, pain induction can be completed in a sudden flash of blinding agony, a blast of pain pushing the psion beyond the bounds of normal consciousness and into an entirely new way of seeing the world. Psions who choose to use this form of meditation are often scarred and disfigured from the pain they inflict upon themselves; body piercing and other forms of self-mutilation are also common.

Pain induction is fast but it is also damaging. The psion who declares his intent to use this form of meditation must have a slashing or piercing weapon in hand and be prepared to suffer a great deal of pain. On the round in which the psion begins the meditation, he must use a full-round action to begin injuring himself. This causes a number of hit points of damage equal to his current character level. Just prior to his next

action, the psion must make a successful Autohypnosis check (DC 30) in order to enter the altered state. If this check fails, on his next action, he must again take a full-round action and cause himself a number of hit points of damage equal to his current total character level.

After the second round of damage, the psion is allowed another Autohypnosis check (DC 30) but receives a +2 circumstance bonus to the check. This process continues until the psion either dies from his self-inflicted injuries or enters his altered state. A psion may not attempt to stop this meditation unless he makes a successful Will save (DC 20) or is restrained for a full minute. The psion will not fight those who attempt to restrain him but will not aid them, either.

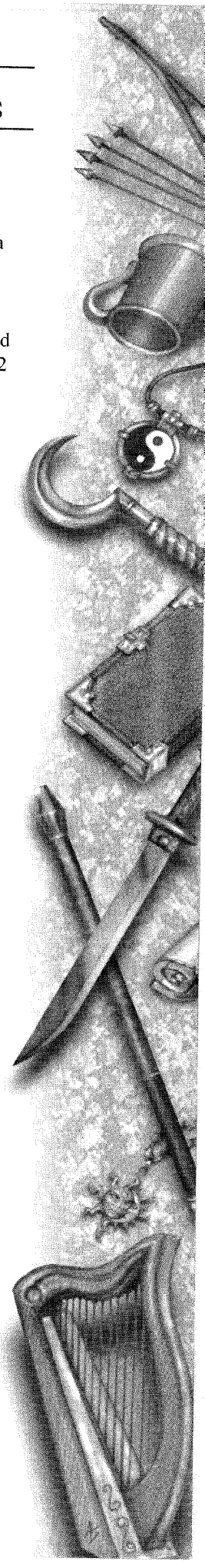
This type of meditation is good for entering the Oneness or Demiurgonic Mentation states. Note that this type of meditation may not be stored – you must enter the altered state immediately it is achieved.

STATES OF CONSCIOUSNESS

There are several different types of altered state, each of which is useful to psions for different reason and at different times. Though there are certainly many more states of consciousness in the world than you will find in this section, these are the states most commonly accessed and experienced by psionic creatures. Each altered state provides an advantage and a disadvantage to a general group of psionic powers and skills. Due to the nature of these altered states, it is very possible for a specific skill or power to have both an advantage *and* a disadvantage, based on the circumstances in which it is used. In an altered state, the psionic creature is attempting to maximise certain aspects of its behaviour and personality in order but must suppress other facets of their abilities in return.

Each type of psion will find one of these altered states more advantageous than the others, if only because his core powers are directly affected by that state of consciousness. Though it is certainly possible to attain a different state of consciousness in order to amplify skills or powers with which you are not terribly proficient, doing so has diminishing returns as the disadvantages carve even deeper in other aspects of the skills and powers.

As a final note on the nature of altered states: these are very difficult to accurately control because, like any other aspect of fiddling around in a person's mind. Psions who make use of these altered states on a



ALTERED STATES

regular basis may very well find themselves spiralling out of control or, even worse, dealing with some permanent psionic disabilities.

The Waking Dream

Waking dreams allow the psion to exert himself more fully, to achieve his physical ideals more readily and to achieve feats of strength which others find impossible to believe. While in a waking dream, the creature sees the world in an idealised form, a reality in which he is a potent force which suffers no obstacle. Within the bounds of the waking dream, the psion is able to push himself beyond his normal limits, merging his mental ideals with physical reality.

The downside to the waking dream is the inability to determine certain aspects of physical reality. As the line between reality and the dream widens, the psion may believe certain things to be true when the reality is much different.

Effects of the Waking Dream

Elfsight: You are able to see creatures who are moving or who moved in the previous round at twice the normal distance for a creature with low-light vision. You can see moving creatures, for example, at 80 feet in torchlight or 120 feet if using a hooded lantern. However, you are unable to see creatures who did not move during the current or previous round unless they are within 10 feet of your current position.

Empathic Transfer and Lesser Body Adjustment: If you use *lesser body adjustment* during the round immediately following your use of the Empathic Transfer power, *lesser body adjustment* heals you of all damage suffered as a result of *empathic transfer* used in the previous round +2 hit points. If you do not use *lesser body adjustment* on the round immediately following the *empathic transfer* power, however, all damage absorbed through the *empathic transfer* is returned to the target from which it was taken.

Chameleon: The enhancement bonus for Hide is increased to +15 when using this power, as long as you do not move during the round. If you take any action during the round, however, the enhancement bonus is reduced to a mere +5.

Displacement: You are able to take advantage of your *displacement* to deny your opponents their normal defences. Any opponent who makes a melee attack against you and misses loses its Dexterity bonus against any attacks you make during the round in which the attack is made or the round immediately following. Note, however, that if an opponent strikes



you, he gains a fix on your location and you receive no benefit from the *displacement* power from the next attack made by this opponent.

Psychofeedback: When this power is used, you assume your ideal form. You must determine your ideal form before this power is used in the waking dream – that is, you must assign points to your ideal form and any time you use this power while in the waking dream, those points will be spent to assume the ideal form. The advantage of the ideal form is that it persists for the entire duration of the *psychofeedback* ability, without the need to spend additional psionic power points each round. However, you may not change the way the power points spent to achieve the ideal form are arranged and you always assume this form when this power is used in the waking dream. When the *psychofeedback* ability expires, however, your unwillingness to accept the loss of your ideal form results in a -2 competence penalty to all of your ability scores until the waking dream ends.

Graft Weapon: During the waking dream, you can switch the grafted weapon back into a hand, and vice versa, as a full-round action. This costs no power points but, if the waking dream ends while your

grafted weapon is in hand form the weapon is destroyed, with all attendant penalties and damage.

Improved Vigour: Manifesting *vigour* in the waking dream requires no psionic power points, provided you make a successful Concentration check (DC 20). If this check fails, however, you immediately lose a number of power points equal to the normal manifestation cost for this power and receive no benefits.

Fission: Any psionic powers, spells, or other effects upon you also affect the duplicate you created by the use of the fission power at the time it is created. However, you can be reduced to -10 hit points or less when you rejoin with your duplicate.

Shadow Body: While manifesting *shadow body*, you are able to make attacks, as normal but you lose all damage resistance immediately when doing so. You also suffer double damage from all light-based or attacks with the fire energy descriptor.

Affinity Field: Manifesting this ability while in the waking dream allows you to transfer the effects from psionic powers of level 5 or less but magical effects are still limited to level 3 or lower. However, you must pay an additional 1 psionic power point for each power so transferred.

The Oneness

This state of being allows the psion to feel as if he were in touch with all of the world and his body exists in all points at the same time. This connectedness gives the psion an affinity for various aspects of the Psychoportation discipline, though it does limit his ability to use some of its powers.

Effects of the Oneness

Burst: Your speed increases by 15 feet for one round, then 10 feet in the next round. However, you must move your full, enhanced movement rate in both rounds.

Spider Climb: You are able to move at your full normal movement rate while this ability is manifested but you are unable to effectively handle objects for the duration of the ability.

Intrusive Sense Link: Manifesting this power while experiencing the oneness is much simpler than normal and requires one less power point than normal. You may also use this power to share up to three of your senses with the target. However, your target may

attempt to transmit his sensory input back to you by winning a contested Will save (DC 15).

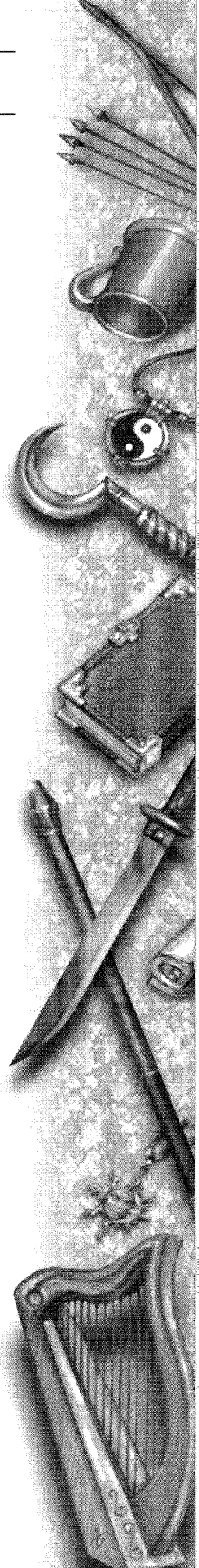
Time Hop: When this power is used, you are able to perform actions which affect no other creatures than yourself. That is, while hopped forward in time, you could manifest powers, drink a potion, or take other actions which affect only yourself. Unfortunately, the integration with the time stream which must take place if such actions are taken causes you to be stunned for 1 round per action taken.

Dimension Door: You may extend the range of the oneness to additional creatures and affect them with this power, provided they are willing and you are able to formulate the correct extension when the power is used. To include a creature in the oneness, you must succeed at a Concentration skill check (DC 15 + 5 for the second and each additional target). These creatures do not count against the weight limit of this power but may be of no greater than large size. If you fail this check, it causes 1d6 hit points of damage to yourself and each of the targets to which you attempted to extend the oneness and the power fails to manifest.

Baleful Teleport: Through your connection to the oneness, you are able to direct the destination of the bits and pieces teleported from your target. You may cause up to one-half the damage dealt to the primary target of the *baleful teleport* ability to other targets within 20 feet of the original target. For each additional target which suffers damage in this way, you suffer 1d6 hit points of damage yourself. This damage is a result of the need to bind your essence to the teleported particles as they are directed into the bodies of the secondary targets. You may not avoid this damage but it may be healed as normal.

Trace Teleport: The range of your *trace teleport* ability is treated as if you were a psion three levels higher than you actually are. However, the subjects of this power are immediately aware they have been traced as the force of your personality and the oneness intrudes upon their minds. Note that they are not aware of *who* traced them, merely that they were traced.

Divert Teleport: Using your connection to the oneness allows you to impose a -4 circumstance penalty to all attempts to resist your use of this ability. However, if the target succeeds in resisting your *divert teleport* power, you are teleported to the location you specified for the diversion.



ALTERED STATES

Temporal Acceleration: When you use this power while experiencing the oneness, you are able to resist the stun effect if you succeed at a Will save (DC 25). If you fail this save, however, you are further disoriented by your connection to the oneness in two different time frames, resulting in an additional round of being stunned following the expiration of this power.

Time Regression: The oneness allows you to experience all time streams as if they were but a single possibility on an infinite continuum. When you use *time regression* while connected to the oneness you always relive a full five rounds of time and do not need to randomly determine the amount of time you live through. However, diverting the time stream can be shocking to your enhanced sense of time and space – for each round in which you act, you suffer a cumulative –1 circumstance penalty as your perception of events and reality begin to diverge. When you catch up to ‘real time’ you no longer suffer these penalties.

Exteroceptive Trance

Your awareness of your environment and the objects and creatures in that environment provides you with the ability to more easily affect things around you with the powers of your mind. The trance brings you more in tune with external items and creatures but also reduces your internal awareness and sense of self – those who spend too much time in this state of consciousness find themselves unable to act independently and may lose control over their body entirely.

Effects of the Exteroceptive Trance

Far hand: The range for this power is increased to Medium (100 ft. + 10 ft. per level) while you are in an exteroceptive trance. However, you may not move while the power is active and any action you take other than moving the item immediately ends the power.

Control Object: You may control an object of up to 150 pounds (rather than 100 pounds) which moves at 20 ft. per round and has a +1 attack bonus in combat. You may not move while controlling an object in this way.

Control Body: When using this power, you must see the target to initiate the ability but the target does not need to remain within your sight for you to maintain the ability. However, you do not have any special connection to the target’s senses and will be unable to direct him with any accuracy if you cannot see what he

sees. The target also suffers only a –2 circumstance penalty to attack rolls while you are controlling him. You may not move while controlling a target in this way.

Negate Psionics: You receive a +4 enhancement bonus to any negate checks you make to negate telekinetic powers but suffer a –2 enhancement penalty to any negate checks you make to negate powers from any other discipline.

Telekinesis: When making attacks with the violent thrust mode of this psionic power, you receive a +2 competence bonus to all attack rolls. However, you suffer a –2 penalty to all non-telekinetic attacks you make during the round following the use of this power as your senses reorient themselves.

Psychic Vampire: You drain an additional 1 power point/3 levels when you use this power. However, these additional power points must be expended in the round immediately following your use of the *psychic vampire* ability, or they dissipate and are lost.



Disintegrate: Targets of this power who are not immediately disintegrated suffer 7d6 hit points of damage rather than 5d6 hit points. However, your use of this power disrupts your sense of what is real in the world around you, stunning you for 1 round.

Reddopsi: Your use of this ability allows even touch attacks to be rebounded against the target but the rush of power dazzles you whenever such a power is redirected. You remain dazzled for 1 round.

Telekinetic Sphere: You may move your *telekinetic sphere* up to 60 feet per round but may not take any movement actions yourself while doing so.

Detonation: If you choose to use *detonation* to cause subdual damage, it causes 20d6 hit points of damage. However, when used normally, your *detonation* causes only 15d6 hit points of damage while you are in an exteroceptive trance.

Demiurgonic Mentation

The ability to create things, to turn thought into reality, is the domain of demiurgonic mentation. This creative state allows the psion to work wonders of creation but greatly hampers his ability to perform destructive acts directly. While it is possible, for example, to maintain the duration of one of his psionic creations for an extended period of time, the psion using demiurgonic mentation will find himself unable to destroy even simple items and direct combat is simply out of the question.

Effects of the Demiurgonic Mentation

Trinket: You may expend an additional psionic power point each minute after the *trinket* is created to maintain the item. You may continue to do this as a free action until you run out of psionic power points or choose to let the *trinket* dissipate.

Astral Construct (I through IX): By paying double the normal manifestation cost for this power, you are able to convert the duration of the power from rounds into minutes. You are unable to make any melee or ranged attacks yourself while the construct is in existence, however.

Ectoplasmic Cocoon and Mass Cocoon: For each additional power point you expend when manifesting this power, you are able to increase the Hardness by 2 and increase the cocoon's hit points by 10. You may not expend more than five psionic power points in this manner.

Create Food and Water: For each additional power point you expend when manifesting this power, you may preserve the food and water you create by an additional 24 hours.

Wall of Ectoplasm: For double the normal manifestation cost of this power, you may create a one-way wall, which allows powers to pass through the wall from one side but not the other. That is, for 14 power points, you can create a wall through which you may direct powers from your side while still deflecting powers from the other side.

Ectoplasmic Armour: Your *ectoplasmic armour* provides a +12 armour bonus to AC, rather than +10.

Genesis: Whenever this power is used while you are in a demiurgonic mentation, the demiplane is infused with the same thought patterns as you possessed at the time. This means all targets who enter into the demiplane are considered to be in a demiurgonic meditation, as well, and remain in such a state until they leave the demiplane.

Overmind Communion

There is significant evidence for the existence of an overmind, a creation of all the minds in the multiverse which touches upon the mind of each and every living creature. The overmind is also believed to have some connection with the inanimate, a sort of physical perception, allowing it to perceive even those aspects of reality normally inaccessible to the thoughts and minds of others. Psions who tap into the thoughts of the overmind are able to extend their senses across the spectrum of being but they suffer difficulty in interacting with the mundane world during their communion.

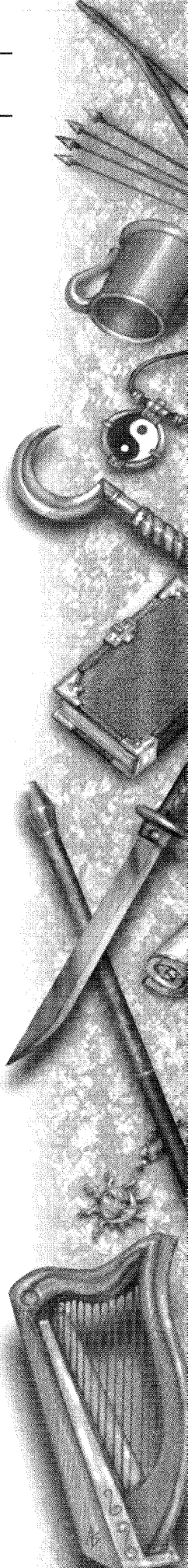
Effects of the Overmind Communion

Inkling: You have a 60% chance of receiving a useful reply when using this power, rather than the normal 50% chance.

Identify: Your expanded awareness allows you to *identify* psionic items in a mere four hours, rather than the normally required eight hours.

Sensitivity to Psychic Impressions: You receive a vision of two events per round of concentration, if any exist at all.

Remote Viewing: You tap into the overmind to perform your remote viewing and do not create the translucent image normally associated with this ability.





ALTERED STATES

Because of this, there is no chance for the target to notice any attempts to use *remote viewing* to spy upon him. You may not manifest any of your psionic powers, not even those normally allowed in conjunction with *remote viewing* while using the overmind communion in this way.

Fate of One: You receive an additional +2 bonus to the action you re-roll. This bonus stacks with all other bonuses for this roll.

True Seeing: When using this power, you also penetrate any concealment but you still cannot see through solid walls or similar obstructions. The disadvantage of this is that you cannot even tell where such concealment exists – a screen of leaves, for example, simply does not appear to you.

Precognition: It only takes a single full-round action for you to manifest this power but the chance for successful *precognition* is reduced by 5%.

Emulate Power: The experience cost for using this power is reduced by one-half if you have seen it used in the last 10 minutes and make a successful Psicraft check (DC 15 + level of power to be emulated).

Hypercognition: You automatically succeed at any Intelligence checks the Games Master requires you to make while using this power.

Metafaculty: When manifesting this power, your targets are considered to have two fewer levels (or hit dice) than they actually have.

Universal Consciousness

Related, at least in part, to the concept of the overmind, the universal consciousness goes even further to claim that all creatures share a single mind. Some psions argue that we are all merely figments of the imagination of some unimaginably vast and powerful creature, while others contend the mind is nothing more than a side-effect from a much greater cogitation occurring on a scale we cannot even conceive, much less understand. Whatever the truth of the matter, those who fall into this state of consciousness do have a much greater ability to worm their way into the minds of others.

Effects of the Universal Consciousness

Missive: You are able to impart your message, even if the subject does not speak the same language. Subjects who do not share your language, however, only hear the first five words of your *missive*.

Disable: By joining your mind with the minds of your targets, you may negate the saving throw of any creature targeted by this power. However, you are treated as if you were disabled, as well, and remain that way until the duration of this power is expired. When you use this power in this way, your targets are not allowed a last action and automatically succumb to the ability just as you become disabled yourself. When this power expires, you are no longer disabled and have as many hit points as you did when you manifested this power. Note that any damage you suffer while this power is active will not be applied until this power wears off, at which time *all* damage is applied to your new hit point total.

Brain Lock: Your target suffers a –2 circumstance penalty to his Will save to resist this power. You also suffer a –2 penalty to all other actions you take for 1d4 rounds after this power is manifested.

Fate Link: If you are one of the creatures affected by the *fate link*, the other target is not allowed a Will save to negate the use of the power.

Fatal Attraction: The target is not allowed a Fortitude save to avoid the effects of this power. However, because you must maintain a small linkage with the doomed mind, you suffer 5d6 hit points of damage when the *fatal attraction* finally dooms the targeted creature.

Greater Domination: You may, by foregoing any actions yourself, more easily dominate others. To use this aspect of the ability, you must declare you are doing so and refrain from any actions for the duration of the power, other than directing the *dominated* subject. In return, your target suffers a –4 penalty to its Will save to resist this effect. If you, at any time during the duration of this power, choose to take an action, you immediately lose your *domination* hold over the target.

Mind Switch: You are able to use this power at long range (400 ft. + 40 ft./level), rather than at medium range.

Mind Seed: Thanks to the universal consciousness, your *mind seed* reaches maturity at a much faster rate. When your mind seed affects a target, that target has a mere three days, rather than seven, before he becomes you.

Psychic Surgery: The level of any power you implant with this power is reduced by one for purposes of determining the experience point cost, only.

ECHOES AND FRAGMENTS

'When a man dies, his body goes on to feed the worms. Should his mind not nourish others, as well?'

— From the *Psicrystal of Altur-Dein*

Death brings with it many problems for the newly deceased. Some pass on to a future of eternal torment, where the servants of whatever fiendish powers are given control over their soul punish them endlessly. Others discover they are not free to pass on at all; the promised reward of eternal life sometimes brings with it a treacherous clause about undeath, leading to skeletons, zombies and more dire creatures. Still others find nothing – a sudden and abrupt end to their existence snuffs out the candle of their soul.

But death has a special meaning for the psion, who knows every thinking creature leaves behind a bit of itself, a psychic imprint they call an echo. Each person in the world has an aura, a field of personal energy extending slightly beyond the reach of their body to affect the rest of the world. It is your aura that feels the cold chill of an unseen spirit passing through or recoils in horror when the dragon rears over your head. The aura is the interface between the individual and the world and it leaves behind some significant traces of its owner as it passes.

Most importantly, the aura imprints a bit of your person on your surroundings. Items you handle often or places you frequent absorb more and more of this into their own aura, filling the psychic presence of places and objects with bits and pieces of those who use and inhabit them, like bits of hair left in a discarded brush. Though most of these personality fragments are simply too small and disjointed to be of any use, a few are powerful enough to persist for days, months, years, or even longer. These echoes fill the world, going through rote actions or lying hidden in out-of-the-way places, waiting for the psychic charge needed to put them to use.

Like ghosts, echoes can sometimes be seen as incorporeal entities. Unlike ghosts, and other types of incorporeal undead tied to the living, echoes have no real sentience. Though they may repeat a crucial phrase over and over, or appear to act out the last

moments of their owner's life, they are unaware of their surroundings and wholly incapable of interacting with other creatures in an intelligent or reasonable manner. They are simply the cast-off, idiot projections of the psyche, reminders of lives past and days gone.

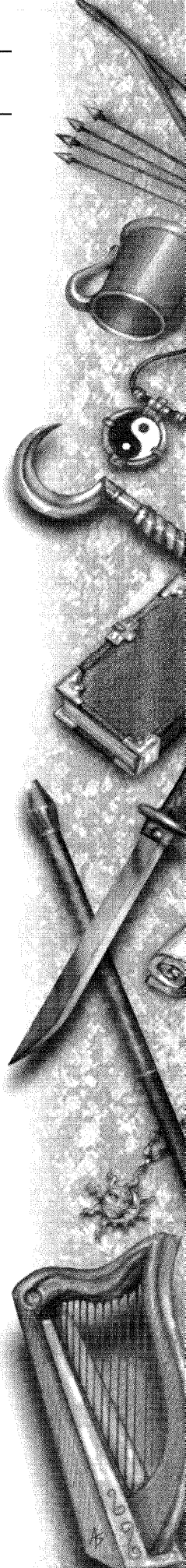
For psions, the echoes are more than simple collections of thoughts and memories. They represent a distillation of psychic energy, a spark of mental power they can harvest and use for their own ends. While some view the use of these crippled thoughts as somehow cruel or devilish, the psion recognises these things for what they are – refuse, trash, the detritus of the mind and few psions have any trouble scooping up echoes and putting them to work rather than leaving them lying about to squander their energy in useless activities.

THE CREATION OF THE ECHO

All echoes start in the mind of a living creature. The creature which creates the echo is rarely even aware such an event has occurred and few non-psionically endowed creatures even know what an echo is. Only intelligent creatures (those with an Int score of at least 4) can create an echo, though there does not seem to be any correlation between intelligence and the strength of the echo created. A kobold, for example, can create an echo every bit as powerful as that generated from within the skull of a powerful wizard, provided the proper stimuli are present and there is an event of significant traumatic magnitude in the kobold's mind.

In general, echoes are created at times of great trauma or stress. When the mind is pushed to its limits, great amounts of energy are generated, even when the mind in question has no psionic powers. In some cases, this can even lead to the spontaneous display of previously unknown psionic ability. Most cases of great stress, however, result in the simple splintering of the subject's aura as the intense emotions and powerful thoughts blast through the aura to become echoes.

Trauma, in this case, does not have to be physical. Emotional or mental trauma can be every bit as severe as having a leg lopped off and many psions believe physical trauma actually produces the weakest echoes. An echo of a man pleading for his wife not to leave him, the grieving echo of a mother over the crib of her dead child, or the brooding of a ruler on the eve of his kingdom's collapse are all events just as likely (if not



ECHOES AND FRAGMENTS

In some worlds, it may be preferable for the echoes to have a stronger connection to the mind of the creature which created it. In these cases, psions will scramble to protect any echoes they may have thrown off during a stressful situation, shielding them in crystal vials or hiding them in psionic vaults where they cannot be harmed by others.

If your Games Master chooses to use this option in your campaign, all echoes should be treated as if they were touchstones to the minds from which they sprang. Note that this may make more work for the Games Master as he must then track, or at least pretend to track, the echoes cast off by the players and major Non-Player Characters in his campaign. The added complexity can add interesting elements to the game, however, as finding an echo that can be used to defeat an enemy becomes an adventure in itself. Not able to quite reach the dangerous priest who has been threatening your party with execution for the last several months? Do some investigation, find one of his echoes and let the psion give him a little 'love tap' right in the skull.

For campaigns in which magic and psionics are essentially the same, *dispel magic* and other spells that remove or suppress magical energy can be used to wipe out echoes. All echoes are treated as 0-level spells cast by the creator. Where the level of the creator is not known, simply use the power of the echo as the creator's level.

more so) to produce an echo than the simple loss of life or limb.

Despite that, echoes can, and normally are, formed during the life of an individual. It is very rare for them to be visible or 'energised' before the death of the individual. Psions claim the echoes are mere patterns before the subject dies and these patterns receive a portion of the life force of the creature upon its death, activating them and priming them for harvest by clever psionic creatures. Whatever the case, the echoes found are almost always of those created by a creature which is now dead. Psions who discover the echoes of still-living creatures have been known to capture the mental sparks and save them for amusements, never quite sure how they relate to the living creature. Most agree that the echo of a living creature is not tied to the creature itself, except in the most trivial way but there is still some fear that harming such an echo might harm the living creature which created it.

Splintering the Aura

The Games Master is the final arbiter for when a creature is traumatised enough to splinter off a shard from his aura. There

are no hard and fast rules but the following guidelines can be used to help adjudicate the circumstances in which an echo might be spontaneously generated:

† **Loss.** Any time a creature suffers a significant loss, regardless of what is lost, they might just throw an echo. In these cases, the echo is most often seen as a grieving or searching apparition.

† **Rage.** Anger is a powerful emotion in the lives of mortals, it can motivate men to do great and terrible things. It is only powerful enough to throw an echo, however, whenever the rage causes the creature to act in some violent or extreme manner. Echoes created



from rage can be seen acting out their tantrums, over and over again.

† **Injury.** Any single, physical attack which causes more than 50 hit points of damage, and does not kill the character, can spawn an echo. The great pain and horror suffered by those who take such a grievous wound is enough to fragment their aura and creates an image of their anguish in the echo.

† **Death.** The circumstances of death need to be quite spectacular before they are extreme enough to generate an echo. Being stabbed is not enough but torture does the trick. These echoes are normally simple depictions of the precise moment of death, when the psychic energy leaked out to be absorbed into the echo's pattern.

† **Terror.** Though quite subjective, fear can shake an individual so badly he temporarily (and literally) loses his mind. In these cases, the echo takes the form of the visibly frightened individual's face and upper body, paralysed in his moment of terror.

These examples are only a handful of the possible causes for the throwing of an echo. Any emotional state that is both powerful and prolonged for more than a minute or so can result in an echo. While the Games Master is the ultimate arbiter, it should be noted that the creation of echoes is not a mechanical event – it happens when it is dramatically appropriate for it to happen.

Echo Locations

When an echo is thrown off the main aura, it rarely strays far from the area in which it was thrown. The psychic pattern, or matrix as some call it, is left behind by the aura and rarely moves. When the energy to activate the pattern is made available (such as when the individual who threw the echo dies), the echo springs to life and may then be detected easily by any psionic creature able to see auras. Note that this is an entirely psychic event – even if psionics and magic are the same in your campaign, these echoes should only be visible to those who are trained in the ways of the mind.

An echo sometimes drifts, over time but such movements are quite minor and rarely amount to more than a few feet of distance from the original point at which the echo was thrown. Because of this, clever psions seek out areas of great psychic trauma in order to collect the many echoes sometimes found in these

areas. Battlefields are good places to hunt for echoes, as are prisons. To determine the number of echoes in a given location, roll 1d20 and consult the following table, then roll the number of dice indicated.

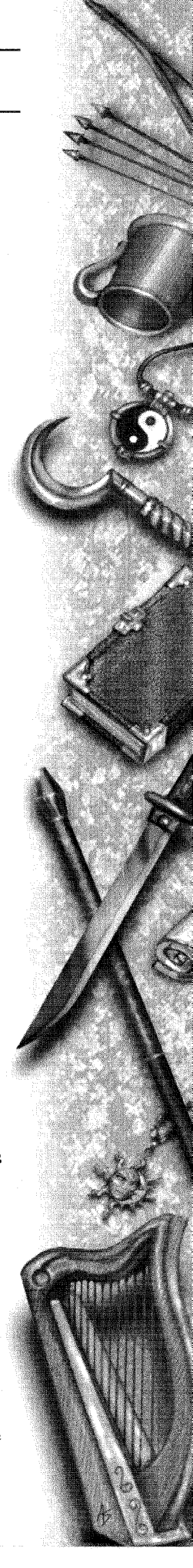
Echoes Found by Location

Location Type	D20 Roll	Whole Echoes	Broken Echoes	Loose Echoes
Misc	1-10	—	1	1d2
	11-14	—	1d2	1d3
	15-17	1	1d3	1d4
	18-19	1d2	1d4	1d4+1
	20	1d3	1d4+1	1d4+2
Charged	1-10	1	1d2	1d2
	11-14	1	1d3	1d2+1
	15-17	1d2	1d4	1d3+1
	18-19	1d3	1d4	1d4+1
	20	1d4	1d4+1	1d4+2
Crowded	1-10	1	1d2	1d3
	11-14	1d2	1d3	1d3+1
	15-17	1d3	1d4	1d3+2
	18-19	1d4	1d4+1	1d4+2
	20	1d4+1	1d4+2	1d4+3
O/whelmed	1-10	1d2	1d3	1d4
	11-14	1d4	1d3+2	1d4+2
	15-17	1d6	1d6+1	1d6+2
	18-19	1d8	1d8+1	1d8+2
	20	1d10	1d10+1	1d10+2
Explosive	1-10	1d4+1	1d6	1d6+1
	11-14	1d8	1d6+3	1d6+4
	15-17	1d10+1	2d6	2d6+1
	18-19	1d12+2	2d6+3	2d6+4
	20	2d6+5	2d6+6	2d8+6

The types of location are each described below, along with some examples of where those locations might occur. These are simply suggestions, however, and there's nothing to say that a Games Master cannot have a miscellaneous location within a site that would otherwise be considered a site of major trauma. Echoes are not scientific things, nor can their creation be rigidly defined. The above examples are guidelines but should be adjusted to suit the needs of the campaign.

The Importance of Echoes

Though not every campaign will need echoes in it, they provide a very useful function for psionic creatures. In short, they are a renewable resource, useful to psions in the same way that spell slots or domain spells are to wizards and clerics. Because psions tend to have fewer psionic power points than comparable spellcasters have spell slots, echoes can be used to help maintain the balance between these types



ECHOES AND FRAGMENTS

of characters. If your Games Master is comfortable with the current number of psionic power points available to psions in his campaign, you may only rarely stumble across echoes.

Other Games Masters, however, will use the echoes as a way to keep the psion on par, a mechanical tool useful for evening out the power scale without simply saying, 'You get another 10 psionic power points each day.' Further advice on this is given below.

Miscellaneous: These locations have no specific sorts of trauma associated with them and can occur virtually anywhere. Restaurants, public meeting areas and even street corners or crossroads make good miscellaneous locations. People gather in these locations but do not call them home and tend to not be prone to scenes of emotional impact in such highly visible locations. Echoes thrown at a miscellaneous action are almost always the result of some sort of accident.

Charged: Locations of this type have emotional resonance, though there are no notable, specific moments when echoes were likely to be thrown. This type of location is normally a home or other area in which people spend a great deal of time and are in relatively private surroundings. In this type of area, people felt (or still feel) comfortable enough to vent their anger and other emotions. Just as importantly, the people who lived in the location were there for years – many of their echoes are simply the result of extremely small psychic leakage accreting over the years to form a single echo.

Charged areas are notable in that they tend to regenerate their echoes. Simply removing an echo may cause another echo to activate elsewhere in the location, slowly growing in power until it, too, can be harvested. Many believe this is a result of the family connections; the more you think about someone who has passed away, the more likely you are to activate one of the patterns they left lying about with your own psychic energy.

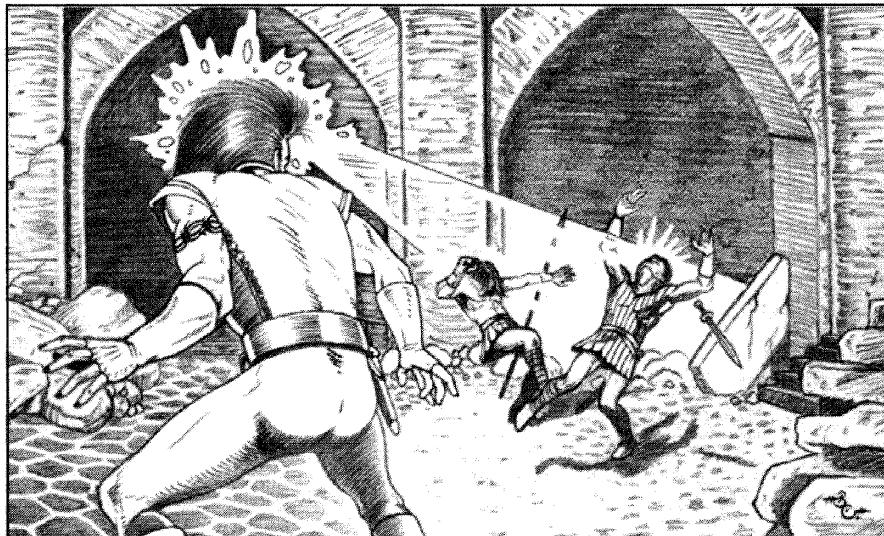
Crowded: Similar in many ways to a charged location, these areas picked up their echoes not so much from a small group of people living within them for a long time

but from a very large group of people spending much more limited time in the location. Inns and hotels are perfect examples of this, where many people enter and exit the location after staying for a night or three. The sheer number of individuals moving through the location almost ensures the throwing of a few echoes, based on the law of averages alone.

But crowded areas have something else going for them: isolation and secrecy. Each of the rooms in an inn has likely been used for some sort of secret rendezvous, whether between illicit lovers or rebellious agents plotting the overthrow of their king. These types of individuals have a very strong personal investment in their cause, creating a great deal of tension and the chance for some truly emotional moments. This type of atmosphere is ripe for throwing echoes and is the reason why the staffs of so many hotels and inns believe their places of employment are haunted by former patrons.

Overwhelmed: Some locations are not only crowded, they are also sites where psychic trauma occurred (and sometimes still does occur) on a regular basis. Prisons, brothels, battlefields and other, similar, locations are often overwhelmed by the sheer number of echoes thrown. In these locations, finding an echo is not a matter of chance; they appear in such numbers it is impossible to take more than a few steps without finding one.

The danger of these sites, of course, lies in the fact that there are often a number of things still living at the site, feeding off the echoes or simply enjoying the atmosphere. Such creatures are almost always inimical to normal psions and may just be waiting to feast on those who come expecting an easy harvest.





Explosive: Insane asylums, execution courtyards and torture chambers are good examples of explosive sites. Here, large groups of people suffered unknowable horrors and many went on to die, ending their wretched existences with a final psychic scream of horror and pain. These areas are littered with echoes that lie in wait like traps to spring upon the unsuspecting psion.

Only explosive areas pose any direct threat for the psion. Here, attempting to harvest a discovered echo can agitate the others in the area, causing them to raise such a psychic cacophony it actually stuns the psion attempting the harvest. Suffice to say that psions who attempt a harvest in explosive sites should be ready for whatever they get.

Types of Echoes

There are three distinct types of echoes: whole, broken and loose, in order from most useful to least useful.

Whole echoes are coherent enough to retain their energy even after use. Each day, they regain their entire force rating and may be drained again and again. These re-useable echoes are highly prized by psions who do not wish to go out hunting echoes each day.

Broken Echoes are less reliable. At the end of each day in which they are used, you must make a successful Psicraft check (DC 20) in order to prevent them from fragmenting and dissipating over night. A broken echo can, conceivably, be around for years but most usually last only a few days before they are lost.

Loose echoes can only be used once. When their force ratings are depleted to provide power points for a psion, they do not regenerate and, when reduced to zero, the echo is completely destroyed.

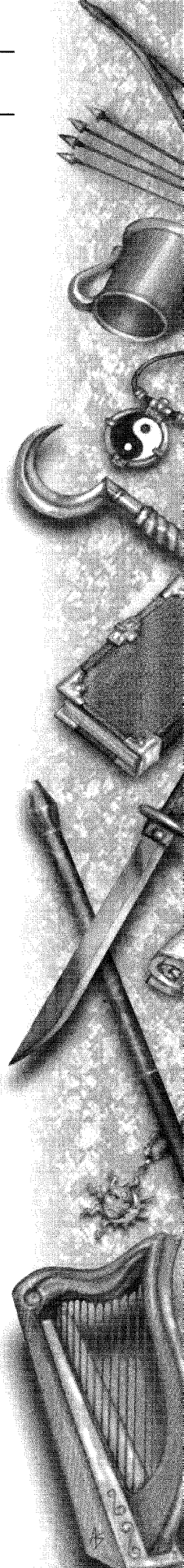
Harvesting the Echoes

Finding echoes is a straightforward process that requires little more than the knowledge of their existence to perform. Any psion with 5 or more ranks in the Psicraft skill is automatically aware of the existence of echoes; those with fewer than 5 ranks can make a Psicraft skill check (DC 10) to determine whether or not they know anything about the existence of echoes.

A psion does not have to be aware of echoes in an area to attempt to harvest them but will be unable to target a specific target unless the target can be somehow perceived. Otherwise, the psion's harvest attempt will be made against a random target within 30 feet of his current location, which may or may not be a target the psion wishes to harvest. The *detect psionics*, *aura sight* and *true seeing* powers can all detect any echoes in the area, as can a successful use of the Autohypnosis skill (DC 20). See Chapter 4: Tricks of the Trade for more information about using the Autohypnosis skill to detect the presence of echoes.

When using the *detect psionics* or *aura sight* powers, the strength of a given echo is calculated as if it had a number of hit dice or had a functioning power level equal to its force rating (see below). The original strength of the echo is not a factor, as echoes can and do persist for decades, even centuries, even if they were very weak when first created. Remember, they are simple loops of psychic energy tied to a specific location and do not decay or degrade over time.

The actual harvesting process requires a Psicraft skill check (DC equal to 10 + the force level of the echo targeted for harvesting). This skill check requires a full-round action but does not provoke an attack of opportunity if used in combat. If the harvest check succeeds, the echo is immediately stored in your aura and is available for use at that time. Note that auras that have not yet been assimilated (see below) are not used as efficiently as those in tune with your aura.



ECHOES AND FRAGMENTS

Daros picked his way through the mass of fallen stones. Before the night of green fire, this ruin had been a fancy brothel, well known for its discerning clientele and handsome workers. Now, it was nothing but a burnt-out shell of a building, its stones blackened and the once-fine carpets stained with soot and the water used to quench the hungry green flames.

Most avoided this place, many had died on that night and many more died in the days following before the rubble could be cleared away. Daros was not sure which would be worse, dying from smoke and fire or languishing beneath a pile of smouldering timbers and steaming rock waiting to die from other injuries. Today, though, he was interested much more in the latter than the former.

He carefully sliced the edge of his thumb open on his echo collector, then rubbed the bead of blood that welled up around the convex rim of the thing. It glowed a dull orange for a moment before he laid it in what had once been the corner of the room.

For the next hour, he waited, watching the collector. As the sun began to set, he debated trying another day. Then the collector flashed a brilliant white and he surged to his feet. 'Gotcha,' he whispered, and lashed out with his mind to capture the echo he sensed but could not see, over the collector.

The total force rating of all echoes in your aura may never exceed twice your current level – if you harvest an echo which would push you beyond this limit, the echo in your aura with the *highest* force rating is destroyed and the pieces ripped from your aura to decay. The energy from the echo is lost forever, as the violent removal from your aura burns it away in a burst of psychic static.

Using Echoes

Simply having an echo in your aura does not do you a lot of good. While they are certainly interesting to look at, they provide no benefit from their simple presence – in order to gain any benefit from your harvested echoes, you need to break them down into psionic energy and put the energy to use.

Each echo has a force rating, determined randomly by your Games Master at the time the echo is harvested (see below). For each point in the force rating of an echo, it can generate up to 5 psionic power points when used. To get full use out of an echo, however, it must remain in your aura during your daily rest period, during which time it becomes fully assimilated into your aura and may be more easily 'digested' when the time comes. Echoes which are so assimilated provide the full 5 psionic power points per point of force rating when they are used but all other echoes provide a mere 3 psionic power points per point of force rating.

Using the psionic energy contained in an echo is a straightforward process and is considered a move-equivalent action that does not provoke an attack of opportunity. The energy must be used either in the same round during which it is liberated or in the round

immediately following its liberation. Psionic creatures who wait longer to use the energy find that it slips through their mental fingers and is lost forever. Unlike the energy found in psicrystals, you may add your own psionic power points to those you take from echoes but all the points from a single echo must be used to power a single psionic power.

When the force rating of an echo is converted into psionic energy, it may be destroyed, depending on its



type and how much of the energy is drained away. See Types of Echoes, above, for more information.

Force Ratings for Echoes

The force rating for a particular echo is tied, in part, to its level (or hit dice) but there is a significant random element as well. To determine the force rating for an echo, use the following formula: Levels (or HD) at the time the echo was thrown + 1d10. If the level or hit dice of the originator is not known, simply roll 2d6 + 1d10 to determine the echo's force rating.

High-Powered Force Ratings and Multiple Harvests

Some very powerful creatures can throw an echo that is much more powerful than most psionic creatures can safely hold within their aura. When such an echo is encountered, it is possible for more than one psionic creature to try to harvest a portion of the creature. Each psionic creature should make a Psicraft skill check (DC 10). For every point by which the skill check result exceeds the DC, one hit die is removed from the echo and absorbed into the aura of the creature that made the skill check. Note that creatures **ONLY** receive these hit dice as an echo absorbed into their aura if **ALL** the hit dice or levels for the echo are absorbed by the members of the harvesting attempt. If the entire echo is not torn apart and absorbed, then no one gets a piece of it.

When divvying up the force rating, start with the character who exceeded his DC by the most and deduct the force rating he absorbed before allowing others their share. The more powerful psions, in this case, will usually receive the most energy from the echo but there is always the chance a less-experienced psionic creature will end up with the lion's share of the echo.

THE FRAGMENT

Where echoes are the thoughtless leftovers from a previous life, fragments provide a more complete image of the creature from which they are spawned. If an echo is a painting of a person, flat and lifeless, the fragment is an animated statue of him, moving, somewhat thinking, even reacting to its surroundings to a limited degree. Unfortunately, fragments are very limited without a host – they have only a small portion of the intelligence and skills of the creature from which they sprang, and are unable to affect the breathing world in any way in their natural form. Most fragments are also unable to form coherent thoughts until they enter a host – the parts of their psyche which

A group of four psionic creatures have decided to tackle an echo with a force rating of 50. The four of them are all 15th level and know that the thing is considerably more powerful than themselves. Each psion succeeds at his Psicraft skill check (DC 10), with results of 25, 21, 15 and 12. The skill checks exceeded the required DC by a total of 33 (15+11+5+2). Unfortunately, this means the total echo could not be torn down and absorbed into the auras of the psions, because they could not absorb the entire force rating of 50.

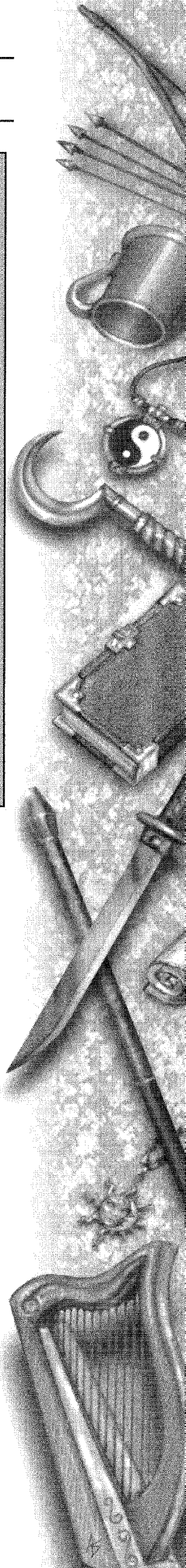
Supposing the psychics had ended with results of 31, 25, 20 and 19 (exceeding the required DC by 21, 15, 10 and 9 points respectively), this would have allowed the psionics to absorb a total of 54 points of force rating. The psion who exceeded the force rating by the most (with a skill check of 31) absorbs a force rating of 21 into his aura. This leaves a total of 29 in the force rating, 15 of which are absorbed by the next highest-scoring psion. Of the remaining 14 points, 10 are absorbed by the third psion, leaving a measly 4 points of force rating for the last psion to absorb into his aura. Though he exceeded the DC of his skill check by 9, he received the remaining 4 points of the echo's force rating.

gave them volition and determination are missing in their scattered frame of reference, preventing them from ever really accomplishing anything on their own.

Forming the Fragment

Much like echoes, fragments are creations of a damaged mind, splinters of personality cast off as a result of some psychic trauma or other change in the mental capacity of the original mind. They do not always need to be damaged themselves but many fragments represent the more deranged aspects of the mind from which they were expelled and can be difficult to handle because of that.

A fragment is formed in much the same way as an echo, though the trauma must be more extreme or the creature who creates the fragment already much more imbalanced than normal. Unlike echoes, fragments are often in existence during the same time period as their creator's life, because the fragment is powered at the instant of its creation. Rather than being a simple pattern to duplicate a very simplistic version of the original creature, the fragment is an actual part of the mind of its creator, a section of the mind which is somehow ejected from the rest of the creature, bringing its own store of psychic energy along with it.



Finding the Fragment

Fragments can be found in the same locations as echoes and, if fragments are used in your campaign, actually take the place of some of the echoes found in the table above. To determine the number of fragments found in an area, replace one-half generated echoes with fragments on a two-to-one basis.

For Example: *While exploring the site of a gnome massacre, Talikus the psion decides to look for echoes and fragments. As the Games Master, you determine there are two whole echoes, three broken echoes and four loose echoes. Because you use fragments in your campaign, you cut the number of echoes in half – this leaves you with one whole echo, two broken echoes and two loose echoes. Because you removed one whole echo, you do not have the required two to create a whole fragment; likewise, you only removed one broken echo and cannot convert the removed echoes to a fragment. When you get to loose echoes, however, you discover that you removed two echoes and replace them with a single fragment.*

The Force Rating of Fragments

The force rating of fragments is determined the same as for echoes but it serves a different purpose for fragments. Rather than representing raw psionic energy, the force rating of a fragment is a representation of how much of the knowledge of the original creature is retained in its psychic reflection. For every point of force rating, the Games Master should assign one rank to a skill possessed by the fragment. The skills do not have to necessarily make logical sense – they represent the bits and pieces of knowledge which were ‘knocked off’ the core personality when the fragment was created. This psychic detritus is important, however, as it can be used by the psion to augment his own skills, or even allow him to use skills with which he has no training whatsoever.

Though there are no restrictions on the types of skills known by the fragment, no more than one-half the fragment’s force rating may be spent on a single skill. Though an expert in a particular skill might throw off a fragment, the totality of his ranks in a single field would never be splintered completely away from his mind. The skills possessed by fragments may provide a handy boost to the psion who makes use of them but they are no replacement for thorough training by the psion himself.

Note that psionic creatures that draw upon the fragment, in most cases, may not use skills that are

restricted to a particular class (such as disarm traps). Though there are a few who are able to use such skills when they are found in a fragment, it takes special talent and natural ability to make use of an advanced skill of this nature without the appropriate talent. If the psion does possess ranks in a class-only skill, via multiclassing or any other method, he may use that skill when it is found within a fragment without penalty.

Fragments cannot be divvied up between capturing psions in the same way that echoes can be torn up and digested, however. It is an all-or-nothing affair in which a single psion attempts to capture the splintered essence of another intelligent creature to use for himself and the strongest fragments are nearly impossible to ever capture.

Capturing a Fragment

A fragment is captured in the same way, using the same rules, as for harvesting an echo. The fragment is just as easy (or difficult) to capture and no special tools or other paraphernalia are required. On the other hand, a psion may not store as many fragments within his aura as he can echoes. Though fragments possess virtually no psionic energy which can be used to fuel psionic powers, the ‘weight’ of its knowledge is difficult for an aura to support, so no psion without some special



ability or training can contain more than a single fragment.

Unlike echoes, the force rating of a fragment does not matter when it comes to containing it in the aura of the psion. Though the psion may only ever hold one fragment in his aura at a time, the fragment can have a force rating of one, or a thousand – in the end, all that matters is whether or not the psion can capture the fragment on his own.

Allowing the Fragment to Ride

In order to use a fragment, you must allow the fragment to control your body and mind, at least for a short time. This is normally not dangerous, as fragments do not have the force of personality or strength of will to really seize control of a body permanently but can be uncomfortable. You are, in essence, allowing another person to use your body as it wills, directing your flesh to act in ways with which you may not be entirely comfortable. Most psions

find the process unpleasant in many ways but continue to use fragments as a way to round out their own skill selections and areas of expertise. Being ridden by a fragment is likened, by some, to possession and by others to a sort of ecstatic experience in which your body takes on a mind of its own, quite literally.

To allow a fragment to ride your body, you must make a successful Autohypnosis skill check (DC 10 + the force rating of the fragment you allow to possess your body); this is a full-round action which does provoke an attack of opportunity. During the round in which you are attempting to bring a fragment to the fore, you are completely oblivious to all outside contact or communication and are considered a helpless target if you are attacked.

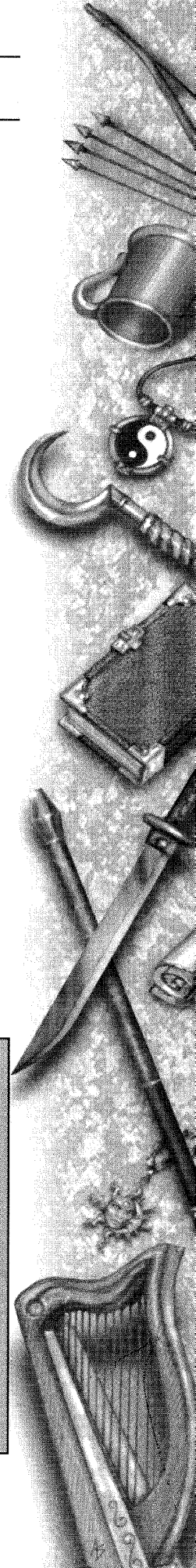
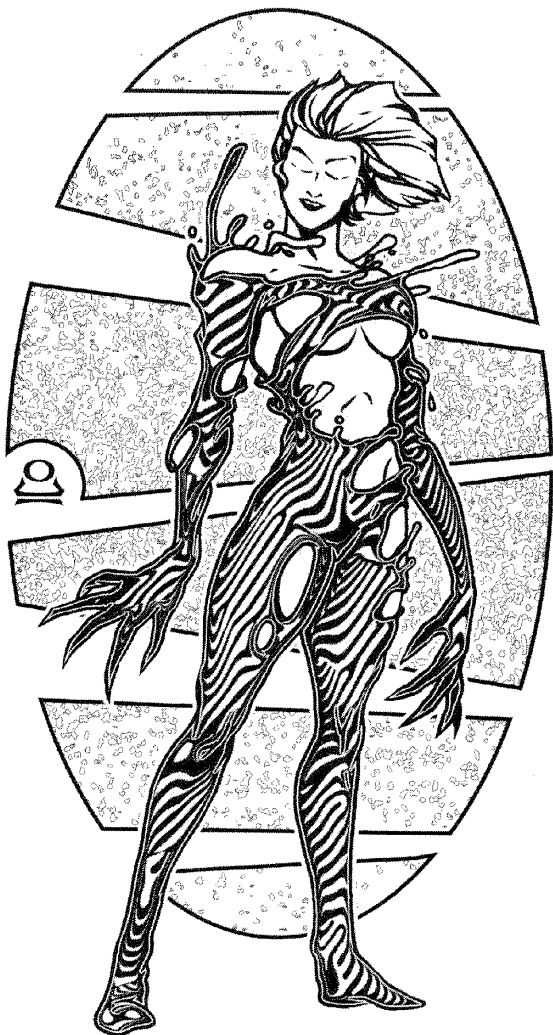
If the skill check succeeds, you manage to clear your mind and subdue your own thoughts long enough for the fragment to seize control of your body. When this occurs, you must clearly state what it is you wish for the fragment to do while you are under. The fragment will do what is asked, to the best of its ability, and will then subside and allow you to resume control of your body and senses. The fragment must possess a skill applicable to the situation at hand, else it will simply relinquish control of the body and allow you to return to power.

When the fragment has either completed the task at hand, or failed to do so, it will fall back into your aura and allow you to return to consciousness. This process takes another full-round action, during which you are regarded as a helpless target and are unable to take any action whatsoever.

Fragments in Combat

A fragment does not provide any bonus during combat, nor is it capable of taking any sort of meaningful actions during combat. When given a task and left to its work, a fragment can accomplish what it sets out to do but it lacks the skills and coherence necessary to engage in any sort of fighting.

Instead, the fragment immediately falls under your own consciousness if it is engaged in combat or suffers any sort of injury, whatsoever. When this occurs, the violent fleeing of the fragment costs you five psionic power points but you may regain control of your body immediately. If you do not possess the necessary psionic power points, however, you do not return to your body until a full round has passed, as normal.



THE PSIONIC ACCORD

While the *metaconcert* power allows psions to join their minds together to provide certain advantages, it is only of use in the short term. Psionic researchers have developed a more potent method to allow the melding of psionic energies to create a more powerful form of entity. Known as a psionic accord, this entity allows psionic creatures to pool their resources and provides other advantages (such as use of skills one does not actually possess) to those who contribute to the accord.

In this section, the creation and maintenance of an accord is explored, along with information about the types of benefits provided by the psionic accord. At the end of this chapter, you will also find an exploration of the possible hazards of the accord and the potential for an accord to become sentient in its own right.

THE PSIONIC ACCORD: A DEFINITION

A psionic accord is an entity created by a group of allied psions when they combine their psionic energies. This entity is independent but connected to, all of the psions who created it and will, over time, grow to provide them with far more benefits than the initial cost of its creation would imply. The psionic accord grows in power as more members join its ranks and there are many tales of such entities advancing to a state of being akin to that of the gods. Though the amount of energy such a transformation would require is staggering, it is well within the realms of possibility, especially in those areas where psionic creatures are a common occurrence.

CREATING THE PSIONIC ACCORD

It takes surprisingly little time or energy to create a psionic accord, provided you understand the procedure and have the requisite psionic energy on hand. At its most basic, the accord requires membership, psionic energy and a core. Each of these requirements is discussed in more detail in the following sections. By following the steps outlined below, any psionic creature with the proper skills can create a psionic accord, as long as all the requirements

are met. The relative ease of constructing these psionic entities means there will typically be a great many of them in areas with a heavy concentration of psionic creatures (see *The Accord in Society* for more information about how the accord can affect a campaign world).

Membership

An accord can only be created by psions who are not enemies and all members of the accord must share at least one component of their alignment (that is, you can have an accord created by all lawful members, or all evil members but they must share this aspect of their alignment). Other members of the accord must also abide by this alignment restriction, which leads many to liken the accord and its membership to a form of primitive deity and cult-like organisation. In truth, the similarities in alignment are necessary to ensure the link between minds is as unruffled as possible by deep-seated personal beliefs. Those creatures who do not have at least some common ground cannot hope to maintain the links between themselves and the accord necessary for it to work properly.



The initial membership of the accord must be relatively small – no more than seven individuals, all told, may be included in the first stages of an accord's creation. All of these members must be psionic, that is, they must each have at least one psionic power point each day and must know at least one psionic power of their own. Other than this requirement, and the alignment requirements listed above, anyone who is invited may be one of the first members of the psionic accord.

The leader of the group (one of the seven initial members) must also have the *metaconcert* power, or possess an item that allows him to use the *metaconcert* power, to form the first tentative links between the minds of those involved.

Psionic Power

While it is possible to create a psionic entity with fewer than seven members (including the initiator), they must still provide enough psionic energy to spark the creation of the entity at the heart of the accord. This requires 150 psionic power points, all of which must be poured into the entity created by the *metaconcert* psionic power. Additional psionic power will certainly accelerate the maturation of the accord and also provides some extra abilities to the accord when it does mature but this extra energy is not a requirement.



It is crucial that this energy be available through the *metaconcert* power. If there is not enough energy available when the accord is formed, there can be devastating repercussions for all involved.

The Core of the Accord

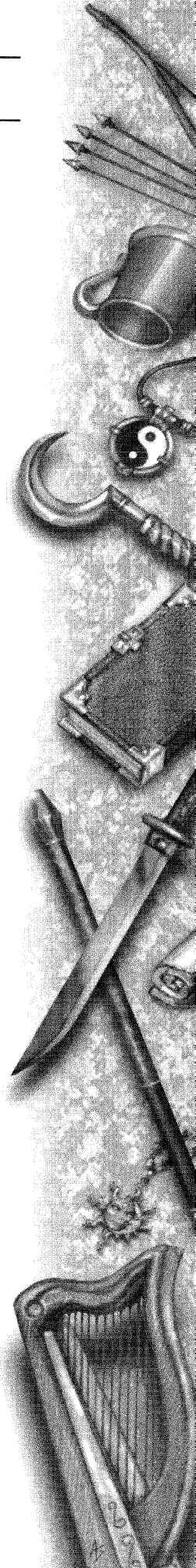
The roiling hub of psionic energy contained in the *metaconcert* must be tethered to an appropriate core in order for the psionic accord to form properly. Without this tether and a focus to hold it in place, the accord will dissipate, leaving behind nothing more than the barest memory of its existence. The type of core used also affects the possible scope of the accord. The wise psion will invest in the largest core he can possibly afford, calling upon the resources of those who wish to join the accord as well.

All cores are constructed from a collection of gemstones, precious metals (especially copper and gold), crystals and mirrored shards of glass. The materials used for the core are placed at the centre of the circle into which the *metaconcert* will be manifested. As the entity formed by the psionic power manifests, it immediately begins absorbing the gathered materials. The hair-fine copper wires and polished gems all whirl together, sucked up into the gyrating orbit of the manifested *metaconcert*. At this point, the leader of the *metaconcert* oversees the transfer of energy from the *metaconcert* entity into the material of the core.

The core must have a value equal to at least 10 gp for every power point imbued in the core. Because it requires at least 150 psionic power points for the smallest core, this requires at least 1,500 gp. Note that it requires 100 gp to increase the core's capacity by a single power point after it is formed, so it is far more economical to start with a large core than to try to amplify the core later.

It requires only 1d6 minutes for the *metaconcert* to fully transform into the accord core. When the transformation is complete, the core appears as a ball of brilliant, shifting colour, as if molten gemstones were flowing over and through channels of precious metals. The core floats between five and ten feet off the floor at all times, using a very small portion of its power to maintain its position. This levitation does not reduce the power points contained within the core but it is considered a manifestation of the *levitation* psionic power and can be affected as such.

Once the transformation is complete, the accord core forges a *confidante* link between itself and each of the





THE PSIONIC ACCORD

creatures involved in its creation. The use of the *confidante* power requires no power points from the core but each creature to which the link is forged must pay the 2,000 xp cost for the power. Note that this only forges a link between the psionic accord and the individual members – the creatures who formed the core are not linked to one another, they are only linked to the accord itself. The accord may choose to pass messages between its members but it is in no way required to do so (see below, **Benefits of the Accord**, for more information).

The accord has the strongest affinity for, and is most similar in outlook to, the creature who led the *metaconcert* prior to its creation. This creature is known as the mabap of the accord, a position which affords him great respect from other members of the accord and special privileges in relation to the accord itself. Mabaps are always the most powerful member of a group that creates the accord but it is very possible that he does not remain the most powerful member of the accord, especially when more adventurous types join the accord at a later date. Just because the mabap loses his position as the highest-level creature linked to the accord, however, does not mean he forfeits the title of mabap – once a creator of an accord, always the creator of that accord.

NURTURING THE PSIONIC ACCORD

Once the accord has formed around the core provided by the mabap, it is complete. The *confidante* ability helps it to maintain contact with its creators, no matter where they may be (save those who travel to other planes), and it possesses a rudimentary intelligence. But the accord will grow to become much more potent, if it is properly nurtured. Skilled mabaps are able to bring their accords to maturity rather rapidly, while those who do not understand exactly what it is they do may find themselves struggling along with a weaker, immature accord for a long period of time.

An accord goes through three basic stages during its life cycle. The first stage, its creation, passes quite quickly. The second phase, its maturation, is also relatively short but is the most vital. If the accord does not mature properly, it will grow stunted and be unable to expand properly.

To ensure the accord grows properly, the mabap must spend at least five hours each week communing with the accord. During this time, the mabap must oversee the donation and assimilation of at least 50 psionic

power points per member. Members may donate as often as they like but the maturation process is not complete until the requisite donation of 50 psionic power points per member has been met. These donated power points are regenerated at the beginning of each day, as normal.

Whenever a member donates, the mabap must be present and must oversee the donation process. This requires a successful *Psicraft* skill check (DC equal to the number of psionic power points being donated at that time). If the check fails, only one-half the donated amount counts toward the requirement (see above). If the check succeeds, however, the accord receives the donated amount in its entirety. Once the accord has received a number of psionic power points equal to its current membership multiplied by 50, it is ready to enter the final stage of its life cycle.

THE EVOLVED ACCORD

A matured accord is a powerful entity. Filled with psionic energy and imprinted with the minds of the creatures who created it, the accord is able to think on its own; formulating its own goals and plans outside of those delineated by its creators. Though accords are usually helpful and grateful to their mabaps and the other psionic creatures that contributed to their creation, there are tales of so-called *dire accords*, creatures that turn on their creators to pursue a different sort of life. Regarded by many as mere legends, the *dire accords* are all too real, though a clever mabap can ensure his accord never turns by treating it well and assisting it with its own goals.

As a psionic construct, the psychic accord has abilities and powers of its own, based on the powers and abilities of its creators. To determine the nature of a psychic accord's abilities, consult the directions below.

The Abilities of the Accord

Just as with a normal creature, the ability scores of the accord are quite important and are based in part on the number and power of the different types of psions who contributed to the creation of the accord's core. The tables below illustrate how each type of psion contributes to the overall abilities of the psionic accord, as well as how the power of those characters and creatures affects the overall power of the accord's abilities.

Raw psionic power is the first measure of an accord's power – the total number of psionic power points of all of its members at the time of its maturation determines

Psionic Accord Base Structure

Total PP of All Accord Members	Psionic Accord Power Level	Total PP of all Accord Members	Psionic Accord Power Level
300	1	3300	11
500	2	3700	12
700	3	5200	13
900	4	5700	14
1200	5	6200	15
1500	6	6700	16
1800	7	7300	17
2100	8	7900	18
2500	9	8500	19
2900	10	9000	20

the base power of the accord (see below). The accord is considered to have all the psionic powers (chosen by the Games Master) of a psion of a level equal to the psion's power level. A psionic accord has no true physical form and only rarely materialises into an ectoplasmic ball, or even more rarely, a head. The psion is considered to have an ability score of 24 in its specialisation (which is the same as the mabap's specialisation) and scores of 13 in all other ability scores. It only uses ability scores for the purposes of activating psionic abilities or determining their effects. A psionic accord can suffer ability damage during psionic combat, however, and is destroyed if any of its ability scores are ever reduced to zero.

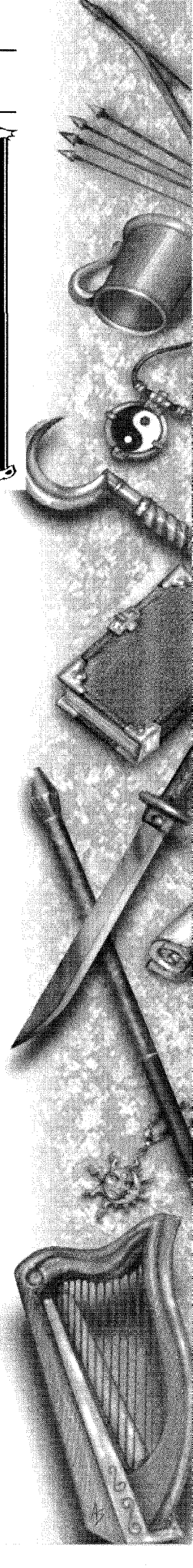
Despite its formidable psychic powers, the true benefit of a psionic accord is its ability to provide a conduit through which those linked to it may use its various

abilities. Each of the provided abilities is described fully below, along with information on how it may be used by a psionic creature linked to the accord.

The Mindlink

All creatures who took part in the creation of an accord are tied to that accord through the *mindlink* power. They are also tied to one another, indirectly, and may use their connections to communicate telepathically with one another, provided the target is on the same plane of existence as the sender. The psionic accord maintains this link with its own psionic power, making it an effectively permanent ability. If a psionic creature attached to the accord moves to another plane of existence, however, its *mindlink* will not be restored until it returns to the same plane as the accord and remains there for at least 24 hours.

Using the *mindlink* to speak to the accord is automatically successful – it requires an action to activate the link, after which the creature can speak to the accord, telepathically, as normal. To communicate with another creature, however, requires a donation of 5 psionic power points to activate the link and a successful Psicraft check (DC 15) to forge the connection with the correct mind. Once the link is opened, it remains open until the





THE PSIONIC ACCORD

creature is rendered unconscious or sleeps for more than one hour. If a creature does not need to sleep, the link will remain active for a full 24 hours before it needs to be re-activated.

If the Psicraft skill check fails, you are unable to find the correct mind, though the donation is still expended in the attempt.

Psionic Imprint

Bonding with the psionic accord is an intimate affair. The accord seeps through the very essence of all creatures who join with it, recording their psychic patterns onto itself and storing them forever – or at least until the accord is destroyed or dissipated. Because of this, the accord acts as a variation of the *mind store* psionic power and can hold the psychic essence of a slain member in its own psionic matrix.

At the moment of death, any psion who is linked to an accord may immediately sacrifice ten psionic power points, permanently, in order to launch his mind back up the link to the accord. This sacrifice is a free action and automatically succeeds. The body of the creature is immediately rendered inert and begins to decay at an extremely accelerated rate, rotting away to dust within 12 hours. In any case, the psion may not be *resurrected*, because he is not truly dead. Instead, his mind is held within the psionic accord as a psionic imprint.

The imprint is held comatose until it is reactivated. Only a member of the accord can reactivate an imprint and then only if he knows which imprint is sought. The level of the character from which the psionic imprint came determines the number of psionic power points required to 're-activate' the character's mind and begin forming a new body from ectoplasm. It requires ten psionic power points per level of the character to being the process, which then takes a full week to reach its completion. Note that not all of the

power points need to come from the mind of the imprinted psychic (who has his full complement of psionic power points at the time he is awakened from his death) but may also be contributed by other members of the accord. Once activated, the imprint hovers in mid-air, a slowly shifting and growing shell of ectoplasm. This shell is incredibly fragile and, if it is harmed during the formation, it will be instantly destroyed and the psychic imprint it contains will be lost forever, permanently destroying the life it contains.

The reformation process can be dramatically accelerated by providing more psionic energy. For every 100 psionic power points contributed by any member of the psionic accord, the reformation requires one day less, to a minimum of one day. It is also possible to use ectoplasmic creatures to reduce the reformation time.

If an astral construct is summoned, it can be made to merge with the reforming psionic imprint. Reducing the time required for the imprint to grow its new body by one day requires an astral construct with hit dice equal to the character's current level. Echoes may also be used to decrease the reformation time, requiring four echoes to reduce the necessary time by one day. All three of these methods can be used to reduce the time for an imprint to create a new body but the time required may never be reduced to less than a single day.

Ectoplasmic Corpus

Though it is possible for many psions to *teleport* themselves across great distances, those who are linked to an accord are able to transfer their minds to a waiting ectoplasmic body while leaving their natural body in a safe location. The location the ectoplasmic corpus forms at must be one known to a member of the accord (though not necessarily the character using this power) and must be on the same plane of existence as

Jevva shouted in rage and threw himself to the ground, thrashing his arms and legs in impotent rage. 'That bastard, that godsdamned bastard.' He ground the words through his teeth, then lay panting, the effort exhausting him. 'How did this happen?'

The young woman tending to his newly-formed body sighed and brushed some of the ectoplasm away from Jevva's mouth. 'We did not see it all but some say he hired a wizard.'

'A wizard? That can't be right.'

'Ah, well, sir, I do not know, I was not there. But we never did find your body.'

the accord. Using this power requires a number of power points, as shown on the table below.

Descriptions of the various options follow the table.

Ectoplasmic Corpus Costs

Body Type	PP Cost	Duration	PP Cost
Partial	5	Per Hour	2
Substantial	10		
Whole	15	Exertion	5/use
Flawless	20		

Manifesting Powers +1 PP/+2 PP

Healing 1 HP/PP

Partial: This body type is significantly less substantial than an actual body and all of the psionic creature's physical abilities (Strength, Dexterity and Constitution) suffer a -10 penalty while in a body of this type. This body is unable to physically interact with the world, at all, without expending further PP, as detailed below.

Substantial: This body is almost as real and as capable as the psionic creature's original form. All physical abilities suffer a -2 penalty while in a body of this type but the creature is able to affect the world around him without further expenditure of psychic power points.

Whole: This body is identical to the character's body in every way, save for its slightly milky appearance

and slick flesh. The character's physical abilities are unchanged in a body of this type and the character may freely affect the world around him.

Flawless: A body of this type is actually better than the character's real body, as it is a physical *ideal* pulled from the character's mind. While in this body, the character receives a +2 natural bonus to all of his physical abilities and may freely interact with the world around him.

Per Hour: In addition to the initial cost, this ability requires 2 PP each hour after the first. This power may be provided by the entity in the ectoplasmic corpus or by any other member of the psionic accord who chooses to donate the necessary energy.

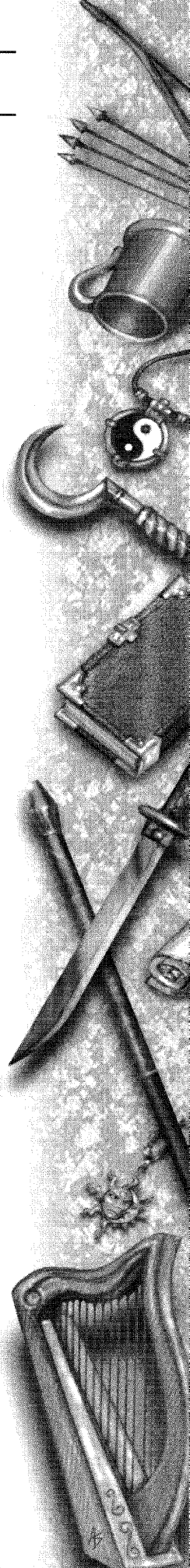
Healing: The corpus does not heal naturally from damage and may not be magically healed (either by arcane magic or divine magic). For every PP spent by the character in the corpus (or any other member of the accord who wishes to donate the power), the corpus is healed by one hit point.

Exertion: Partial bodies are unable to interact with the physical world (though they still suffer damage from physical sources) without further expending PP to solidify portions of their body. Spending five PP allows the corpus to interact with the world for one round.

Manifesting Power: It requires one additional power point to manifest any Clairsentient, Telepathic, or Metacreative psionic power. All other psionic powers require an additional two power points to activate while occupying the corpus.

Power Siphon

In return for the psionic energy used in its creation, and the daily infusions of energy necessary to keep the psionic accord coherent, psions attached to the accord may draw energy from it to provide fuel for their own powers. While this power is not always available, it can provide a necessary boost to a psion in a time of need,



THE PSIONIC ACCORD

giving him that last bit of psychic energy he needs to pull off a crucial power.

In order to take advantage of the power siphon, you must contribute at least 10% of your total psionic power points each day for at least ten days. Once this time has passed, and your 'dues' have been paid, you may begin drawing upon the power held within the psionic accord. This requires a Psicraft skill check (DC 10). For every five points by which you exceed the DC of the check, you receive a number of bonus psionic power points equal to 5% of your total psionic power points (maximum of 20%).

Drawing upon the power siphon in this way is exhausting, causing one point of temporary ability damage each time it is used in a day. This damage is dealt to the ability based on your psionic specialisation and cannot be healed magically or psionically but must be allowed to heal naturally.

Hold Echo

A psionic accord is able to hold a virtually limitless supply of psychic echoes within itself but the total power points of all echoes may not exceed the total number of power points possessed by the accord. These echoes are subdued and can be made available to any member of the psionic accord who wishes to make use of them.

Extracting an echo from the accord is not free, however. A psionic creature must pay the accord a number of psionic power points equal to the total power points held by the echo in order to free the echo from its stasis. The echo is then released and may be captured or otherwise used by the creature who freed it, or by any other creature who happens to be in the area. The accord releases the echo but does not provide any special ability to allow the psionic creature to capture it. For this reason, many who come to release an echo prefer to have another either pay the price for the echo or handle the capturing of the echo – to do both places a large strain on the psion's reserve of psionic power points.

Each month, there is a 15% chance of a psionic accord attracting and capturing an echo. The echo simply



wanders too close to the powerful attraction of the psionic accord and is absorbed into it and subdued. This is an automatic process that can be neither hindered nor aided by any means. Each echo has 1d10 x 1d6 psionic power points at the time it is captured and loses 1d10 of those points during the subdual process. Entities reduced to less than one psionic power point are completely destroyed.

Mask

The psionic accord can provide its members with an effective mask by substituting one member's apparent psychic imprint with the imprint of another member. This makes a psychic attack much more likely to fail against a masked individual but does require a significant amount of energy.

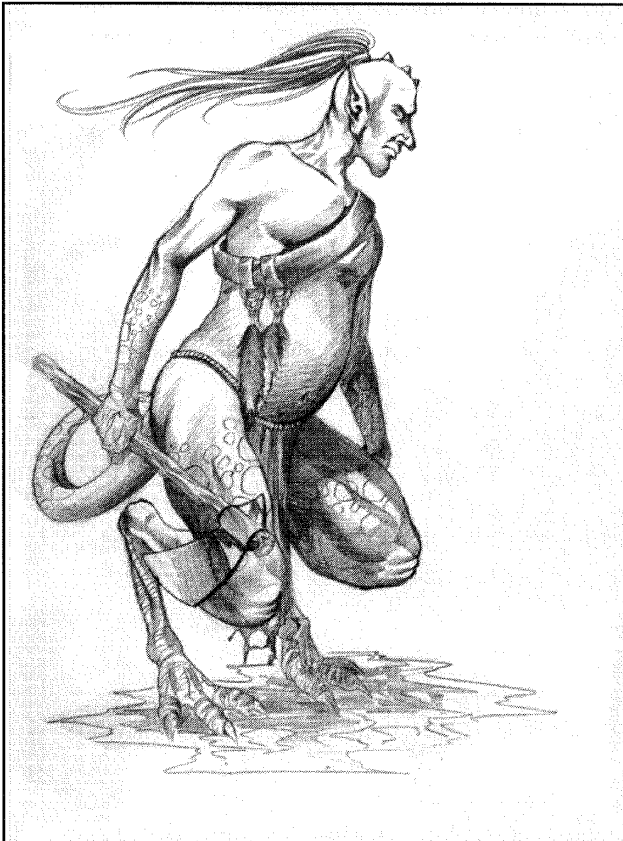
As a full-round action, a member of the psionic accord may request a psychic mask. This request takes the form of a Psicraft skill check (DC 10 + level of the requested mask) and the expenditure of a number of psionic power points equal to the level of the requested mask. If the check succeeds, the psion is masked and begins receiving the benefits of the requested mask at the beginning of the following round. The mask persists for a number of rounds equal to the character's level and may not be refreshed before it has expired.

Using these masks carries with it all the same risks and benefits of using a real mask. See Tools of the Trade, for more information.

SYMBIOTES OF THE MIND

There are creatures out there, things that exist as nothing more than a thought pattern, a simple collection of psychic impulses and flickering consciousness that are birthed and snuffed out in the space between thoughts. Most of these creatures do not have enough psychic mass or presence to make an impression on even the most sensitive of psychics. Some, however, become powerful enough to attract the notice of others and communicate with them on a very rudimentary level. A handful, promising power in exchange for a host, convince a psion to provide them with an ectoplasmic body for them to infest so they can manifest in a material form. These creatures are known as psionic symbiotes, ectoplasmic entities of an alien nature who require a host to survive for long.

A symbiote provides a psion with abilities he cannot attain any other way. In exchange, the symbiote must increase its hold over the psion, merging its ectoplasmic flesh more completely with his own. In some cases, the symbiote and its host survive for dozens of years, each benefiting the other. There are



some, however, who lose control over the creature attached to them and succumb to it, eventually losing themselves entirely as the ectoplasmic entity devours their mind and consumes their flesh.

Still, the benefits are impressive. Psions who nurture and cultivate a partnership with their symbiote are able to use its power to their advantage, often warping their bodies and changing themselves beyond recognition in pursuit of the ultimate in psionic power. Being ridden by a symbiote can be empowering and exhilarating but it can also be a hellish nightmare as the master becomes the servant and your flesh is subverted by a power greater than your own.

THE GENESIS OF A SYMBIOTE

Symbiotes are thought patterns, semi-sentient creatures which are harmless and useless until they come into contact with a psionic creature. Similar in nature to a memetic infection, the symbiote is most often found in large cities, where the chaotic swirl of thoughts is more likely to result in their creation. Regardless of location, though, the symbiote is never particularly easy to find and psionic creatures only encounter them when one wants to be encountered.

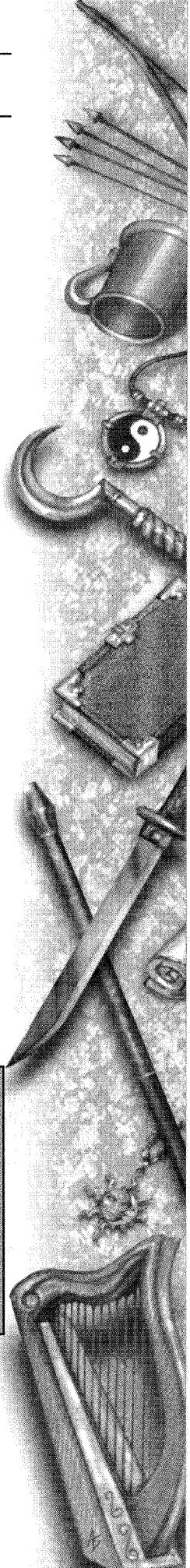
When a psion first meets a symbiote, the contact is likely to be short and fragmented. The symbiote has some intelligence but only enough to convey its thoughts in a very primitive, basic fashion. If the psion accepts the symbiote's offer, the two are then able to communicate more effectively, as the symbiote attaches itself to the psion's body and begins to accumulate an ectoplasmic shell around itself.

The Symbiote Host Feat

Symbiotes are only available to creatures who take this feat. Note that a non-psionic creature can take the Symbiote feat but will have to come up with some method for providing the necessary psionic energy. Symbiotes can activate and drain crystal capacitors, however, and a sufficient supply of such stones might be enough to keep the symbiote happy. See the Psionic Feats chapter for more information about this feat and non-psionic creatures.

MASTER AND SERVANT

Once a symbiote attaches itself to a psion, it takes a mere eight hours for it to develop its initial ectoplasmic shell. This shell hardens very rapidly, gaining a pearlescent violet sheen and is roughly one inch in diameter when it first manifests. At this point, the symbiote's shell has a hardness of 8 and a mere 5



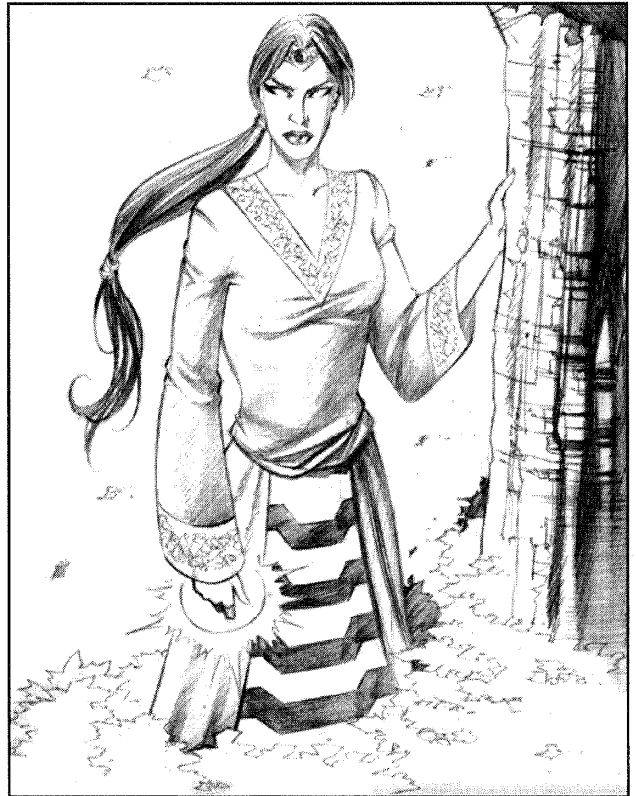
SYMBIOTES OF THE MIND

hit points but can only be targeted if the host is restrained or otherwise immobilised. The tiny calcified bit of ectoplasm weighs virtually nothing and is usually located at the base of the skull or between the host's shoulder blades, where it is able to more closely connect with the chakras of the host body.

It is important to realise that the symbiote has no love for its host. The host offers it a physical body, including the sensations and experiences related to having a physical form, while the symbiote provides expanded psionic powers and the ability to channel greater amounts of psionic energy. The symbiote would, naturally, like to keep its host alive but it feels no moral imperative to prevent the host from harming itself and will not go out of its way to convince the host to avoid dangerous or potentially dangerous situations.

At the beginning of the relationship, the master has nothing to fear from his symbiote. The creature is very docile and essentially nothing more than a small bit of foreign matter lodged in his body and feeding on his aura. As time passes, though, the symbiote begins to exert a stronger and stronger sense of itself onto the psion, leading to many potential problems.

Whenever a host creature gains a level, the symbiote attached to him also increases in power, sometimes at the expense of the host. Whenever a new level is attained, the psion must make a Will save (DC equal to



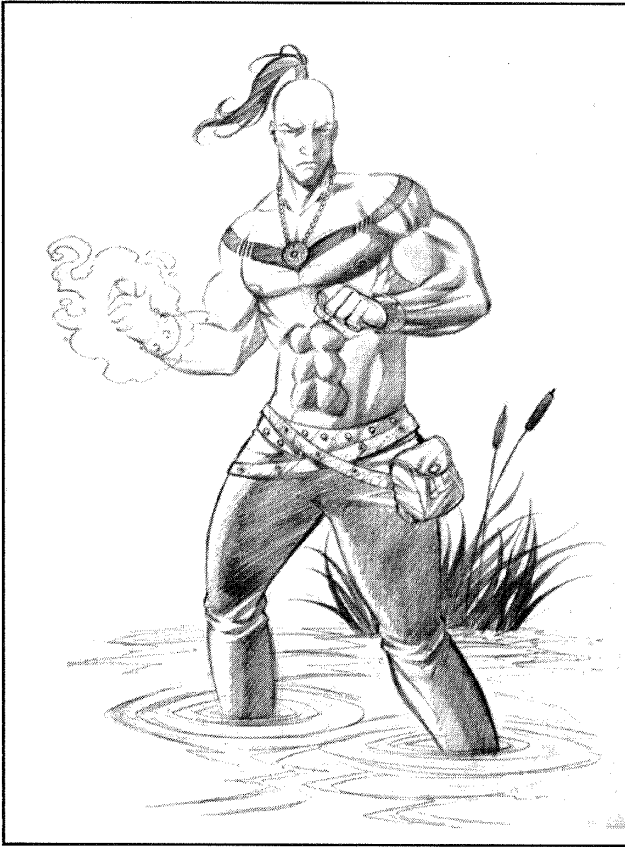
10 + the symbiote's current level). If the save succeeds, the symbiote does not increase its control over the body of the host. If the save fails, however, the symbiote immediately expands its ectoplasmic shell into and over the body of the host, as shown on the table below. All symbiotes begin at Tiny save and,

Symbiote Size

Symbiote Size	Shell Hardness	Hit Points	Cover	Area
Tiny	8	5	None	1 inch diameter – a tiny node on the back or neck of the host.
Small	10	10	¼ (+2 AC, +1 Ref Saves)	Covers the upper back and neck of a Medium-size creature
Medium	15	20	½ (+4 AC, +2 Ref Saves)	Covers the back, neck and skull of a Medium-size creature
Large	20	30	¾ (+7 AC, +3 Ref Saves)	Covers the torso (front and back), skull, neck and upper extremities.
Huge	30	50	9/10 (+10 AC, +4 Ref Saves*)	Covers the host's entire body, leaving only a few patches of flesh bare.

* Half damage if save is failed, no damage if successful.

Note that any attack which would have hit the character were it not for cover, or would have injured the character without the Reflex save bonus, strikes the symbiote instead and causes damage as normal. The symbiote's natural hardness works wonders against most forms of attacks but does not provide any protection from psionic powers or spells which cause energy damage (such as *fireball* and *concussion*).



every time one of the Will saves is failed, they increase one size category. A Huge symbiote which increases another size category completely subsumes the body of its host and the two become a new, hybrid creature (see psisym template, below).

The Death of a Symbiote

If a symbiote is slain, its host immediately loses any abilities or other benefits gained because of the symbiote and must make a Fortitude save (DC 10 + 2 per size category of the symbiote above Tiny) to avoid falling immediately unconscious. The loss of the symbiote also severely damages the aura of the psion, making it quite difficult for him to effectively use his powers or defend himself from psychic attacks. The psion suffers a -2 penalty to any checks made due to the activation of psionic defence modes while the wounds to his aura heal (see Tricks of the Trade – Auras for more information). In addition, any psionic powers used by the injured psion require an additional point of psionic energy to manifest, until the wounded aura is healed.

The Mind of the Symbiote

A symbiote is not like a psicrystal. Its mind is not ordered in the least and constantly flits from one thought to the next. Symbiotes are only able to concentrate long enough to assist their hosts when it is

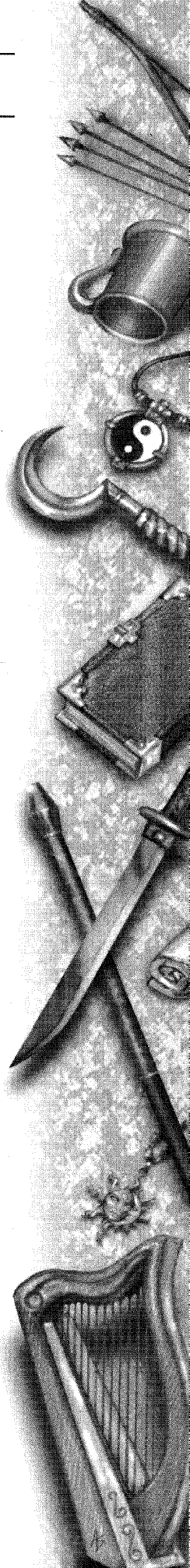
required and spend the rest of their time marvelling over the sensations experienced by the host. This stuporous existence makes the symbiote very dull company but also makes it somewhat prone to irrational demands and the occasional psychotic outburst as its demands for new and more extreme sensations grow along with its size. As a thing of instinct and emotions, the symbiote is not the most stable or reliable companion and only strong-willed psions are able to truly control them once they begin to grow.

For a symbiote, the entire world is constructed of sensations but it has no real concept of the difference between pleasurable sensations and painful or annoying stimuli. While the host may find it distinctly uncomfortable to have a symbiote constantly flicking an ectoplasmic tendril across an exposed nerve, the symbiote feels nothing but the intensity of the experience. This problematic behaviour is one of the reasons many psions avoid symbiotes at all cost. Though the power they bring can be quite great, the potential for insanity-inducing pain or other problems is significant.

Symbiotes of sizes Small and Tiny are relatively benign. They have some sentience but are unable to formulate the urge to do much of anything. While they might hope the host will perform some action or take a drink of something tasty and alcoholic, they are unable to really do anything about it. At these size levels, the psion is completely safe from the symbiote.

When the symbiote grows to Medium-size, however, it has hijacked enough of the host's own mental power to be able to conceive of the things it wants and begin making requests for those things. While it is still far from certain it will *get* what it wants, the symbiote will make at least one demand each day and do its best to make sure the host fulfils that demand. The table below illustrates the types of demands a symbiote is likely to make, based on its size and the number of days passed since its last demand was satisfied. As the table clearly illustrates, a symbiote is much easier to deal with as long as its demands are met on a regular basis.

In general, the demands a symbiote places on its host are based upon the abilities of the host. The more capable the host, the more demanding the symbiote can afford to become and the harder the host will have to work to placate his symbiotic rider. Though guidelines are provided to assist the Games Master in determining the sorts of demands a symbiote may place upon its host, a comprehensive guide is impossible. The simplest way to view a symbiote is as



SYMBIOTES OF THE MIND

Symbiote Demands By Size

Symbiote Size	Days Passed	Save DC	Symbiote Demands	Penalties for Not Meeting Demands
Medium	1	10	Negligible Demand	-1 Pain Penalty
	3	12	Moderate Demand	10% Power Reduction
	5	15	Strenuous Demand	-2 Pain Penalty
	10+	*20+1	Extravagant Demand	Discipline Blindness
Large	1	15	Moderate Demand	20% Power Reduction
	3	17	Strenuous Demand	-4 Pain Penalty
	5	20	Extravagant Demand	Discipline Blindness
	10+	*25+1	Painful Demand	Psychic Break
Huge	1	20	Strenuous Demand	-6 Pain Penalty
	3	22	Extravagant Demand	Discipline Blindness
	5	25	Painful Demand	Psychic Break
	10+	*30+1	Mortal Demand	Psionic Severance

*The +1 for these DCs indicates 1 should be added to the DC for every day past 10 the host attempts to thwart the demands of his symbiote. Thus, at day 15 the Save DC is increased by 5 and at day 20 it is increased by 10.

a very powerful child – the child can be very generous when in a good mood but the more often its desires are thwarted the more difficult it becomes to deal with the symbiote.

Negligible Demands: These are very simple to fulfil and take only minor extra effort on the part of the host. Drinking a particular type of wine, eating a specific meal, or waking at dawn to watch the sunrise are all examples of negligible demands. These demands take on the form of ritual for the symbiote and become a part of the psion's daily life very quickly. Most symbiotes have a few demands of this type that they enjoy but the psion only needs to fulfil a single one of these each day to keep the symbiote quiescent.

Moderate Demands: A moderate demand takes some energy and some time. Most require no more than two hours to complete or the expenditure of no more than 10% of the host's resources. Manifesting a specific psionic power (one that consumes roughly 10% of the host's PP for the day), purchasing and eating an expensive meal (one that runs roughly 10% of the host's current cash on hand), or buying a relatively expensive (again, costing about 10% of the host's current cash) set of clothes are common examples of moderate demands. Less common are the symbiotes who demand the injury of their host to satisfy their lust for sensation. When such a demand is made, the host can expect to lose up to 10% of his current hit points before the symbiote is satisfied. In general, symbiotes will make a moderate demand each day, and slightly prefer the expenditure of psionic power points over spending cash. Those who demand bloodletting do so

only a few days each week, to avoid unnecessarily taxing their host but there are exceptions to even this rule.

Strenuous Demands: This type of demand should take up roughly 25% of the psion's resources for the day. Symbiotes often demand very rigorous physical



exercise (about six hours of virtually non-stop activity is required to satiate the symbiote), bloodletting (as above but depleting the host's total hit points by 25%), or gorging (eating or drinking for six or more hours at a stretch). These demands are hard on the host and require a significant amount of his attention. When a demand of this sort is required to satiate the symbiote, the host needs to work at pleasing the creature if he wishes to avoid a significant penalty.

Extravagant Demands: An extravagant demand is likely to seriously inconvenience the host and may result in the need to delay or completely stop other activities for the day. At least half of the host's time, psionic power points, or other resources for the day must be spent to satisfy this demand. Drinking binges, prolonged physical activities such as hiking or rock climbing and painful activities such as ritual branding or other self-mutilation (eating up half or more of the host's current hit points) are not at all uncommon. When a symbiote makes this type of demand, the host should be prepared for a difficult time fulfilling it.

Painful Demands: These demands are so exhausting they require an entire day to complete and may nearly kill the host. The symbiote may demand the host swim all day, off and on, or dance until his feet bleed or perform some other form of physical activity until pain and exhaustion claim him. It is not at all unusual



for a painful demand to completely drain a host of his psionic power points or hit points, leaving him barely conscious and weak as a kitten until he has time to rest. Once a symbiote begins making demands of this nature, it has reached a terminal point in its lifespan. The thrill of sensation it needs has reached such a fever pitch it no longer considers survival a primary concern and is willing to gravely endanger its host in order to receive the feelings it desires.

Mortal Demands: When a symbiote makes this demand, it is prepared to take over the mind and body of its host and begin a life of its own. The host can only satisfy the creature by allowing it to completely assume his identity (destroying the host's identity in the process) and body, turning the character into a Non-Player Character. If the psion does not remove the symbiote at this point and is able to thwart the creatures' demands, the symbiote will surely cripple the host, destroying its psionic capabilities entirely.

-1 Pain Penalty: The symbiote uses its connection to the host's body to inflict distracting pain for the next 24 hours. During this time, the host suffers a -1 penalty on all skill checks requiring concentration.

-2 Pain Penalty: As above, with a -2 penalty.

-4 Pain Penalty: As above, with a -4 penalty.

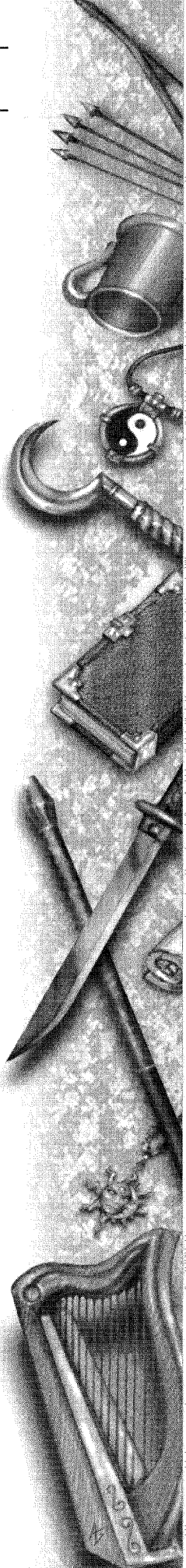
-6 Pain Penalty: As above, with a -6 penalty.

10% Power Reduction: The symbiote uses its connection to the host's body to cause the immediate loss of 10% of the host's total power points for the day. These power points can be regained as normal after the host rests, as normal.

20% Power Reduction: As above, with a 20% loss.

Discipline Blindness: The symbiote uses its powers to cut the host off from its prime discipline. Until the psion has a chance to rest for the day (requiring at least eight hours of sleep), he is unable to make any use of his primary discipline.

Psychic Break: This punishment reduces the host's current psionic power points to zero and prevents the host from making use of any of his psionic abilities until after he has slept for a full eight hours. During this time, the host is still considered a psionic creature but has no ability to use any powers, including attack and defence modes.



Psionic Severance: A symbiote who uses this ability automatically destroys itself as it stabs its essence through the aura of its host. This automatically destroys the host's ability to use any psionic powers and reduces his total power points to zero – permanently. The host is still considered a psionic creature but has no power points, can use no powers (including attack and defence modes), or feats or skills which require the use of psionic power points. This does not provide the host with a psionic buffer – he is still considered to be a psionic creature and suffers from psionic attacks accordingly.

A symbiote will make a demand each day. If the demand is met, it does not attempt to punish its host and will remain co-operative and active throughout the day. If a demand is not met, however, the host must make a successful Will save (as shown in the table above) to prevent the symbiote from punishing him (also as shown in the table above). The days passed noted on the table indicate the number of days since the last demand by the symbiote was met. Note that the type of demand a symbiote makes changes the longer its demands are not met, forcing the host to either acquiesce to the new, more drastic demands, or risk severe punishment.

The host can immediately solve the problem of an angry symbiote by meeting its latest demand. The symbiote does not remember previous demands and can only be satisfied if the host agrees to do what the symbiote asks.

The symbiote is a dangerous, unpredictable creature. But each symbiote has its own style, for lack of a better term, and things it finds enjoyable. As a player, you should work with your Games Master to ensure your symbiote has a style that, while potentially unpleasant to deal with, will work reasonably well within the game.

As the Games Master, you must take an active role in the symbiote's activities. The symbiote can be viewed as a sort of demented power source, an alien creature that is driven purely by its need for sensation and experiences. But the symbiote should also have a definite, if primitive, personality. The easiest way to impress this sense of person onto the symbiote is through its demands. A symbiote might have a taste for expensive wines, for example, or may enjoy particular types of torture when experienced by the host. Your goal should be to create a defined but still crude, personality for the symbiote to make it more readily recognisable to the characters involved.

Severing the Symbiote

It is possible to remove a symbiote once it is attached. The process is difficult and dangerous, however, and few hosts have the willpower to remove such a potent source of power. For those who have suffered through a psychic break or are currently fighting off the threat of a mortal demand, however, nothing seems quite so appealing as a chance to simply kill the symbiote off and be free of it once and for all.

This is not as easy as it sounds, however. The symbiote threads its ectoplasmic body through the flesh of the host and is also quite entangled in the aura of its host. When viewed psychically, for example, the host and his symbiote are seen as a single creature, with a very faint and very thin division marking the point at which one ends and the other begins. To successfully remove a symbiote requires a skilful psychic surgeon and a target with the willpower to assist in the process.

The host must first succeed at a Will save (DC equal to the highest base Save DC for the symbiote size listed on the table above) in order to protect himself from any retaliation offered by the symbiote. If this save succeeds, the host must then be targeted by the *psychic surgery* power and sacrifice 2,000 experience points to be freed of his symbiote. If the Will save is failed, however, the subject cannot bear to part with the symbiote and will refuse to allow the psychic surgeon to perform his work.

If the host is restrained, or rendered unconscious, it is possible to remove the symbiote as above but the psychic pain is tremendous and can be crippling. The host must make a Will save (DC 30). If the save is successful, no long-term damage is done but the host will be unable to use any of his psionic powers for at least 1d4 days. If the save fails, however, the host suffers a horrible fate – for every five full points by which the save is failed, the host permanently loses access to one of his psychic powers. *Psychic surgery* can be used to provide this power to the host at a later date, though the normal costs for that power apply.

THE POWER OF THE SYMBIOTE

Despite the grave risks associated with the use of a symbiote, there are significant advantages. Not the least of these advantages is the protection offered by the symbiote – the cover alone can be worth a great deal to a physically frail psion and psychic warriors

would be pleased indeed to have such natural armour. But the symbiote offers a great deal more than simple protection and can open up new vistas of power to the host with enough willpower to keep it from ruining his life.

The possible benefits provided by the symbiote are determined by its size. As it grows, it becomes considerably more capable, as well as more demanding. The desire to let the symbiote grow can be quite great, as only by allowing a symbiote to increase in size can a host gain new advantages. As shown above, however, letting the symbiote grow can be a recipe for disaster as it becomes increasingly more powerful and difficult to control.

The table below shows the number and types of benefits available to the host when his symbiote is first gained and when it changes size. The benefits are gained as soon as the symbiote changes size and further benefits are not gained until another size change takes place. Most of the benefits described below do not require psionic power points but such costs are noted in the description of the benefit where necessary.



Benefits by Symbiote Size

Symbiote Size	Type I Benefits	Type II Benefits	Type III Benefits
Tiny	1	—	—
Small	2	—	—
Medium	2	1	—
Large	2	2	—
Huge	2	2	1

Type I Benefits

Benefits at this level of power are fairly minor and primarily provide bonuses to skills and slight reductions in the cost of various psionic powers. Though they are useful, certainly, they are not powerful in their own right.

Minor Manifestation: The host is able to manifest any of his 0-level powers two additional times each day. If this benefit is taken twice, it allows the manifestation of 0-level powers five additional times each day.

Buffered Defence: You may select any single defence mode you are currently capable of manifesting. The cost to use that defence mode is reduced by 1 PP (to a minimum of 1). If this ability is selected more than once, you must select different defence modes each time.

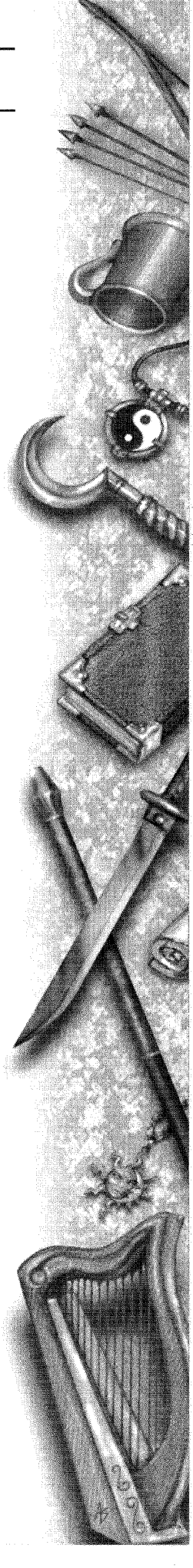
Buffered Attack: You may select any single attack mode you are currently capable of manifesting. The cost to use that attack mode is reduced by 1 PP (to a minimum of 1). If this ability is selected more than once, you must select different attack modes each time.

Deceptive Aura: Your aura is so polluted by the presence of the symbiote others have a hard time connecting with you psychically. You receive a +1 circumstance bonus to any Will saves you make in conjunction with psionic defence modes.

Psinstinct: Your symbiote has a vast range of instinctive knowledge related to psionic powers and items. This information is passed on to you in times of need, providing you with a +1 competence bonus to any Psicraft skill check you make.

Echo Skill: You receive a +1 bonus to any single skill you choose as your symbiote contains an echo fragment that has some expertise in the skill.

Ectoplasmic Ablation: Your symbiote has a second layer of ectoplasm *above* its calcified layer of external





SYMBIOTES OF THE MIND

armour. This material shunts off some physical damage, providing DR 1/-.

Slickskin: The ectoplasm generated by your symbiote slithers down your extremities and across your torso, keeping you constantly slick and difficult to hold on to. You receive a +1 bonus to any checks you must make to avoid being pinned or to escape from a grapple and have a natural +1 bonus to any escape artist checks you make.

Emotional Barrier: Your symbiote is a cold and alien creature and a bit of that is starting to wear off on you through the psychic link between the two of you. This provides you a +1 bonus to resist all fear effects.

Type II Benefits

The benefits provided by your symbiote are considerably more powerful and offer you a real edge in your adventuring life. The trade-off, of course, is the constant demands put forth by your symbiote and its annoying habit of attempting to take control of your mind.

Ambient Collector: Your symbiote is able to collect psionic energy literally from thin air. The process is slow, providing a mere 1d3 psionic power points per hour but it can make the difference in a close battle. The symbiote is unable to retain this psionic power for more than three hours at a stretch and always expels the last of its stored energy when you rest for the day. This power may be used no more than three times each day. After the third use, the symbiote stops collecting energy.

Dreampeace: The energy provided by your symbiote allows you to dream deeply and rest more efficiently. For the cost of two psionic power points, you can activate this benefit, allowing you to get by on a mere three hours of sleep. Your psionic power point total is reduced by two power points for each consecutive day you use this ability.

Ectoplasmic Consumption: Your symbiote produces an inordinate amount of ectoplasm and mixes the excess with your own dead flesh and waste products to create a nutrient paste it injects back into your body. This allows you to survive comfortably on one-half the normal food required by others and gives you the ability to go for twice as long as normal without food or water.

Psychic Twitch: Once per day, when you fail a Reflex saving throw, you may expend a number of psionic

power points equal to the amount by which you failed the save plus five. If you spend these power points, it is treated as if you had succeeded at the save.

Buy Down: You are able to mitigate the damage suffered from a psionic attack. For every 10 psionic power points you sacrifice, the ability damage is reduced by 1 point.

Crucial Attack: You may pay an additional 10 psionic power points when initiating a psionic attack mode. If the attack mode succeeds in causing damage, the target suffers an additional point of temporary ability damage.

Synthesis: By making a successful Psicraft skill check (DC 15 + level of the power you wish to imitate) you are able to use any single psionic power you do not know as if you had mastered it. You must see the power within three rounds of your attempt to use it and it costs twice the normal number of psionic power points to manifest this synthesised power. If you fail at your Psicraft skill check, you must still expend the appropriate number of psionic power points. Note that this only allows you to synthesise psionic powers you would normally be able to manifest, based on your level.

Mind Turn: For a cost of 10 psionic power points, you are able to turn undead as if you were a cleric three levels lower than your current psionic level. This ability may be used a number of times each day equal to your Charisma ability modifier, provided you have the necessary psionic power points.

Type III Benefits

These benefits are clearly more impressive than any of the other benefits provided by the symbiote thus far. They open new realms of possibility for the host, providing him with powers he would otherwise have no chance of earning and making him further dependent on the symbiote for his well-being.

Deep Meditation: A successful Autohypnosis check (DC 15) allows you to draw upon reserves of psionic energy you did not know you had. For every point by which you exceed the DC of the skill check, you gain one psionic power point. Note that this ability can be used only three times per day. Use of this ability requires a standard action.

Mental Immunity: You are immune to any one psionic attack mode. However, when you are the subject of such an attack mode, you must pay the cost

of that attack mode in order to utilise your immunity. You must select the attack mode to which you are immune as soon as this benefit is gained.

Hundred Echo Skill: Your symbiote is in tune with many different echoes, all of which have a skill you find very useful. This allows you to earn a competence bonus of up to +10 to any single skill at the cost of 5 psionic power points. The bonus persists for 1 minute per psionic level and may be used up to three times each day.

Stiletto Thoughts: Your symbiote laces your attack modes with false auras of its own, making them particularly dangerous and difficult to defend against. For every extra psionic power point you expend, above the normal cost of the psionic attack mode, you may increase the DC of your opponent's Will save by +2.

Ectoplasmic Stabilisation: When you are reduced to zero or fewer hit points, your symbiote uses its ectoplasm to seal your wounds and prevent further deterioration of your condition. While this does not provide you with any healing, it does prevent the loss of further hit points and you are considered stabilised at the beginning of the round after you dip below zero hit points.



False Aura: Your symbiote is able to falsify your aura to match the aura of a nearby creature. You must make a successful Psicraft skill check (DC 20 + the HD or levels of the target you are mimicking) in order to assist the symbiote – if you succeed at the check, your aura looks identical, in all ways, to the target you are mimicking. If you fail, however, you are unable to successfully camouflage your aura. Using this ability requires a full round and your aura maintains its camouflage from the action during which you initiated this ability and the beginning of your next action. This is treated as a mask of a level equal to the amount by which you exceeded the Psicraft skill check. See *Tools of the Trade*, for more information.

THE PSISYM TEMPLATE

A symbiote that takes control of its host creates an entirely new type of creature. Apply the psisym template to the host in this case. When this occurs, the host becomes a beast-like creature which does nothing except pursue pleasure or other sensation. A *wish* or successful use of the *psychic surgery* power can remove the symbiote at this point but the process causes 1 point of permanent Constitution damage to the target. Except as otherwise noted, the psisym creature retains all attributes of the base creature.

Hit Dice: The creature's hit dice immediately increase to d8 for all future levels.

AC: The host creature's base AC increases by +8.

Special Qualities

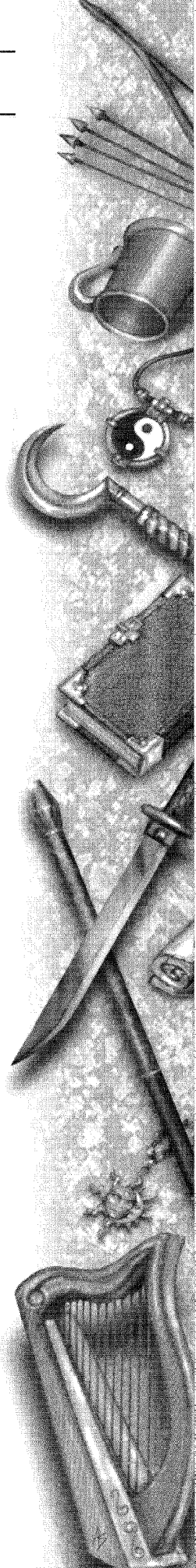
Damage Reduction (Su): The psisym is very resilient, and has DR 5/+1.

Fast Healing (Ex): As long as the psisym has at least 10 psionic power points in reserve, it has 2 hit points each round.

Psionic Powers (Sp): The psisym creature retains all the psionic powers its host possessed and gains new psionic powers when it achieves a new level, just as if it were still a member of the highest-level psionic class possessed by its host.

Psionic Attack/Defence Modes (Sp): The psisym creature is able to use all of the attack and defence modes of its host but no longer needs to pay any of the psionic power point costs to manifest these modes (or switch out modes if you use the alternate psionic combat system).

Power Resistance (Ex): The psisym creature gains power resistance equal to 10 + one-half the target's current levels and hit dice.



MEMETIC PARASITES

"To succeed, it is sometimes necessary to make unlikely allies. Though the disease can be cause for horror, it can also lead us to victory."

— From the *Psicrystal of Altur-Dein*

The world is filled with thoughts, from the stray impulses flitting across the minds of the bored and jaded to the complex formulations practised by wizards and clerics to strengthen the power of their memory. Each of these thoughts contains a small bit of energy, a trace of psychic power. In most cases, these scraps of mentality drift apart, breaking into progressively smaller thought particles until they fade from existence entirely. Sometimes, though, similar thoughts find one another and coalesce, clinging together to create a larger thought-form. If the thoughts are strong enough, they become an entirely new type of thought, a meme capable of passing contagiously from one mind to another.

These memes represent the kinds of thoughts that seem to spontaneously spread through a community, infecting the minds they contact. A meme can take many forms: a simple melody you cannot stop humming, an image you cannot shake, a particular style of dressing, even a particular catch phrase or bit of slang you find yourself using. Whatever the case, the meme grows in power the more minds it infects and it infects more minds the more powerful it becomes. As the meme jumps from mind to mind, it takes a tiny bit of psychic power with it, filling itself with pieces of the minds it has infected.

A successful meme can gather so much energy it becomes an entity independent of the minds into which it is projected and from which it draws its power. These memetic parasites are so powerful they become more forceful in their extraction of energy, actively draining minds rather than passively accepting whatever energy they are able to siphon from the bodies. As they grow more powerful, these parasites begin seeking out more energetic minds to tap into, actively pursuing the energy they crave. Psionic creatures, psions in particular, will become the target of any memetic parasite that finds them.

Still, some psions have learned how to tap into these parasites and use them to their advantage. By preying upon these memetic parasites, the psion is able to extract power from them. However, doing so alerts the meme to the psion's presence, which may result in the psion's sudden and violent removal from the mindscape.

THE MEMETIC PARASITE

As noted above, memetic parasites rise spontaneously wherever thinking creatures congregate. For every 500 permanent residents in a town, or 1,000 transient residents (such as the crews of ships or members of a caravan), within a five-mile area, there is a 10% chance that a single memetic parasite is loose in the area. Most of these parasites are very small, capable of causing very little harm. These memetic parasites are known as distractions. A distraction passes itself around in innocuous forms, such as the bad puns, simple jokes (knock-knock jokes are common) and other brief forms of communication that tend to stick in the minds of those who hear them. Distractions propagate very rapidly through an area but are not typically long-lasting or powerful – the insipid methods of their communication make them as likely to be forgotten as they are to gain a lasting foothold in the minds they infect.

For every 2,000 permanent residents (or 5,000 transient residents) within a five-mile area, there is a 10% chance that a more powerful memetic parasite, known as a fascination, is present. This type of parasite is considerably more dangerous than the distraction – its presence is powerful enough to clearly begin affecting the lives of those within its domain. Fascinations often take the form of catchy songs, clever fashion statements, popular stories, or other forms of communication that create a more lasting impact on their listener than the simple methods employed by a distraction. In a community in which a fascination is at work, the residents can be heard all singing snatches of the same song, all wearing very similar clothing, or even all drinking the same alcohol in the evening.

When there are at least 5,000 permanent residents (or 10,000 transient residents) in the same five-mile area, there is a 5% chance of a more powerful type of memetic parasite. Called enthrallments, they have the capacity to negatively impact the lives of those they infect. Repetitive, trance-like behaviours are the hallmark of those affected by an enthrallment, forcing them to spend inordinate amounts of time simply staring at a painting, humming a song, or reciting a

scrap of poetry. Enthralments are very difficult to avoid, as they pass from individual to individual unconsciously. Seeing or hearing someone who displays one of the forms of an enthrallment is enough to cause infection for the unwary or weak-willed and the obsessive nature of the enthrallment guarantees the behaviour will be seen often.

If there are 10,000 or more permanent residents in a five-mile area, there is a 5% chance of the most powerful type of memetic parasite appearing. The obsession is powerful enough to ruin lives and force individuals into self-destructive behaviours that have horrible results. Obsessions prey on the fears of individuals, causing them to undertake ridiculous actions to forestall the occurrence of some vague horror or disaster. There is little rhyme or reason to the power of an obsession, they are products of an unconscious group hysteria and resemble contagious madness more than anything else. To the infected, however, the actions caused by the memetic parasite seem perfectly rational: of course you have to cut yourself to avoid contracting food poisoning, only a fool would doubt the need to scratch your scalp exactly 300 times to avoid the attention of dangerous spirits, and so on. Because of the powerful hold obsessions have on the minds of those they infect, these memetic parasites are extremely powerful, bloated with psychic energy generated by their helpless victims.

No five-square mile area can support more than a single enthrallment or obsession, though a virtually unlimited number of distractions and fascinations can make their way through the same area. It is possible, however, for a psionic creature to force the growth of more than one enthrallment or obsession, pumping energy into smaller memetic parasites in order to create larger ones. In such areas, the inhabitants almost always appear at least a little off, with their strange collection of tics, habits and personal rituals that have taken over large portions of their daily lives.

Effects of the Memetic Parasite

As noted above, distractions and fascinations have no real effect on the lives of those they infect. While these parasites do cause some mild irritation to those who are not infected (after all, how many times can you hear the same knock-knock joke each day?) they have no lasting impact on anyone. Even in a city infested with hundreds of the things, they are simply not powerful enough to cause any real harm. They are also unable to hold any real psionic charge – the amount of energy they contain is often just enough to keep them circulating but may even fall below that level after a few months and the parasite then fades away entirely.

Enthralments on the other hand, are powerful enough to slowly drain the energy from those in their area of

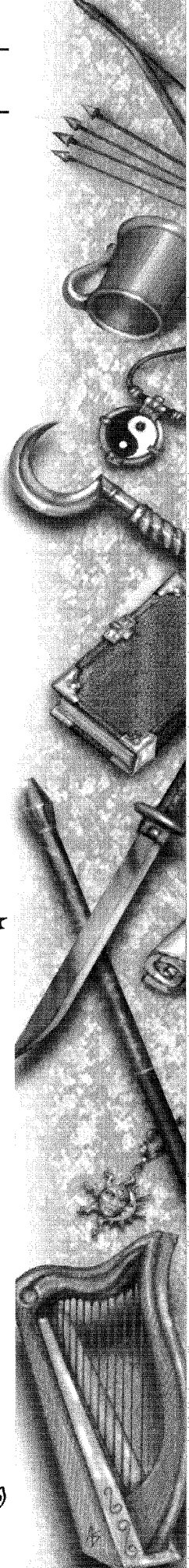
Darius entered the town slowly, his astral steed plodding through the massive gates and past the stony-faced guards on the wall above. Though he was not unknown here, Darius knew he would not have the same protections in this city as he enjoyed where his inquisitor status was officially recognised. Chasing Jevva into this place might not have been the best choice but the chase was so close now he'd never forgive himself if he'd turned away.

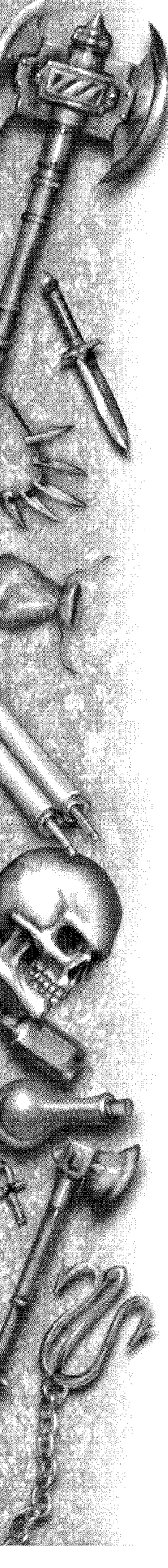
A block into the city, though, he felt the first shiver along the edges of his psionic awareness as the name of his life-long foe reached his ears. Children were dancing in the street, jumping wildly around a chalk circle and shouting out numbers when their feet hit the pavement. Behind them, hidden in the shadows of the awnings stretched out to the edge of the street, their parents were whispering some rhyme that seemed to be guiding the children in their dance.

*'Jevva in the snow, gave his best
Blow for blow'*

Darius grabbed for his mask but he'd lost it back on the road days ago and had not had time to get another one. He did not know the rhyme but he'd seen something like it before and he was not ready for what was surely coming next. He wheeled his horse around in the street and spurred it back toward the gates with a mindshout.

Ahead of him, the guards were turning to see the commotion and he could hear them shouting something as he plunged through the gate and burst out of the town. Behind him, the rhyme floated on the air, the sword and shield of his enemy hidden in the minds of innocents.





MEMETIC PARASITES

effect. In a large city, this is rarely a problem as the enthrallment only drains from a limited number of individuals at any given time. Areas with a lower population, however, feel the sting of the memetic parasites more readily as their energy is leeched away regularly.

An enthrallment must feed upon the minds of 5,000 thinking creatures, every week. Though this feeding is not particularly harmful if it only occurs occasionally, when it happens regularly it places a dangerous drain on the affected mind. If a mind is drained by a parasite in two consecutive weeks, the target suffers one temporary point of Intelligence damage. Though this damage will normally heal quickly enough for even a town of only 5,000 to survive the memetic parasite, it will be obvious to anyone visiting the area that something is seriously amiss here.

When an obsession feeds, its hooks go in deeper than a mere enthrallment and the obsession requires more mental energy. An obsession must feed on 10,000 minds each week or suffer the risk of collapse (see below) as its energy levels dip perilously low. If an obsession-level memetic parasite feeds on a target two weeks in a row, the individual suffers one point of temporary Intelligence damage and one point of temporary Wisdom damage. If more than half the town's population must be fed upon two weeks in a row, it becomes quite obvious something is wrong. Visitors will see the inhabitants acting out their obsessions and going through their rituals at all hours of the day and night, as if the entire town was some sort of open-air madhouse.

Characters and the Memetic Parasite

When a group of characters arrives in a town where memetic parasites are present, there is a chance they will become a target for the parasites. While normal, run-of-the-mill townsfolk are fine food for a parasite, it is instinctively attracted to stronger or more exotic minds, especially those capable of casting magical spells or manifesting psionic powers.

Gaining the Attention of a Parasite

When characters spend more than eight hours in a five-square-mile area containing memetic parasites, they must immediately make a Will save (DC 20). Wizards, sorcerers, clerics, druids, psions, psychic warriors and any other characters with one or more levels in a class which provides equivalent spell progression receive a +4 bonus to this save, while bards, rangers, paladins and any other characters with one or more levels in a

class which provides equivalent spell progression receive a +2 bonus to this save.

Any character who fails this save will pass the time unmolested by the parasites, as his mind simply is not strong enough (at that time) to show up to their senses. While they are likely aware of his presence, such a character is not sufficiently enticing to encourage the parasites to launch an immediate attack. Those who succeed at their save, however, are immediately targeted for a bit of draining by the parasites in the area as their shining minds attract the attention of these mental predators. If two or more characters succeed at the required Will save, they are drained in descending order, from the highest save result to the lowest save result.

The company of the Sylvan Robe return from a particularly gruelling expedition into the Bloodwraith Mountains and want nothing more than to return to their rooms in the Woven City and rest up for their next foray into the Lickspittle Dungeons. After a few hours of sleep, the characters have been in the city for more than eight hours and each must make a Will save to see if they attract the attention of the local memetic parasites.

Sinsler, the psion, succeeds at the Will save with a final result of 25 (including the +4 bonus he receives for being a psion). Gulvib, the half-orc warrior, fails his Will save, with a miserable 13 result. Then Ravel and Levar, the twin cleric and wizard both make their Will saves, with a 24 and 21 respectively.

In this case, three of the four made their Will saves and attracted the attention of the local memetic parasite, which happens to be an obsession. Because Sinsler had the highest final save result, he is drained first. Ravel had the next highest save result and is drained next, with Levar last. The three companions wake in the morning feeling a bit more tired than usual and somehow weaker than when they had gone to sleep. Gulvib, on the other hand, feels fine and is vaguely amused at his friends' discomfort.

Being Drained

Characters who are drained by a memetic parasite normally suffer no noticeable ill effects, unless they have psionic power points or are able to cast spells. When a character gifted with either magic or psionics is drained, they suffer as shown on the table below:

Draining Effects by Parasite Type

Type	Psionic Power Points	Spell Levels	Save DC	Successful Save Results
Distraction	1	One 0 level	10	No spell or PP loss
Fascination	2	One 1 st level	15	1 PP lost, one 0 th -level spell lost
Enthralment	2d4	One 2 nd -level	20	1d6 PP lost, One 1 st -level spell lost
Obsession	2d6	One 3 rd -level	25	1d8 PP lost, One 2 nd -level spell lost

Each target of the memetic parasite is allowed a Will save against the DC shown on the table above. If the save is successful, the target only suffers the effects shown in the Successful Save Results column, rather than the full effect of the draining. If the character is fortunate enough to roll a natural 20 on his save, he suffers no ill effects – he is able to resist the draining effects of the parasite completely.

Whenever a character who is conscious is drained, he feels it almost immediately. Others can see a pall fall over the drained character's face and the character is well aware of what he has lost. A successful Psicraft skill check (DC equal to the Will save DC for the type of parasite) allows the character to realise he has been the target of a parasite (and take appropriate action, as shown below); characters who fail the skill check have no idea what caused their current discomfort.

Characters who are asleep or otherwise unconscious at the time they are drained do not wake – the process appears to the sleeper to be an unpleasant dream. Other unconscious characters simply have no idea what happened until they wake. Note that any spells or psionic power points drained by the parasite while the character rests for the night are deducted from the next day's allotment.

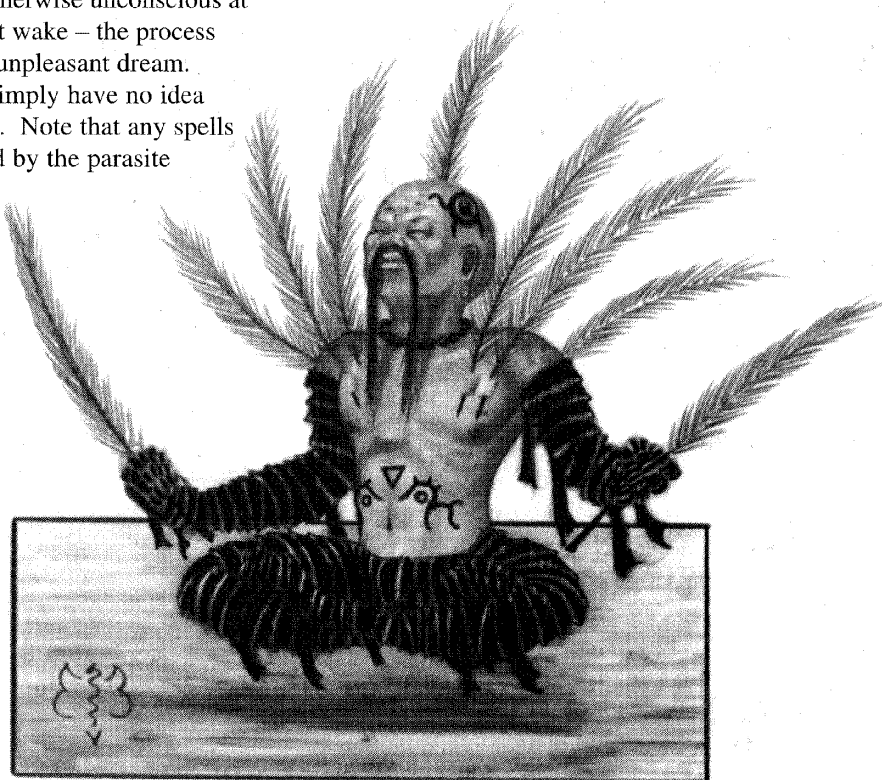
Unless the parasite is dealt with, it will return to feed on any character with psionic power points or spell slots in 24 hours, greedy to suck up more of their energy for its own use. Though parasites normally only feed once per week, they are willing to make an exception when such rich fare is offered to them. Characters with psionic power points and spell levels also do not need to worry about the fate

commoners must face when drained – they never suffer the loss of Intelligence or Wisdom as a result of draining by memetic parasites.

The Risk of Infection

Characters with the mental strength to cast spells or manifest psionic powers are naturally resistant to infection by memetic parasites, while those characters without these powers are automatically infected whenever they are drained. For a non-psionic, non-spellcasting character, infection is almost entirely harmless and simply indicates the character has become a carrier for the parasite and can pass it on to others.

When a character with psionic powers or spellcasting ability is drained, however, it is allowed to resist the infection with a successful Will save (DC equal to the





MEMETIC PARASITES

save DC on the table above, based on the type of memetic parasite that drains the character). If this save is successful, the character's mind is free from infection. If the save is failed, however, the memetic parasite is lodged deeply into the character's mind and takes root.

Infected characters not only become carriers for the parasite, possibly infecting others they come near but their psionic energy or spell levels become food for the parasite. As long as the parasite persists, the character will never be at full strength and will always feel as if something is amiss.

Characters infected by a parasite also develop the tics, mannerisms, or rituals associated with that parasite. While that is certainly not much to worry about when a minor parasite attaches itself to the character, infection by an enthrainment or obsession can be heavily disruptive to the character. The character requires an additional hour to prepare himself each day (two hours for an obsession) and may suffer a sudden attack of obsessive behaviour any time he must make a Concentration check. If the character rolls a one on a Concentration skill check while he is infected, he immediately suffers an attack of enthrainment (see boxed text) or is overcome with a fit of obsessive behaviour (see boxed text).

When an infected character has a conversation (lasting at least five minutes) with another intelligent creature which is not infected, there is a chance the new creature will become infected just by proximity. A contested Will save (DC 15) is made – if the infected character wins the contest, the new creature is infected. If the infected character rolls a natural 20 on his Will save, he immediately expels the infection from his aura. If he wins the contest as a result of this natural 20, the new target is infected. If he fails the contest, despite the natural roll of 20, the infection is purged from the character's aura and fails to infect the new host.

Whenever a character uses any Telepathy power, he risks infecting the target of those powers. This works exactly as noted in the paragraph above but requires only a single effective use of a Telepathy power. This power must have one or more targets in order to infect others.

Attacks of Enthrainment

When a psionic or spellcasting character is infected by a memetic parasite, his aura becomes filled with all manner of toxic and harmful impulses, thoughts, and random bits of psychic energy. Whenever the character is forced to concentrate too hard, he may cause the infection to flare up. An attack of enthrainment fills the character with a fascination with some object or sensation only experienced by the infected character. The attack of enthrainment lasts for 1d4 rounds; during this time, the character may take no actions but may defend himself normally.

Fits of Obsession

Characters infected by an obsession share many problems with those who are infected by an enthrainment but risk flare-ups that last much longer than an attack of enthrainment. When a fit of obsession occurs, the target immediately ceases any action and must begin acting out the ritual, tic, or other requirement of the obsession. This lasts for 1d6 minutes, during which time the character is able to defend himself but may take no other action, as noted above.

Clearing the Infection

The memetic parasite leaves its infectious hooks in the aura of those it affects. The infection can be cleansed by a use of the *aura alteration* or *psychic surgery* psionic powers. Using the *fission* or *schism* powers disrupts the infection, freeing the psionic character from its damaging influence. No known magical power can cleanse the infection caused by a memetic parasite. Despite the similarities between magic and psionics, there are enough differences that it is impossible for magical healing to cure a character with a psychic parasite.

Subverting a Memetic Parasite

While all memetic parasites have a definite downside, there are also potential benefits associated with them. For one thing, the parasites are masses of poorly protected psionic energy, just waiting to be lanced and drained away by some enterprising psychic. They are also powerful hooks into the minds of those within their domain, allowing the psion to perform some amazing tricks which would otherwise be impossible. They also make handy tools with which to launch an assault against enemy psionic creatures, lashing out at them with the full power of thousands of minds guided by the will of the psionic.

Still, subverting a parasite to serve you can be very dangerous. Without proper precautions, these

dangerous quasi-creatures can turn on those who harness them, laying waste to all their hard work in a savage moment of psychic disruption.

Finding the Parasite

As noted above, parasites can only be found where there is a sufficient density of thought to allow them to exist. Without a substantial supply of intelligent, thinking creatures to feed upon, the parasite simply cannot exist. Therefore, a psion who wishes to find a parasite must travel to a location in which there are at least 500 permanent residents per five square miles. Because there are no guarantees the psion will find a parasite in any given location, it is often necessary to travel to several such areas. The Games Master should determine whether or not a parasite exists in an area, based on the information provided above.

To locate a parasite (or determine that no parasite is going to be found in the area), the psionic character must search the area for six hours and make a successful Psicraft skill check (DC 20). The psion gains a +2 bonus to this skill check if a distraction is in the area, a +4 bonus to this skill check if a fascination is in the area, and a +6 for an enthrallment, and a +8 if an obsession is in the area. In general, the character should find the most powerful parasite in the area but may make additional searches (requiring the full six hours and the Psicraft skill check) to find weaker parasites if he wishes. Each successful search locates the next weakest memetic parasite until all parasites are identified. Once a parasite is found, the psionic character can easily identify it in future and exclude it from any other searches he performs.

Investing the Parasite

Once a parasite is found, the psionic creature must make an investment into it. This investment determines the types of returns which the psion can reap from the parasite in the future, as well as the magnitude of those returns. Investing is a risky manoeuvre – if the psion is not careful, he runs the very real risk of being infected by his own parasite, which ruins the ability of the parasite to serve the character in any useful way.

Making the investment requires the psion to select an ability, a skill, or one of his psionic powers. The chosen ability, skill, or power will be tied to the parasite until it is destroyed, and will determine the type of benefits the psion may receive from the parasite in the future. In general, these benefits are as follows:

† If an ability is invested into the parasite, the psion will be able to receive degrading bonuses that apply to that bonus for short periods of time. In return, the ability will be more difficult to use when it is not enhanced by the power of the parasite.

† When a skill is invested, the psion is able to receive a return that provides a flat bonus to the ability for a set period of time. This bonus applies only to the skill and, in return, the skill may be more difficult to use when it is not enhanced by the parasite's power.

† Investing a power into the parasite allows the psion to use the parasite's store of psionic energy to pay the cost of that power. However, the power becomes dependent on that infusion of energy from the parasite and becomes more costly to use when the parasite is not providing the boost of psionic power.

Once you choose the type of investment you would like to make, you must select the magnitude of the investment. When determining your investment's magnitude, it is important to keep the following in mind:

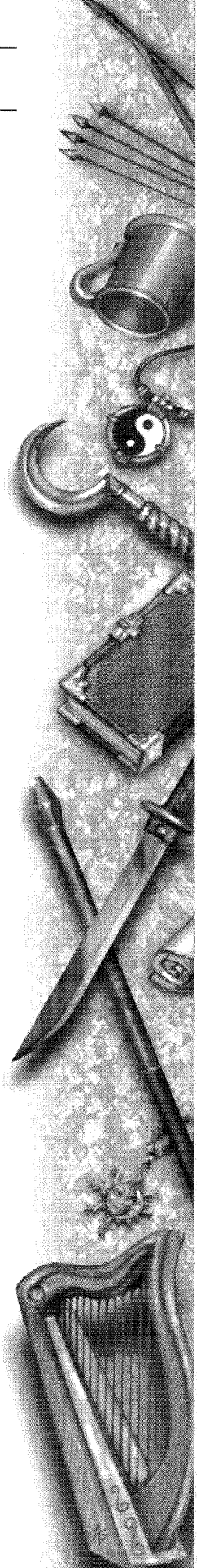
† Smaller magnitudes provide a greater percentage of return (that is, their benefit is considerably greater than what you put into them) but are much more difficult to reclaim at a later date.

† The greater the magnitude of your investment, the smaller your percentage on the return but the easier it is to claim that return when it is needed.

In general, then, small investments are less reliable but tie up fewer resources than large investments which are much more likely to work when needed. The table overleaf shows the types and magnitudes of investments available.

To succeed at the investment process, you must make a successful Psicraft skill check against the DC listed in the table above. If you fail, the investment is not lost but you are unable to get a strong enough psychic 'fix' on the parasite to forge an effective bond with it. If the investment succeeds, however, you enter into a psychic relationship with the parasite, tying the two of you together for better or for worse.

When the investment is successfully completed, you immediately suffer the following:



MEMETIC PARASITES

Types and Magnitudes of Parasitic Investment

Type	Magnitude	Investment DC	Detection DC
Ability Modifier	+1 to total current ability modifier (no investment possible with negative base ability modifiers)	15 + total bonus invested	15 + total bonus invested
Skill	+1 to your current ranks in the skill	5 + total bonus invested	10 + total bonus invested
Psionic Power	1 to 10 Psionic Power Points	5 + total PP investment	5 + total number of Psionic Power Points Invested

† For ability investments, your ability modifier is reduced by the amount of the investment.

† For skills, you reduce your ranks in the skill by the amount of your investment.

† If you invested a psionic power, that power now costs more psionic power points to activate. You must pay the total of the power's original cost and your investment whenever you wish to manifest this power.

Note that none of these changes alter the character's eligibility for any prestige classes, magic items, or other things which are dependent on abilities, skills, or psionic powers.

Whether the investment succeeds or fails, there is a chance the parasite is alerted to your presence. To avoid the thing's attention, you must make a successful Concentration check against the DC shown in the table above, based on the type and magnitude of the investment. If you fail this check, the parasite immediately lashes out to infect you. You may attempt to resist the infection (see above) and, if you are successful, the investment stands and you avoid the infection. If you are infected, however, your investment is rejected by the creature (with no ill effects to you) and you are infected (with the normal affects, see above).

Sinsler decides to get back at the parasite that so cruelly abused him in his earlier visit to the Woven City. The young psion wanders through the streets, careful not to make eye contact with the drow. After six hours of wandering the city and watching its people, Sinsler makes a Psicraft check to find a parasite. A good roll allows him to succeed at the check, rolling a 28 to overcome the DC of 20. Sinsler has detected an enthrallment parasite and rubs his hands together in anticipation. So far, the thing is not aware of him, which is just the way Sinsler wants it to stay.

The psion has had a real problem with his Dexterity-based skills ever since he lost that battle with the maenads and wandered the Vineyard Desert while poisoned. He decides to invest all of his meagre +2 Dexterity ability modifier into the parasite. This requires a Psicraft skill check (DC 15 +2 ability bonus = 17). Again, Sinsler succeeds at his check and he feels himself grow clumsier and less co-ordinated as the energy rushes out of his body to attach itself to the memetic parasite. But the process is not over yet.

There is a chance the creature will notice Sinsler's psychic signature leaking through the investment. To avoid its attention, Sinsler must make a Concentration check (DC 15 +2 ability bonus invested = 17). A lucky roll lets Sinsler just squeak by with an 18. He has avoided the thing's attention but for how long?

Care and Feeding of the Invested Parasite

Once a parasite is invested, you need pay it no further attention until you wish to extract a return on his investment. Left to its own devices, an invested parasite has the potential to grow from one category to the next. During each full month during which the memetic parasite is invested and you do not attempt to extract a return from it, there is a cumulative 10% chance it will grow into the next parasite category. Thus, a distraction can become a fascination, can become an enthrallment, can become an obsession.

Extracting an Investment

A memetic parasite does not do anyone any good, even when it is invested. The only way to gain anything from the creature is to extract a return on your investment. You may either attempt to perform this extraction quickly and violently or more slowly and carefully.

Fast and Painful: If you opt for this technique for getting a return on your investment, be aware you may completely destroy the parasite. You are essentially using your mind to tear the power from the thing to use for your own ends. While this is certainly an effective (and simple) way to extract your investment, it may not be the best long-term strategy.

If you choose this method, simply make a Concentration check (DC 20) to reach through your connection to the parasite and rip free whatever power you can grab. You receive a bonus to this check equal to the amount of your investment and this check is considered a full-round action that does trigger an attack of opportunity and during which you are denied your Dexterity bonus.

If the check succeeds, consult the table below to determine your return:



Quick Extraction Results

Type	Initial Investment	Return	Survival DC
Ability	1	Degrading +6 enhancement bonus	15 + value of original investment
	2	Degrading +5 enhancement bonus	
	3	Degrading +5 enhancement bonus	
	4	Degrading +5 enhancement bonus	
	5+	Degrading enhancement bonus equal to your initial investment +1	
Skill	1 - 3	Fixed length psionic bonus equal to double your original investment	10 + value of original investment
	4 - 6	Fixed-length psionic bonus equal to your initial bonus +3	
	7 - 9	Fixed-length psionic bonus equal to your initial bonus +3	
	10 - 12	Fixed-length psionic bonus equal to your initial bonus +3	
	13 - 15	Fixed-length psionic bonus equal to your initial bonus +2	
	16 - 18	Fixed length psionic bonus equal to your initial bonus +2	
	19 - 21	Fixed length psionic bonus equal to your initial bonus +2	
	22+	Fixed length psionic bonus equal to your initial bonus +1	
Power	1 - 2	Initial investment +5.	5 + value of original investment
	3 - 4	Initial investment +4	
	5 - 6	Initial investment +3.	
	7 - 8	Initial investment +2.	
	9 - 10	Initial investment +1.	

MEMETIC PARASITES

Degrading Bonuses decrease by one every third round until they reach zero.

Fixed-length bonuses, on the other hand, last for a number of minutes equal to the total of all your current psionic levels.

Any power points gained through a return on your investment must be spent within a number of rounds equal to your current psionic levels. If they are not spent in this time period, they dissipate and are lost. Note that extracting a return does not allow you to exceed your normal psionic power point maximum. Any points in excess of your maximum are immediately lost.

To avoid destroying the memetic parasite, you must make a successful Psicraft check (DC as shown in table above). If you succeed at the check, the parasite continues to exist but is aware of your presence and immediately attempts to infect you (see above for resistance to this infection). If you become infected by the parasite, your investment is lost and you suffer the effects of infection as normal (see above).

If your Psicraft check fails, however, the parasite is destroyed immediately. Your investment is lost, of course but you suffer no infection attempts.

Slow and Sure: If you want to take a bit more time to extract a return, you stand a much better chance of succeeding without destroying the memetic parasite. The slow and sure method of extraction requires one hour and a Concentration check (DC 10). If the check succeeds, consult the table below to determine your return.

Using the slow extraction method, you are able to store the return on your investment for up to 24 hours before using it. Once activated, however, the return runs its course as normal – you may not, for example, activate the ability bonus, then stop it and restart it again at a later time.

Whether your extraction succeeds or fails you must immediately make Psicraft skill check (DC as noted in the table above) in order to avoid attracting the attention of the memetic parasite. If this check fails, the parasite immediately attempts to infect you (as detailed above) and you may resist its efforts. If the parasite infects you, your investment is immediately lost and you may no longer draw upon the parasite for returns. If this skill check succeeds, however, you avoid the attention of the parasite and your investment remains intact.

Slow Extraction Results

	Initial		Survival DC
Type	Investment	Return	
Ability	1	Degrading +10 enhancement bonus	15 + value of original investment
	2	Degrading +9 enhancement bonus	
	3	Degrading +8 enhancement bonus	
	4	Degrading +7 enhancement bonus	
	5+	Degrading enhancement bonus equal to the initial investment +2	
Skill	1 – 3	Fixed length psionic bonus equal to triple the original investment	10 + value of original investment
	4 – 6	Fixed-length psionic bonus equal to double the initial bonus	
	7 – 9	Fixed-length psionic bonus equal to the initial bonus +6	
	10 – 12	Fixed-length psionic bonus equal to the initial bonus +5	
	13 – 15	Fixed-length psionic bonus equal to the initial bonus +4	
	16 – 18	Fixed length psionic bonus equal to the initial bonus +3	
	19 – 21	Fixed length psionic bonus equal to the initial bonus +2	
	22+	Fixed length psionic bonus equal to the initial bonus +1	
Power	1 – 2	Initial investment +10	5 + value of original investment
	3 – 4	Initial investment +8	
	5 – 6	Initial investment +6.	
	7 – 8	Initial investment +4.	
	9 – 10	Initial investment +2.	

Limits of Extraction

Attempting an extraction requires the expenditure of one of the free uses of your 0-level powers for the day. Only the free uses of the 0-level powers may be used to power an extraction – you cannot simply pay one Psionic Power Point to begin the extraction process.

Parasitic Conflict

When you encounter a parasite into which another psionic creature has made an investment, it is possible to use that parasite against its investor. Though this is difficult and potentially dangerous, the rewards can be great – not only are you able to lash out against an enemy psionic creature, you may be able to steal his psychic investment in the parasite entirely.

When a psychic investment is made into a parasite, it forms a connection between the psion and the parasite, a link between their auras. Any ability which allows you to see an aura also allows you to see the aura of the parasite or the psionic creature attached to the parasite's aura. That is, if you see the aura of a psionic creature, you can also detect the aura of any of his invested parasites as well. Likewise, if you can detect a memetic parasite, you are able to determine if it is invested simply by using any power that allows you to see auras.

A successful Psicraft skill check (DC 15) allows you to determine the strength of a parasite (if you are seeing its aura through the aura of a psionic creature) or the

rough strength of the psion (if you are examining a memetic parasite itself). If you know a psion and have seen his aura, this check also allows you to know if that psion is invested in any memetic parasite you examine.

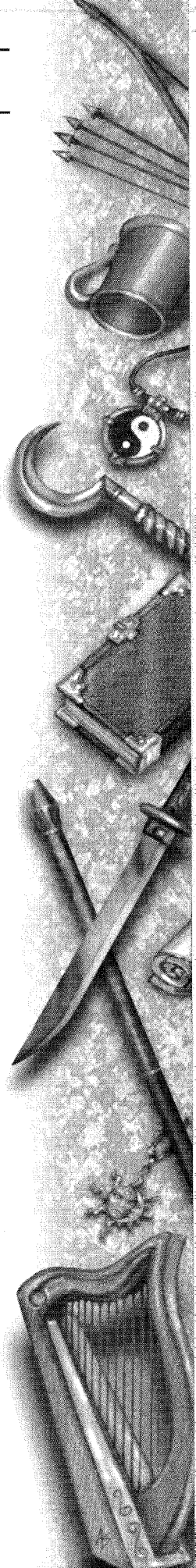
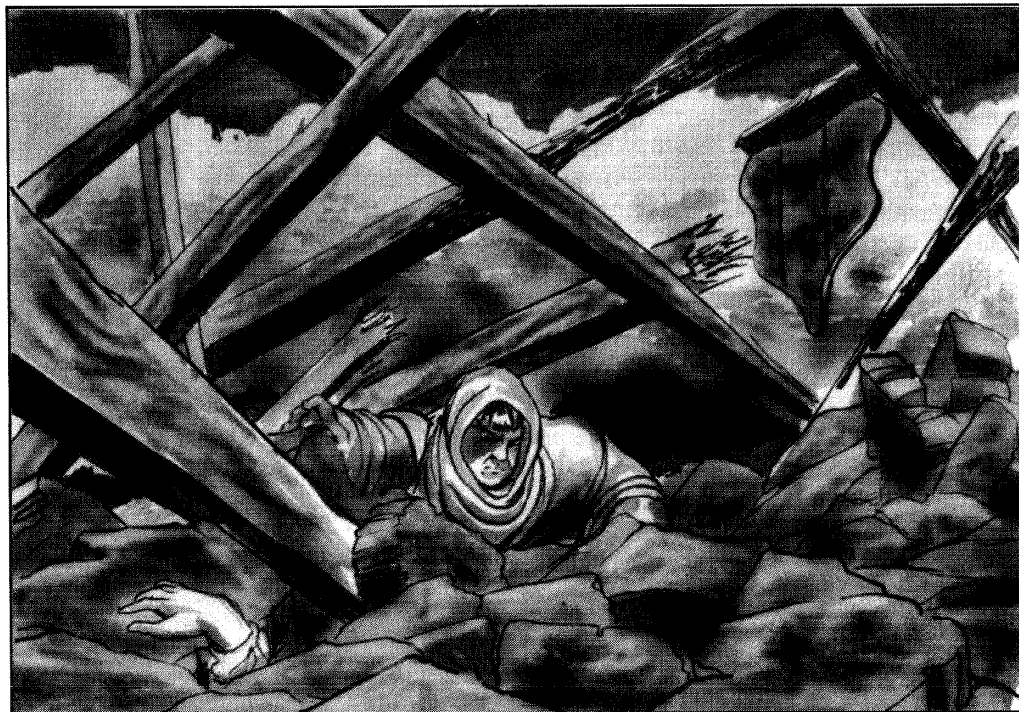
Chinks in the Armour

If you see a parasitic investment in a creature's aura, you can make attacks through the weak points such links create. The link to the memetic parasite provides a +2 circumstance bonus to any psionic attacks made which cause damage to an ability score affected by the parasitic investment. So, an Ego Whip attack (which causes Dexterity damage if successful) receives a +2 circumstance bonus when used against a creature with a memetic parasite investment for his Dexterity ability. Similarly, psionic attacks made using the Mind Thrust mode (which causes Intelligence damage) receive a +2 circumstance bonus when used against a creature with a memetic parasite investment for a Knowledge skill (which is based on Intelligence) or an investment of any Metacreativity powers (which are also based on Intelligence).

You can determine the types of investment a creature has tied to its aura but doing so requires a full-round action and a successful Psicraft skill check (DC 25) for each investment you examine. Attacking through the chinks in the armour, however, make it likely that you will become the target of an infection attempt by the parasite – each attack so launched has a flat 20% chance of tipping off the parasite and causing it to launch an infection attempt against you.

The Long Shot

If you discover a memetic parasite with an investment already attached to it, you can launch a psionic attack mode against the creature which linked itself to the parasite, regardless of that creature's current location. This attack mode is resolved as normal, though you receive a +2 circumstance bonus to the attack. The target is treated as flatfooted against the



MEMETIC PARASITES

first attack made in a given combat, unless he can see you and is aware of your intention to cause him harm.

The target is immediately aware that the attack came through his parasite, however, and he can attempt to locate you and retaliate in the same way. Retaliating, however, requires him to first get a general fix on your location using a Psicraft check (DC 20), which is a standard action.

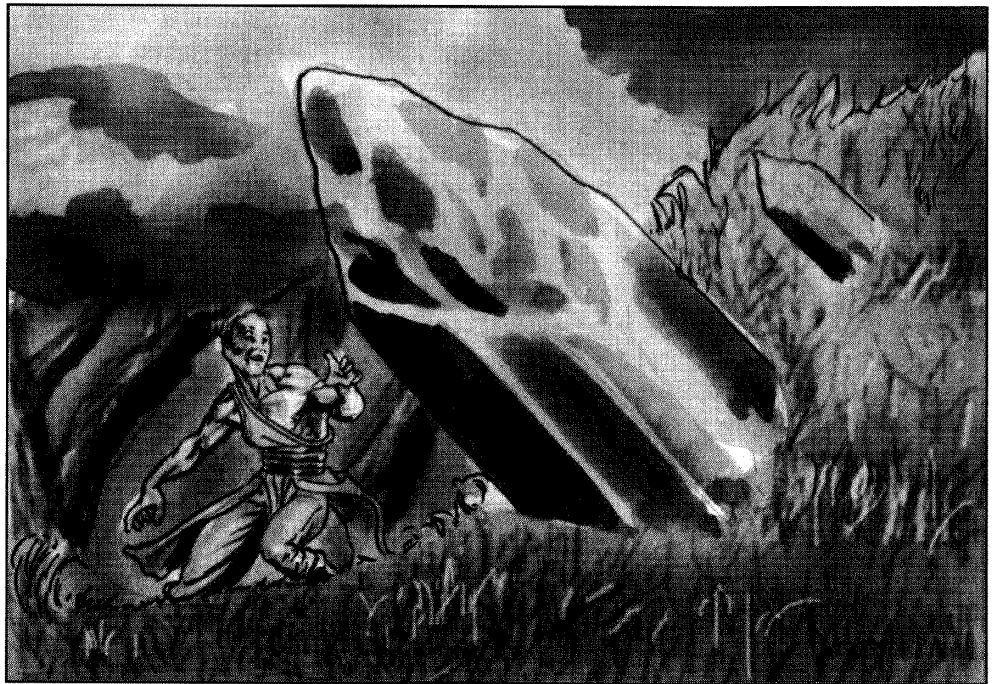
Any attack made through a memetic parasite immediately notifies the parasite of the presence of both attacker and target. The parasite launches an infection attempt against both attacker and target on the following rounds. The attacker is attacked first, followed by the target in the round immediately following. The parasite makes only a single infection attempt against each creature before giving up.

Assuming a Parasite

The trickiest way to gain a benefit from a parasite is to assume its investment, allowing you to extract returns without ever coughing up the initial cost. While this is very cost-efficient, it is also quite dangerous – if you fail, you gain not only the attention of the parasite but the psion you were attempting to steal from will be aware of your identity and general location.

To assume a parasite, you must first locate it, as noted above. If you find a parasite with an investment already made into it (roughly 20% of all memetic parasites are so invested but your Games Master will determine which parasites are invested and what type and magnitude those investments are), you may attempt to assume that parasite.

The assumption process is treated exactly as subverting a parasite, above. However, your Psicraft skill checks suffer a circumstance penalty equal to the level of the psionic creature invested in the parasite. If you succeed, you have taken over the parasitic investment and may now extract returns on the investment just as if you had made the investment yourself. However, you suffer none of the ill effects of



an investment, because the energy is still provided by the original psionic creature who established it. The memetic parasite has the same chance to detect you as if you were making a normal investment attempt.

If your assumption attempt fails, however, you immediately come to the attention of both the creature whose investment you were attempting to usurp and the memetic parasite into which the investment was originally made. The parasite will, of course, immediately launch an infection attempt, while the psionic creature to whom the investment belongs will become aware of the general location (within roughly five square miles) of the usurper and may decide to take matters into his own hands...

Severing the Link

You may, at any time, immediately sever the link between yourself and a memetic parasite. You may no longer extract returns from the parasite and your investment returns at the rate of one point per day, regardless of the type of investment made. On the other hand, severing your link to the memetic parasite voluntarily has no chance of notifying the parasite of your presence and thus there is no risk of an infection attempt.

CRYSTAL PALACES

'Your home is your castle. But it is a much nicer home if it is also a crystal palace.'

— From the Psicrystal of Altur-Dein

There comes a time when a psion looks at the world around him and wishes to leave his mark. Some embark on a great exploration of themselves, hoping to uncover some recently undiscovered power with which to make their names. Others draw an army beneath their banner and launch themselves onto the sea of conquest, bringing the full might of their minds to bear as they conquer great swaths of territory. And still others turn their talents to the construction of great palaces of crystal, psionic foci of great power, strange dwellings within which psionic powers are greatly amplified.



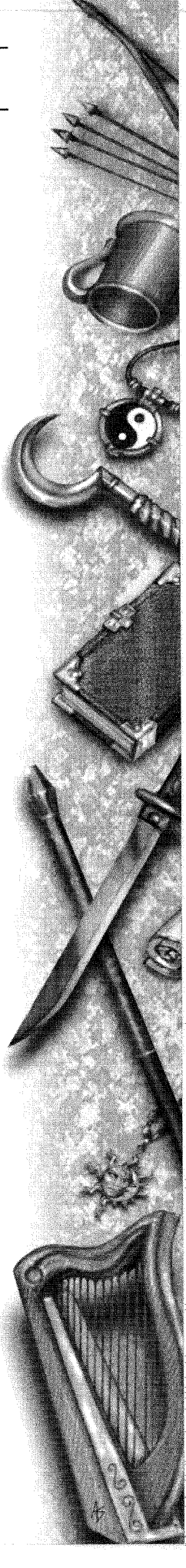
These palaces are often formed in out of the way places where the crystal content of the earth is strong and less transportation to and from the construction site is required. A psion who can find a suitable location might even be able to construct his palace alone, using his psionic power to sculpt the world to his whims. Palaces constructed in such a way are quite rare but provide their masters with potent energies due to their high crystalline content and close ties to the creator.

In this section, you will find all the information you will need for your characters to construct crystal palaces. From finding the right location to populating the new castle with staff and residents, you will find the answers to your questions in the pages that follow. Though the information provided here allows a player to construct his castle on his own, players and Games Masters should work together to fit the palace into the campaign in a reasonable and logical manner.

CRYSTAL DEPOSITS BY TERRAIN

The Games Master is responsible for determining if a crystalline cache is in a given area of his campaign world. Though the table below represents a simple manner for making such determinations, the Games Master should always consider how it affects his campaign world and how likely a deposit is to have existed without being discovered and exploited. The following questions should be answered about every crystalline deposit before it is revealed to the players:

- † How close is the deposit to a centre of civilisation? As these deposits often contain gemstones, it is unlikely an unexploited deposit would be found near any city of more than a few thousand people, unless the city is very new. Likewise, a deposit near a trade route through a mountain pass or other such high-traffic region will be found and exploited in short order.
- † Are there any dwarves, gnomes, or other mining creatures in the area? Without a doubt, a group of dwarves will find a crystalline deposit not long after they enter an area and mine it for all it is worth.
- † How many intelligent psionic creatures are in the area? If there are more than a handful of intelligent, psionic beings in area, they will have found the site in a few months, at most.



Crystalline Deposits by Terrain

Terrain Type	D20 Roll	Deposit Value	Location DC Skill Modifier
Mountain	1-3	0	+3%
	4-6	1d6 x 1,000 gp	15
	7-10	1d8 x 1,000 gp	15
	11-14	2d6 x 1,000 gp	20
	15-18	2d6 x 5,000 gp	20
	19	2d6 x 10,000 gp	25
Volcanic/Volcanic Island	20	3d6 x 10,000 gp	30
	1-5	0	+2%
	6-10	1d6 x 1,000 gp	15
	11-14	1d8 x 1,000 gp	20
Foothills	15-18	2d6 x 1,000 gp	20
	19	2d6 x 5,000 gp	25
	20	2d6 x 10,000 gp	30
	1-8	0	+1%
	9-14	1d6 x 1,000 gp	15
River Basin	15-18	1d8 x 1,000 gp	20
	19	2d6 x 1,000 gp	20
	20	2d5 x 5,000 gp	25
	1-10	0	0%
	11-14	1d6 x 1,000 gp	15
	15-18	1d8 x 1,000 gp	20
	19	2d6 x 1,000 gp	20
	20	2d6 x 5,000 gp	25

† Are there any occupied caverns or tunnels in the area which lead into larger cavern complexes filled with underground civilisations? If the answer to this question is yes, it is unlikely the deposit has not already been discovered and exploited in one way or another.

Note that the above do not determine the likelihood of a deposit existing at all but the likelihood that a deposit which is not being mined or otherwise exploited could be found in the area. Crystalline deposits can make a great adventure hook, especially if more than one group is trying to win control over them, and an entire campaign could be played out around the attempt to wrest such a deposit away from a colony of mind flayers which currently controls it.

With that in mind, roll on the table below to determine the type and size, if any, of a crystalline deposit in a given area. In all cases, the 'area' is an approximate 2-mile square, roughly the area a person could walk through in a day while looking for signs of a crystal.

PICKING A SITE

A crystal palace cannot be plopped down just anywhere. The land upon which it rests needs to have a substantial crystalline content in order to support the

vast amount of psionic energy concentrated in the palace itself and the construction methods necessary to create a crystal palace. Crystal is also used as primary construction material for the palace and using local crystal is far less expensive than having to purchase crystal and transport it to the site. Though very wealthy psions have gone this route, some going so far as to import even the base crystal content needed for the site, it is not a proposition for those on a budget with limits of any kind.

Further, the site must be no closer than 50 miles to another crystal palace. The intense psionic energies gathered in these fortresses of the mind simply collapse if they exist in too close a proximity to one another. Because crystal-rich areas tend to be rare, this can make locating a proper site for your crystal palace a bit of a challenge.

In general, mountainous areas are prime locations for crystal palaces, with volcanic regions, islands formed by volcanic activity, foothills and river basins also occasionally producing a suitable site. Other regions might, at the Games Master's discretion, provide a site with enough crystal concentrations for a crystal palace but these should be extremely rare.

To locate a site, you must first travel to an appropriate terrain type (as mentioned above) and then put your Knowledge (geology) or Knowledge (mining) to work. Either of these skills will allow you to make a single skill check (DC determined by the table above) each day, after you spend eight hours in the field, scouting for possible crystal deposits. If you succeed at your skill check, and there are appropriate deposits in the area, you locate the site and are able to engage in further exploration to determine if it is suitable for your needs.

For every point by which your skill check result exceeds the required DC, the value of the crystalline deposit in the area increases by the percentage on the table above. Thus, more skilled prospectors are not only able to find deposits, they are also to find the largest deposits available in the area.

CLEARING THE SITE

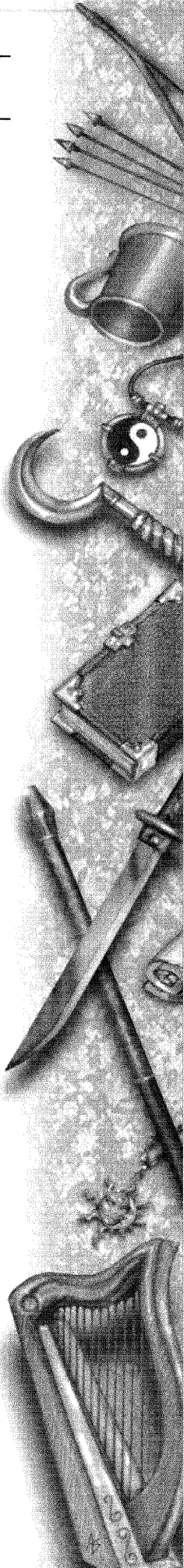
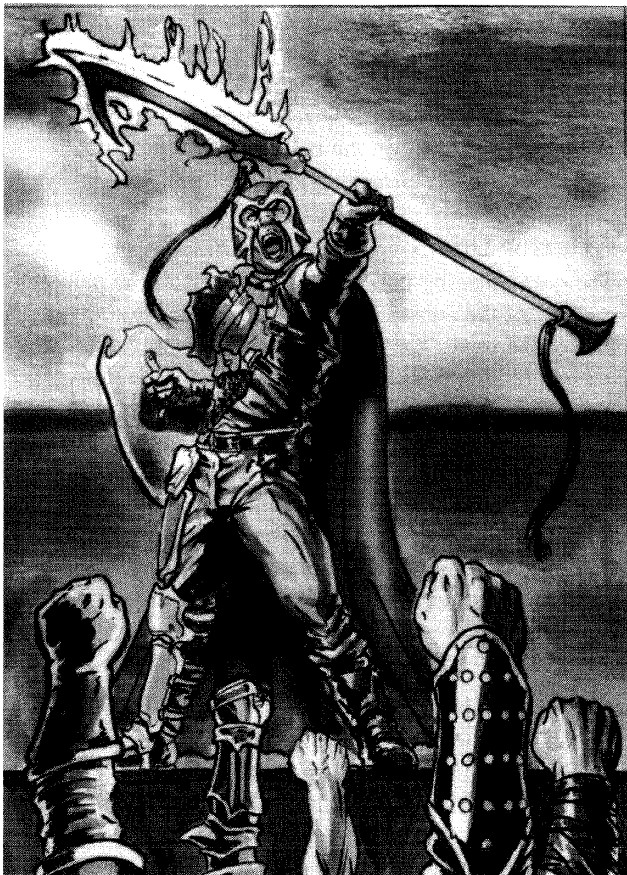
Once a site is found, it must be cleared of hostile creatures and the terrain prepared for the construction of a palace. Though the discovered site is not currently being exploited, the strength of its psionic aura is sure to have attracted a large number of monsters who are either not intelligent enough to

know what to do with the crystal or too lacking in numbers to exploit it in any meaningful manner. For every 500 gp value of the crystalline deposit, there will be at least 10 HD of monsters patrolling the area at least infrequently. At least one of those creatures will be somewhat powerful, if unintelligent. This creature has staked its claim on the area, even though it may not understand why it has done so, and has a CR equal to the total value of the deposit divided by 1,000, with a minimum CR of 5. Though the other creatures in the area may not be true allies of this leader, they are also inclined to attack anyone the creature is fighting, if only in the hope of protecting their own little piece of the pie.

In order to claim the site, it must be cleared of such monsters, which roam in a five-mile radius from the centre of the deposit area. Even after the monsters have been cleared, it is important to keep the area clear, as an additional 1 HD of creatures per 1,000 gp value of the crystalline deposit will be attracted to the area each month. These monsters must be hunted down and cleared out on a regular basis to protect the construction. If, at any time, more than 10 HD of creatures are in the area, they will band together to attack the construction site in an attempt to drive out the psion and his work force.

On the other hand, once the palace is completed, it will naturally repel the same creatures that were initially attracted to the crystalline deposit. The channelling of the area in a useful manner will gently prod any creature with an Intelligence lower than 5 to leave the area and the migration will occur over a period of a few weeks, during which the larger monsters slowly move out of the area while the smaller monsters flee before them. This aversion does not affect creatures with Intelligence scores of 6 or greater, which are free to approach the area as they wish. Likewise, any creature specifically brought into the area by the psion and his allies is immune to the effect, allowing the palace to maintain sheep, goats, cows, or similar creatures to provide for their needs.

Once the site has been cleared, it is time for the new residents to move in and set themselves up. Unlike standard construction jobs, crystal palaces tend to come together very quickly and in impossible configurations – because they are constructed from the thoughts and psionic energy of their owners, crystal palaces are able to take on exotic and seemingly fragile shapes.



THE CONSTRUCTION

A crystal palace can only support certain structures based on the value of the underlying crystalline deposit. The deposit serves as the figurative and literal foundation of the palace, channelling the psionic power of the residents into the walls, floors, ceiling and other structures within the palace. Without the crystals, the palace literally could not stand and would collapse in short order. In addition to the support it provides, the crystalline deposit also serves as a defence mode for the palace by amplifying and broadcasting the psionic powers of those who control it.

All of this combines to make crystal palaces both easier to construct and more durable than other structures but also subject to sudden instabilities and even collapse if the crystalline deposit is disturbed or destroyed. Constructing a crystal palace can be accomplished by following the directions below.

Determine Initial Layout

The initial layout of the crystal palace is determined by its exterior dimensions – the inside of the palace can be laid out in any fashion the creator desires, including standard doors, floors, ceilings and other structural features as determined at the whim of the creator. Also, unlike many other types of construction, the crystal palace must be a single structure without separate buildings, because the flow of psionic energy must be maintained throughout the structure. There can be openings in the building, and even open courtyards but all walls of the palace must be contiguous with no separations between one section of the structure and another.

Because the palace is actually constructed from solidified ectoplasm generated and maintained through the focusing of psionic energy through the crystalline deposit, it costs virtually nothing to build it. On the other hand, this means the palace is limited by the value of the crystalline deposit it contains. The cost for each of the structures or features defined below is deducted from the value of this deposit – when the value of the deposit is equal to zero, no further construction can take place. This does not reduce the actual value of the deposit however – if the palace were destroyed and the deposit dug up, it would still have the same value as before construction. Think of the value of the crystalline deposit as the potential construction it can support.

The initial layout of the palace reduces the available construction potential of the crystalline deposit by an

amount equal to $1/10^{\text{th}}$ of the palace's cubic footage. Thus, a palace measuring 100 ft. on a side and 30 ft. high (roughly 3 storeys) has a cost of 30,000 gp. The exterior walls of the palace all have a Hardness of 8 (though see below for enhancements to this) and the palace has a number of Structural Points equal to the $1/100^{\text{th}}$ of its total cubic footage.

Once the size and cost of the palace is determined, the creator is ready to begin the core construction. Unlike other forms of construction which require engineers, labourers and supplies, creating a crystal palace requires nothing more than sufficient psionic energy. Each day, the creator and any allies he might have gather and pour their psionic energy into the crystalline deposit. As this energy pours in, the creator of the palace guides its construction with his mind, using the massive crystalline deposit as a focus for his will and the energy of his assistants. This process takes eight hours each day, during which time the crystal deposit absorbs all the psionic energy of the psionic creator and those who assist him in this endeavour.

The process continues until a number of psionic energy points equal to the construction cost of the palace have been absorbed by the crystalline deposit. This can be a quite lengthy deposit if the creator is working alone but can be greatly accelerated with the addition of allies. Because a crystal palace offers a number of advantages to those who live within its bounds, it is not difficult to recruit other psions by offering a place within the palace and immigrants to the palace are not uncommon (see below).

Exterior Doors

The doors leading into and out of a crystalline palace are part of the construction and are treated exactly as part of the wall. They have a Hardness rating of 8 (unless reinforced, see below) and 10 structural points. These doors can be locked by the command of any creature within the palace that is within sight of the doors. In addition, the creator of the palace shares an intuitive link with his creation and can close any or all of the exterior doors of the palace with a simple thought. Opening or closing a door is a move-equivalent action, which does provoke an attack of opportunity.

Additional Construction

At this point, a fully-functional crystal palace is in place and will persist indefinitely, so long as its maintenance costs are maintained. Though the palace has all of the standard features (doors, windows, arrow

slits, etc), it lacks any of the special features for which crystal palaces are rightly renowned. This section contains a selection of add-ons and features which the creator may include in his palace at any time following its construction. As with the main construction of the palace, these features do not have an actual cost (unless noted in their description) but further reduce the amount of construction the crystalline core can support. The table below illustrates these costs, along with the number of psionic power points which must be invested into the core by the construction team in order to materialise the new feature. Again, the rate at which the points are invested into the core are unimportant but the addition will not appear until sufficient psionic power points have been expended in its creation.

The maintenance cost listed in the table below is the amount of psionic energy and/or gold which is required to keep the area of the palace operating for one month. If the maintenance cost for one of the areas of the palace is not paid at the end of the month, the area will not function again until the cost is paid, at which point it begins operating again as per normal. If three months pass without paying the maintenance cost, the area of the palace will simply dissipate, becoming nothing more than an empty room or, if it is an exterior addition, a cloud of ectoplasm which dissipates within 24 hours. In either case, the feature must be constructed from scratch at this point.

It is possible for the creator of a crystal palace to increase the value of the crystalline deposit beneath his palace. This requires no special work – all that is necessary is the gathering of crystals and placing them within the palace. Though many psions prefer to keep their crystals in a single location, it is also possible to simply hide the crystals throughout the palace itself, tucking them into out of the way locations and trusting to their small size and their own cleverness to keep them out of harm's way. Note that the crystals do not add their value to the value of the deposit within the palace until they total 1,000 gp.

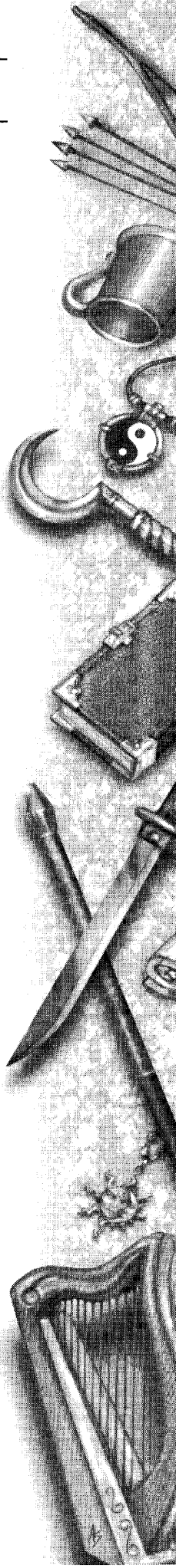
Aversion Icon: Normally mounted above doors or other areas of entrance to the palace, the aversion icon is designed to prevent enemies entering the crystal palace. The icon can be activated at a cost of 3 psionic power points by the creator of the castle (in fact, any or all of the icons can be activated by the creator at any time, though the cost must be paid for each icon) as a free action, which does not provoke an attack of opportunity. Any creature within 50 feet of the icon is treated as if he had been the target of the *aversion* psionic power with the object of the *aversion*

being the door to which the icon is attached. Determine the Save DC and other manifester dependent powers as if the creature who activates the icon had manifested the ability.

Command Circle: The command circle is designed to allow the leader of a psychic monastery to see to the defences of his fortress without needing to expose himself to danger. The circle contains a psychic model of the castle which can only be seen by those attuned to the concentration chamber of the monastery (see below). For the cost of 1 psionic power point, anyone attuned to the concentration chamber may activate the psychic model, which displays the current location of all the monastery's inhabitants as well as the location of all non-inhabitants within the walls of the monastery. Note that this does not display individuals but merely gives an indication of the presence and relative strength (based purely on numbers) of individuals near each presence.

Anyone attuned to the concentration chamber and within the command circle may, at any time, spend 1 psionic power point to initiate telepathic conversation with any other individual attuned to the concentration chamber, as long as the target is within the walls of the castle. Once initiated, this conversation may persist for up to ten minutes or until one or the other of the involved parties severs the connection. The individual in the command circle may contact more than one individual in this way, though one round is required for each contact. All of those contacted may telepathically hear not only the character in the command circle but also those with whom the character is in contact with.

Construct Control Chamber: This area is used to summon and control *astral constructs* and to maintain them for a much greater period of time than is normally possible. Whenever the *astral construct* power is used in this chamber, the created construct automatically has the maximum possible hit points and has a duration measured in minutes, rather than rounds. Note that this duration only applies if the construct remains inside the walls of the palace or within ten feet of the exterior walls. If they move beyond this range, they are immediately dissipated. As long as the summoner of the construct remains in this chamber he may, as a free action, see through the eyes of his construct. Its creator can also control the construct as long as it is within the palace or within 10 feet of the exterior walls. Up to eight psionic creatures can be in a single construct control chamber at one time.



CRYSTAL PALACES

Construction List

Construction	Cost	Height	Width	Length	Maintenance
Aversion Icon	500 gp	—	—	—	10 PP
Command Circle	10,000 gp	10 ft.	30 ft.	30ft	500 PP
Construct Control Chamber	3,000 gp	10 ft.	20 ft.	20 ft.	750 PP
Death Rain Vault	1,000 gp	10 ft.	10 ft.	10 ft.	200 PP/100 gp
Healing Chamber	10,000 gp	10 ft.	30 ft.	30 ft.	1,000 PP/1,000 gp
Mindwar Station	2,000 gp	10 ft.	10 ft.	10 ft.	200 PP
Primal Focusing Chamber	10,000 gp	10 ft.	20 ft.	20 ft.	1,000 PP/500 gp
Psilchemical Laboratory	1,000 gp	10 ft.	30 ft.	50 ft.	100 PP/1,000 gp
Psiwomb	5,000 gp	10 ft.	20 ft.	20 ft.	500 PP
Underground Corridor	150 gp	10 ft.	5 ft.	5 ft.	-

Death Rain Vault: This area is used to store arrows – and to teleport them over the heads of invading enemies. When activated, this vault teleports 50 arrows out of the vault and drops them from a height of 100 ft. above the heads of any enemy unit within 50 feet of the palace's exterior walls. This is treated as an attack made by a unit of 50 archers with an attack bonus of +5 and a damage of 1d8 (20/X3). Only a psionic creature with the *teleport* power may activate this chamber. Activating the chamber costs 9 psionic power points, just as if the *teleport* power were used. Note that the chamber can store up to 1,000 arrows at any given time.

Healing Chamber: This chamber greatly increases the amount of healing energy available to psionic creatures. Whenever the *empathic transfer* or *body adjustment* powers are used in this chamber, the following effects apply:

† The user of the *empathic transfer* power is treated as if he had five additional psionic character levels for purposes of determining the amount of damage which can be transferred, only. While this allows the psionic creature to transfer a large amount of damage, it should be noted that this chamber will not allow the psion to absorb more damage than he has current hit points.

† *Body adjustment* cures 5d6 hit points of damage.

† The manifester's level is considered to be five levels higher

than normal when determining the bonus provided by the *body adjustment* power for resisting disease or poison.

† When used to heal ability damage, *body adjustment* cures four points of temporary ability damage rather than two points.

The healing chamber can accommodate up to eight individuals at any given time, either receiving treatment or providing it.

Mindwar Stations: Constructed on the inside of the exterior walls, these small chambers serve two



functions. First, they allow a view of the ground immediately outside the palace walls as if the wall itself were made of glass. This works only in one direction, allowing the psion stationed here to see out but not allowing enemies to see in. The second function is to greatly expand the range of any psionic attack modes launched from within the mindwar station. At the cost of two additional power points per psionic attack made (either using the alternate psionic combat system or the standard system), the psion in the mindwar station is able to launch an attack at Medium rather than Close range. Any psionically-gifted creature may use a mindwar station but only one guard may be in place within a mindwar station at a time.

Primal Focusing Chamber: Defence can be a primary concern of many palaces and this chamber is designed to assist the defenders in times of need. Any creature who spends a full hour resting in this chamber will regenerate one half their total psionic power points. The chamber may only be used in this way once per day per creature but can add considerably to the defence of the palace. Up to eight individuals can rest in this chamber at a single time.

Psilchemical Laboratory: This combination of laboratory and library enables those who are working within it to more efficiently conduct research or experimentation on their projects. Any Alchemy or Psicraft skill check made within this room receives a +4 circumstance bonus.

Psiwomb: The psiwomb is a strange, rounded chamber, into which are placed the unborn children of psionic creatures. Crystal cradles accept the children, covering them in ectoplasm and maintaining life by a link with the mother. Children are deposited in the psiwomb during the fourth month of pregnancy and remain in place until they are full-term. Children left in this way are perfectly healthy and normal when removed but are always psionically capable individuals. A single psiwomb can hold up to 10 unborn children.

Underground Corridor: Many strongholds have underground areas designed for defence, stores or even prisons. The cost listed is for a single 10 ft. high square of 5 ft. on each side to be burrowed into the ground and constructed with appropriate support to avoid cave-ins. Players may join such squares together to form long corridors, intersections and subterranean rooms.

STAFF

Like any other large occupied area, professionals are needed to keep a crystal palace running smoothly. The following staff members are often found working in one capacity or another within a crystal palace.

Staff Costs

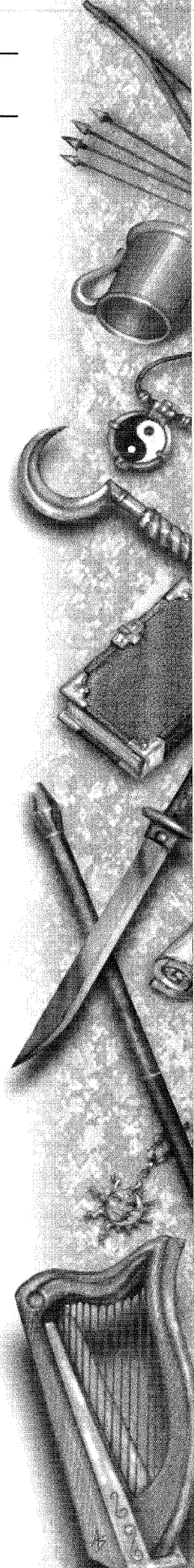
Staff Member	Cost per Month
Overseer	300 gp
Psionic Coordinator	300 gp
Watch Captain	150 gp
Rock Hound	100 gp + 10 gp per skill rank
Healing Director	300 gp
Psilchemist	1,000 gp
Midwife	250 gp

Overseer: This individual is necessary but only if the owner of the palace intends to spend more than two weeks away from his palace each month. It is the overseer's responsibility to order necessary supplies and pay the maintenance costs (gold only, not psionic power points). If the owner is gone from the palace for more than two weeks in a month, and no overseer is on staff, there is a 20% cumulative chance for each area in the palace with a maintenance cost that the cost will not be paid during the month.

Psionic Co-ordinator: The co-ordinator handles the psychic maintenance of a palace and is required to ensure the residents of the palace are contributing properly to the psionic energy needed to keep the palace operational. There must be one co-ordinator for every 25 inhabitants living in the palace. For each required co-ordinator not on staff in a given month, there is a 15% cumulative chance for each area in the palace the psionic power maintenance cost will not be paid for that area during the month.

Watch Captain: The watch captain is responsible for organising the guards of the palace and keeping them ready for patrol or to combat an approaching threat. A watch captain is required for every 50 guards employed by the palace and all units suffer a -1 penalty to all attack and damage rolls made during battle for every captain which is required but not employed during a combat. So, for example, if there are 100 guards in the palace but only one watch captain, all guard units suffer a -1 penalty to all attack and damage rolls during battle until there are the proper number of watch captains on duty.

Rock Hound: Charged with tracking down more crystalline deposits, the rock hound spends most of his time wandering the lands surrounding a crystal palace



CRYSTAL PALACES

rather than within its walls. The rock hound is always on the look out for crystals which can be excavated and brought back to the crystal palace to increase the value of the crystalline deposit upon which it was built. Each month, the rock hound is entitled to a single Knowledge (mining) or Knowledge (geology) skill check (DC 25) to find a haul of crystal to bring back to the palace. If the check succeeds, the rock hound finds 1d10 x 100 gp worth of crystal. If the check fails, however, the rock hound finds nothing and returns empty handed. Note that the rock hound is paid 100 gp per month, plus 10 gp per rank of either the Knowledge (mining) or Knowledge (geology) skill he possesses.

Healing Director: This character has the skill to improve the efficiency of the healing chamber (see above). While this character is in the healing chamber, an additional four people may be present in the room, either healing or being healed. This character must

know both the *empathic transfer* power and the *body adjustment* power and have at least 50 psionic power points available for his use each day. In addition, the healing director must have at least 10 ranks in the Healing skill.

Psilchemist: This vital member of the palace's community is a master of both the psicraft and alchemy skills. This type of professional will only work in a palace in which there is a psilchemical laboratory. Each month, the psilchemist can create up to five psionic essences (see tricks of the trade) or three doses of psionic poison or three transfer solutions.

Midwife: Any palace with a psiwomb must have a midwife to care for the unborn psychic children. The midwife is crucial for moving the children from their mothers to the crystalline wombs, in which they will grow to full term. One midwife is required for every psiwomb in the crystal palace.

Jevva threw himself sideways, shrieking as the air around his head crackled with energy from the incoming psionic attack. 'Gods damn you, Darus, leave off already, it was a dozen years ago!'

Darus tossed his hat aside, growling through clenched teeth as he advanced on his childhood enemy. 'You killed them, Jevva. It will never be over.'

Bolts of psionic energy ripped through the air, invisible but felt as they slammed into the auras of the two men. Jevva ducked his head against the onslaught, squinting up at his attacker, eyes glazed with pain but fierce with determination. 'They earned that death, Darus, they -'

'Liar!' Darus' psibonded blade was in his hand, extending with the sound of lightning and a flash of cerulean light. The wickedly curved scimitar blade snickered through the air, moaning as it passed above Jevva's head.

Jevva's mind raced as he fended off another attack from the mind of his opponent. He needed an opening, something to latch onto, a way to blast through the defences crystallised around Darus' aura like armour plate. 'Darus, listen to me, the avalanche, it wasn't me, it was them.'

The scimitar crashed down again, throwing up a platter-sized divot of grass and rich, black soil. But Jevva could see it wasn't as strong as the first blow, and Darus' eyes were clouded with doubt.

Jevva's voice changed again, came out silky and wrapped in a strange accent he couldn't place. 'It was winter in the north, Darus, they were hungry. We were just more mouths to feed.'

And then the fragmount saw it, the swirling cloud of pale grey smoke twining through his enemy's aura, a weakness to exploit. His attack was fuelled by years of fear and desperation. It blasted through the defences, impaling Darus' mind on its force. The psychic hunter collapsed to his knees, his weapon suddenly gone, transformed back into a thin capsule of crystal and mithral as his psychic energy leaked from his ruptured aura. 'No, it can't be possible, they would never. . .'

Darus fell forward onto his face, his eyes bulging in their sockets and his ears bleeding from the trauma of the psychic attack. Jevva knelt and scooped up the bracelet the psibonded weapon depended on and tucked it into his own pocket. 'You're right, Darus but you never should have doubted.'

DESIGNER'S NOTES

I have always been a fan of psionics in fantasy campaigns. I like the alien feel of them, the sense of otherness that lends them an aura apart from the sorcerous or divine. More importantly, I've always liked the flexibility of psionic powers and their ability to go slightly outside the norm for their effects. When psionics were brought back for third edition, I was more than pleased.

Still, there were aspects I wanted to patch up, especially in regards to the overall weakness of the system when compared to magic. This brought on some of my own methods for improving the overall power of the psionic character, while still maintaining that aura of otherness and their differences from magic. Because of that, you will find things such as the memetic parasite, a different way to enhance power than simply saying, 'psions get more power points now.'

The revision of the psionic combat system was another step to improve the utility of the psionic character, this time by changing one of their liabilities into an asset. After all, how much fun is it to have psionic attack modes if they only work on a small subset of creatures and really provide you with more of a liability than a new offensive trick. With the new system, you can mix and match psionic and normal combat, giving psions a new weapon in their arsenal that compares favourably to other ranged attacks and doesn't burn up psionic power points like they're going out of style.

When I set out to write this book, I wanted to show how I felt psionics were different, creating systems and explanations to feed the mood of the psion. They're talented and discipline, sure but they're also a little bit off and see the world in a way others do not understand. There is a bit of the darkness in them, as well, especially in their absorption of echoes and fragments. Though the purpose of these two systems was to supplement the psionic power reserves and flexibility of the psion in many different circumstances, it also shows how the mind affects the world at large and how even non-psionic creatures leave a bit of their thoughts and minds floating about the world.

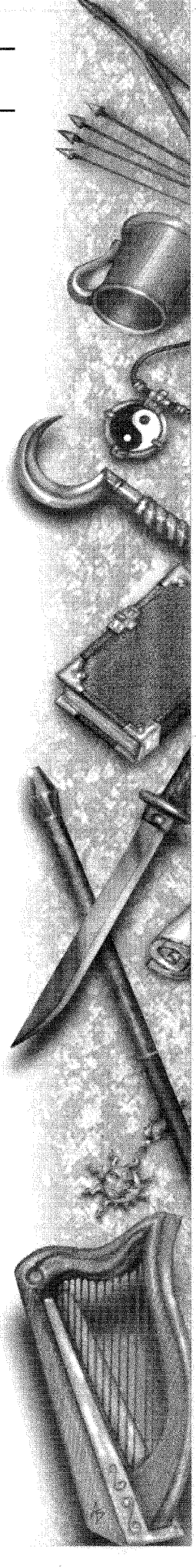
More than anything, though, I wanted to bring in some fun new things for the psionic creatures to play with. Psibonded weapons give them a new type of offence all their own, for example, allowing them to make and keep a weapon throughout their career without the need to constantly upgrade their gear. The mutability is in keeping with the theme of psionic flexibility, as well, expanding on that dimension of the psionic creature.

And when it came time to work out the logistics of the type of place a psionic character would build and live in, it only seemed natural to make the crystal palace an extension of the owner's psionic potential. It also provides a solid adventure hook – because psionic creatures need crystals to build palaces of their own, the easiest way to gain a crystalline deposit is to lay waste to the current owners. No matter which side of that battle the players are on, they're sure to have plenty to keep them busy.

Of course, the ultimate goal is just to provide some fun new toys for players and Games Masters alike to muck around with and add to their campaign. While not everything in every book is going to appeal to every group, I think you will find plenty of crunchy bits, as well as some disguised creamy smoothness, to add to the psionic characters in your campaigns.

As always, I'd like to extend my thanks to my wife, Kim, and to all the gamers who make books like this one possible. Thanks, too, to Mongoose, for their continuing support. Keep up the good work out there and enjoy your games.

Sam Witt



INDEX

A

- Achieving an Altered State 59
- Additional Construction 108
- Advice of Death 54
- Allowing the Fragment to Ride 77
- Alternate Ego Whip 54
- Alternate Empty Mind 55
- Alternate Id Insinuation 54
- Alternate Intellect Fortress 55
- Alternate Mental Barrier 55
- Alternate Mind Blast 54
- Alternate Mind Thrust 55
- Alternate Psychic Crush 55
- Alternate Thought Shield 55
- Alternate Tower of Iron Will 56
- Alternative Psionic Combat 40
- Area Defence (Psionic) 45
- Assuming a Parasite 104
- Assumption of Death 56
- Attack Burst (Psionic) 45
- Attacks of Enthralment 98
- Attuning the Mask 53
- Augment Disease 24
- Aura Deflection (Psionic) 46
- Aura Management (Psionic) 46
- Aura Siphon 23
- Availability 60
- Aversion Icon 109

B

- Being Drained 96
- Benefit 61
- Bilious Purge 25
- Body Conversion 26
- Broken Echoes 73
- Burning Fury 19

C

- Capturing a Fragment 76
- Care and Feeding of the Invested Parasite 100
- Characters and the Memetic Parasite 96
- Charged 72
- Chinks in the Armour 103
- Clearing the Infection 98
- Clearing the Site 107
- Coalesce Energy 32
- Command Circle 109
- Conscious Surrender 63
- Construct Control Chamber 109
- Construction List 110
- Crafting the Mask 52
- Creating the Psibonded Weapon 49
- Creating the Psionic Accord 78
- Critical Hits 53
- Crowded 72
- Crystal Deposits by Terrain 105
- Crystalline Deposits by Terrain 106

D

- Death Rain Vault 110
- Defence Modes and Damage for the non-Psionic 41
- Demiurgonic Mentation 67
- Detect Psionics At Will 30
- Disable Remote View Trap 34
- Distilled Psionic Essences 36
- Draining Effects by Parasite Type 97

E

- Echo Awareness (Psionic) 46
- Echo Binding 19
- Echo Conversion 28
- Echo Locations 71
- Echo Mask 56
- Ectoplasmic Blood 26
- Ectoplasmic Bones 26

Ectoplasmic Constructor 17
 Ectoplasmic Corpus 82
 Ectoplasmic Corpus Costs 83
 Ectoplasmic Deconstruction 19
 Ectoplasmic Reclamation 19
 Effects of the Demiurgonic Mentation 67
 Effects of the Exteroceptive Trance 66
 Effects of the Memetic Parasite 95
 Effects of the Oneness 65
 Effects of the Overmind Communion 67
 Effects of the Universal Consciousness 68
 Effects of the Waking Dream 64
 Enduring Domination 35
 Engulfing Aura 28
 Enhanced Construction 20
 Expanded Aura Capacity (Psionic) 46
 Explosive 73
 Exterior Doors 108
 Exteroceptive Trance 66
 Extracting an Investment 101

F

Fast and Painful 101
 Fighting Defensively in Psionic Combat 42
 Finding the Fragment 76
 Finding the Parasite 99
 Fits of Obsession 98
 Force Ratings for Echoes 75
 Forming the Fragment 75
 Fragment Binder 56
 Fragment Sacrifice 28
 Fragment Vault (Psionic) 46
 Fragmount 4
 Freakish Charisma 35

G

Gaining the Attention of a Parasite 96
 Ghost Rider 57
 Grave Echoes 57
 Greased Aura (Psionic) 46

H

Hand of Thought 20
 Harbour Disease 24
 Hardening 20
 Harvesting the Echoes 73
 Healing Chamber 110
 Healing Director 112
 Healthy Mind 6
 High-Powered Force Ratings and Multiple Harvests 75
 Hold Echo 84
 Hypnotic Voice 35

I

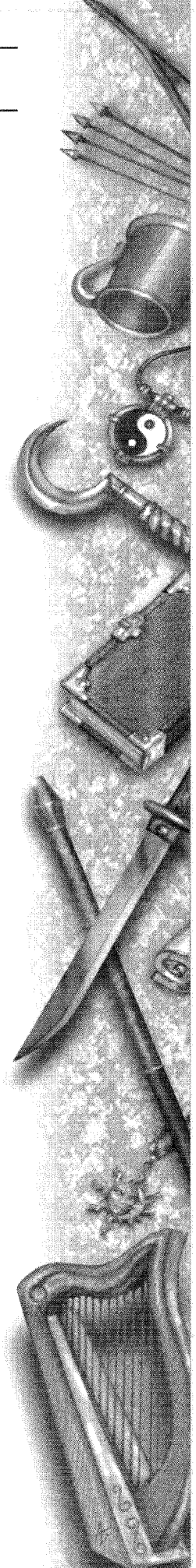
Imbalanced 7
 Improved Psionic Critical (Psionic) 46
 Infecting a Target 24
 Infector 22
 Ingestion and Onset Time 61
 Introvert 8
 Investing the Parasite 99
 Invisible Friends 9

L

Leech Aura 24
 Left for Dead 10
 Lenses 53
 Limits of Extraction 103
 Living Power 24
 Loose 73

M

Making a Psionic Attack 40
 Mask 84
 Master and Servant 85
 Meditation 61
 Membership 78
 Mental Cleave (Psionic) 46
 Midwife 112





INDEX

Mind Tumble 21
Mindshatter (Psionic) 46
Mindwar Stations 110
Miscellaneous 72
Mithral Psibonded Weapons and Form Activation 51
Monk Multiclass Compatibility 21

N

Natural Resistance 30
Necropath 27
Necropathic Affinity 28
Nurturing the Psionic Accord 80

O

Obsessive 12
Overmind Communion 67
Overseer 111
Overwhelmed 72

P

Pain Induction 63
Parasitic Conflict 103
Penetrating Hand 21
Personality Shard 13
Picking a Site 106
Power Siphon 83
Powers Eligible for Collapse 43
Price 61
Primal Focusing Chamber 111
Primal Metaphysical Weapon 57
Psibonded Weapons 48
Psibonded Weapons and the Psionic Reserve 52
Psilchemical Laboratory 111
Psilchemist 112
Psilchemy 36
Psionic Accord Base Structure 81
Psionic Attack vs. Psionic Defence 41
Psionic Bug 34

Psionic Co-ordinator 111
Psionic Critical Hits 42
Psionic Engagement 42
Psionic Focus (Psionic) 47
Psionic Imprint 82
Psionic Poisons 37
Psionic Power 79
Psionic Power Collapse 43
Psionic Sneak Attack 34
Psiwomb 111
Pspy 33
Psychic Blast (Psionic) 47
Psychic Masks 52
Psychic Merge 26
Psychic Mummy 30
Psychic Reflexes (Psionic) 47
Psychic Soul 26
Psychic Whirlwind 32
Psychoactive Handle (Psionic) 47
Puppet Master 34

Q

Quick Extraction Results 101

R

Reduce Cost, Reddopsi 30
Reduced Cost, Catapsi 30
Remnant Guardians 58
Remnant Rush 58
Remnant Storm 58
Remote View Trap 34
Removing or Upgrading an Implanted Crystal 51
Reserved Power 28
Resilient Flesh 32
Roar of the Mind 32
Rock Hound 111

S

Sensory Deprivation 62

Severing the Link 104
 Share Pain (Metapsionic) 47
 Shudder Mind 24
 Slow Extraction Results 102
 Specialised Mind 14
 Splintering the Aura 70
 Staff Costs 111
 Substances 59
 Subverting a Memetic Parasite 98
 Sudden Rider (Psionic) 47
 Surprised and Flat-Footed 42
 Symbiote Demands By Size 88
 Symbiote Size 86

T

The Abilities of the Accord 80
 The Anatomy of State Altering Substances 60
 The Construction 108
 The Core of the Accord 79
 The Creation of the Echo 69
 The Death of a Symbiote 87
 The Definition of the Altered State 59
 The Evolved Accord 80
 The Flux 39
 The Force Rating of Fragments 76
 The Fragment 75
 The Genesis of a Symbiote 85
 The Long Shot 103
 The Memetic Parasite 94
 The Mind of the Symbiote 87
 The Mindlink 81
 The Oneness 65
 The Power of the Symbiote 90
 The Psionic Accord: A Definition 78
 The Psisym Template 93
 The Risk of Infection 97
 The Waking Dream 64
 Thrall 35
 Touched 15
 Transfer Solutions 39
 Traumatized 15

True Domination 35
 Type I Benefits 91
 Type II Benefits 92
 Type III Benefits 92
 Types and Magnitudes of Parasitic Investment 100
 Types of Psibonded Weapon 48

U

Unarmed Attack Bonus 22
 Underground Corridor 111
 Unified Command 20
 Universal Consciousness 68
 Using Echoes 74

W

Watch Captain 111



RULES SUMMARY

Psionic Attack vs. Psionic Defence

	Empty Mind (Dex)	Intellect Fortress (Str)	Mental Barrier (Cha)	Thought Shield (Int)	Tower of Iron Will (Wis)
Ego Whip (Dex)	+0	+2	+4	-2	-4
Id Insinuation (Str)	+2	+0	-2	-4	+4
Mind Blast (Cha)	-4	+2	+0	+4	-2
Mind Thrust (Int)	+2	+4	-4	0	-2
Psychic Crush (Wis)	+4	-4	+2	-2	0

Psibonded Weapon Crystal Costs

Base Metal Type Cost

Copper	100 gp
Silver	200 gp
Mithral	500 gp

Secondary Metal Type Cost

Copper	50 gp
Silver	150 gp

Enhancement Bonus Cost

+1	2,000 gp
+2	6,000 gp
+4	14,000 gp
+4	24,000 gp
+5	38,000 gp
+6	54,000 gp
+7	74,000 gp
+8	96,000 gp
+9	122,000 gp
+10	150,000 gp

Additional Forms

Forms	Cost
Each form (non-exotic)	+300 (Each form must be named at the time the crystal is implanted – a new crystal can designate new forms.)
Each form (exotic)	+500 (each form must be named at the time the crystal is implanted – a new crystal can designate new forms.)

Psibonded Weapon Base Metal Type DCs

Base Metal Type	Craft Check DC	Weapon Cost/Pound
Copper	15	100
Silver	20	300
Mithral	25	500

Psibonded Weapon Secondary Metal Type DCs

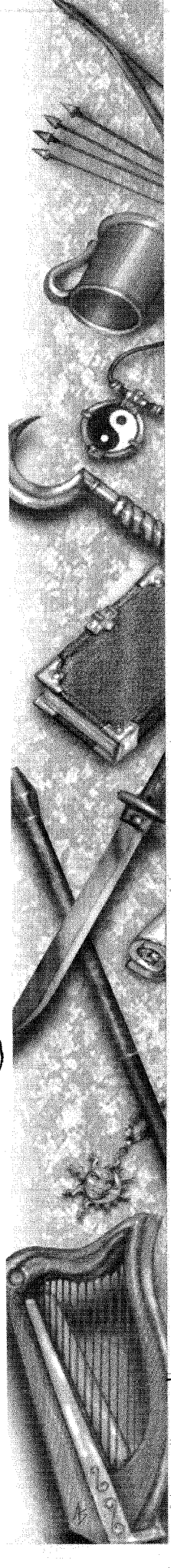
Base Metal Type	Craft Check DC	Weapon Cost/Pound
Copper	+5	+50
Silver	+10	150
Mithral	As noted above, mithral is always the base material of any weapon in which it is included	

Echoes Found by Location

Location Type	D20 Roll	Whole Echoes	Broken Echoes	Loose Echoes
Misc	1-10	—	1	1d2
	11-14	—	1d2	1d3
	15-17	1	1d3	1d4
	18-19	1d2	1d4	1d4+1
	20	1d3	1d4+1	1d4+2
Charged	1-10	1	1d2	1d2
	11-14	1	1d3	1d2+1
	15-17	1d2	1d4	1d3+1
	18-19	1d3	1d4	1d4+1
	20	1d4	1d4+1	1d4+2
Crowded	1-10	1	1d2	1d3
	11-14	1d2	1d3	1d3+1
	15-17	1d3	1d4	1d3+2
	18-19	1d4	1d4+1	1d4+2
	20	1d4+1	1d4+2	1d4+3
Overwhelmed	1-10	1d2	1d3	1d4
	11-14	1d4	1d3+2	1d4+2
	15-17	1d6	1d6+1	1d6+2
	18-19	1d8	1d8+1	1d8+2
	20	1d10	1d10+1	1d10+2
Explosive	1-10	1d4+1	1d6	1d6+1
	11-14	1d8	1d6+3	1d6+4
	15-17	1d10+1	2d6	2d6+1
	18-19	1d12+2	2d6+3	2d6+4
	20	2d6+5	2d6+6	2d8+6

Psionic Accord Base Structure

Total PP of All Accord Members	Psionic Accord Power Level	Total PP of all Accord Members	Psionic Accord Power Level
300	1	3300	11
500	2	3700	12
700	3	5200	13
900	4	5700	14
1200	5	6200	15
1500	6	6700	16
1800	7	7300	17
2100	8	7900	18
2500	9	8500	19
2900	10	9000	20



RULES SUMMARY

Symbiote Size

Symbiote Size	Shell Hardness	Hit Points	Cover	Area
Tiny	8	5	None	1 inch diameter – a tiny node on the back or neck of the host.
Small	10	10	¼ (+2 AC, +1 Ref Saves)	Covers the upper back and neck of a Medium-size creature
Medium	15	20	½ (+4 AC, +2 Ref Saves)	Covers the back, neck and skull of a Medium-size creature
Large	20	30	¾ (+7 AC, +3 Ref Saves)	Covers the torso (front and back), skull, neck and upper extremities.
Huge	30	50	9/10 (+10 AC, +4 Ref Saves*)	Covers the host's entire body, leaving only a few patches of flesh bare.

* Half damage if save is failed, no damage if successful.

Note that any attack which would have hit the character were it not for cover, or would have injured the character without the Reflex save bonus, strikes the symbiote instead and causes damage as normal. The symbiote's natural hardness works wonders against most forms of attacks but does not provide any protection from psionic powers or spells which cause energy damage (such as *fireball* and *concussion*).

Draining Effects by Parasite Type

Type	Psionic Power Points	Spell Levels	Save DC	Successful Save Results
Distraction	1	One 0 level	10	No spell or PP loss
Fascination	2	One 1 st level	15	1 PP lost, one 0 th -level spell lost
Enthralment	2d4	One 2 nd -level	20	1d6 PP lost, One 1 st -level spell lost
Obsession	2d6	One 3 rd -level	25	1d8 PP lost, One 2 nd -level spell lost

Types and Magnitudes of Parasitic Investment

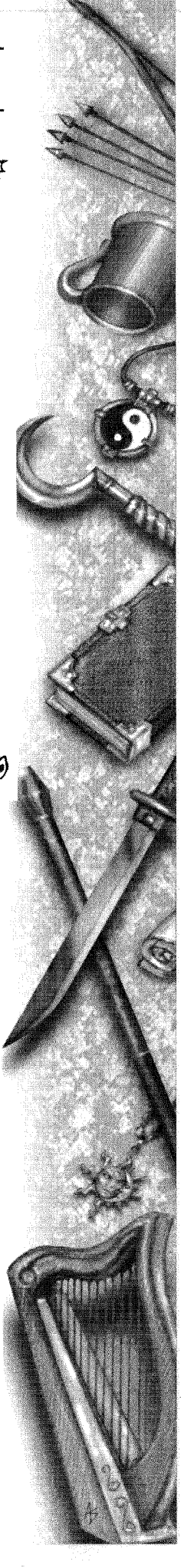
Type	Magnitude	Investment DC	Detection DC
Ability Modifier	+1 to total current ability modifier (no investment possible with negative base ability modifiers)	15 + total bonus invested	15 + total bonus invested
Skill	+1 to your current ranks in the skill	5 + total bonus invested	10 + total bonus invested
Psionic Power	1 to 10 Psionic Power Points	5 + total PP investment	5 + total number of Psionic Power Points Invested

Quick Extraction Results

Type	Initial Investment	Return	Survival DC
Ability	1	Degrading +6 enhancement bonus	15 + value of original investment
	2	Degrading +5 enhancement bonus	
	3	Degrading +5 enhancement bonus	
	4	Degrading +5 enhancement bonus	
	5+	Degrading enhancement bonus equal to your initial investment +1	
Skill	1 - 3	Fixed length psionic bonus equal to double your original investment	10 + value of original investment
	4 - 6	Fixed-length psionic bonus equal to your initial bonus +3	
	7 - 9	Fixed-length psionic bonus equal to your initial bonus +3	
	10 - 12	Fixed-length psionic bonus equal to your initial bonus +3	
	13 - 15	Fixed-length psionic bonus equal to your initial bonus +2	
	16 - 18	Fixed length psionic bonus equal to your initial bonus +2	
	19 - 21	Fixed length psionic bonus equal to your initial bonus +2	
	22+	Fixed length psionic bonus equal to your initial bonus +1	
Power	1 - 2	Initial investment +5.	5 + value of original investment
	3 - 4	Initial investment +4	
	5 - 6	Initial investment +3.	
	7 - 8	Initial investment +2.	
	9 - 10	Initial investment +1.	

Slow Extraction Results

Type	Initial Investment	Return	Survival DC
Ability	1	Degrading +10 enhancement bonus	15 + value of original investment
	2	Degrading +9 enhancement bonus	
	3	Degrading +8 enhancement bonus	
	4	Degrading +7 enhancement bonus	
	5+	Degrading enhancement bonus equal to the initial investment +2	
Skill	1 - 3	Fixed length psionic bonus equal to triple the original investment	10 + value of original investment
	4 - 6	Fixed-length psionic bonus equal to double the initial bonus	
	7 - 9	Fixed-length psionic bonus equal to the initial bonus +6	
	10 - 12	Fixed-length psionic bonus equal to the initial bonus +5	
	13 - 15	Fixed-length psionic bonus equal to the initial bonus +4	
	16 - 18	Fixed length psionic bonus equal to the initial bonus +3	
	19 - 21	Fixed length psionic bonus equal to the initial bonus +2	
	22+	Fixed length psionic bonus equal to the initial bonus +1	
Power	1 - 2	Initial investment +10	5 + value of original investment
	3 - 4	Initial investment +8	
	5 - 6	Initial investment +6.	
	7 - 8	Initial investment +4.	
	9 - 10	Initial investment +2.	



Alternate Psionic Attack Bonuses

Level	Psion	Psychic Warrior, Psionic Prestige Classes	Non-psionic characters
1	+1	+0	+0
2	+2	+1	+1
3	+3	+2	+1
4	+4	+3	+2
5	+5	+3	+2
6	+6	+4	+3
7	+7	+5	+3
8	+8	+6	+4
9	+9	+6	+4
10	+10	+7	+5
11	+11	+8	+5
12	+12	+9	+6
13	+13	+9	+6
14	+14	+10	+7
15	+15	+11	+7
16	+16	+12	+8
17	+17	+12	+8
18	+18	+13	+9
19	+19	+14	+9
20	+20	+15	+10

Ectoplasmic Corpus Costs

Body Type	PP Cost	Duration	PP Cost
Partial	5	Per Hour	2
Substantial	10		
Whole	15	Exertion	5/use
Flawless	20		
		Manifesting Powers	+1 PP/+2 PP
Healing	1 HP/PP		

Staff Costs

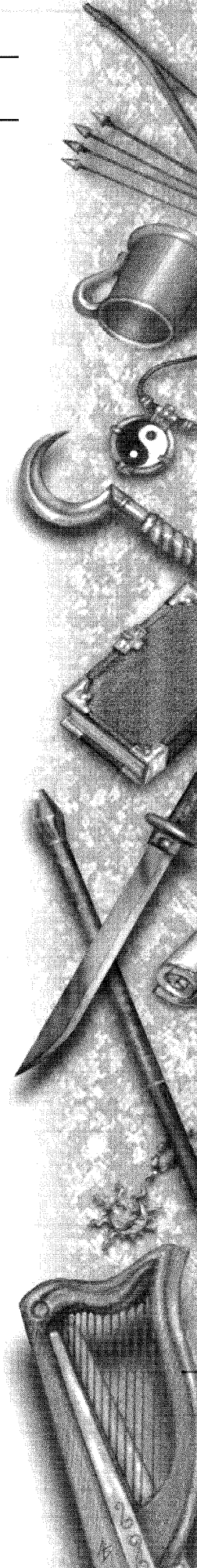
Staff Member	Cost per Month
Overseer	300 gp
Psionic Coordinator	300 gp
Watch Captain	150 gp
Rock Hound	100 gp + 10 gp per skill rank
Healing Director	300 gp
Psilchemist	1,000 gp
Midwife	250 gp

Crystalline Deposits by Terrain

Terrain Type	D20 Roll	Deposit Value	Location DC Skill Modifier
Mountain	1-3	0	+3%
	4-6	1d6 x 1,000 gp	15
	7-10	1d8 x 1,000 gp	15
	11-14	2d6 x 1,000 gp	20
	15-18	2d6 x 5,000 gp	20
	19	2d6 x 10,000 gp	25
Volcanic/Volcanic Island	20	3d6 x 10,000 gp	30
	1-5	0	+2%
	6-10	1d6 x 1,000 gp	15
	11-14	1d8 x 1,000 gp	20
Foothills	15-18	2d6 x 1,000 gp	20
	19	2d6 x 5,000 gp	25
	20	2d6 x 10,000 gp	30
	1-8	0	+1%
	9-14	1d6 x 1,000 gp	15
River Basin	15-18	1d8 x 1,000 gp	20
	19	2d6 x 1,000 gp	20
	20	2d5 x 5,000 gp	25
	1-10	0	0%
	11-14	1d6 x 1,000 gp	15
	15-18	1d8 x 1,000 gp	20

Construction List

Construction	Cost	Height	Width	Length	Maintenance
Aversion Icon	500 gp	—	—	—	10 PP
Command Circle	10,000 gp	10 ft.	30 ft.	30ft	500 PP
Construct Control Chamber	3,000 gp	10 ft.	20 ft.	20 ft.	750 PP
Death Rain Vault	1,000 gp	10 ft.	10 ft.	10 ft.	200 PP/100 gp
Healing Chamber	10,000 gp	10 ft.	30 ft.	30 ft.	1,000 PP/1,000 gp
Mindwar Station	2,000 gp	10 ft.	10 ft.	10 ft.	200 PP
Primal Focusing Chamber	10,000 gp	10 ft.	20 ft.	20 ft.	1,000 PP/500 gp
Psilchemical Laboratory	1,000 gp	10 ft.	30 ft.	50 ft.	100 PP/1,000 gp
Psiwomb	5,000 gp	10 ft.	20 ft.	20 ft.	500 PP
Underground Corridor	150 gp	10 ft.	5 ft.	5 ft.	-



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The Quintessential Psion



CHARACTER _____ PLAYER _____
 CLASS _____ LEVEL _____
 CHARACTER CONCEPT _____
 SUBRACE _____ ALIGNMENT _____
 PATRON DEITY / RELIGION _____
 PLACE OF ORIGIN _____ FIGHTING STYLE _____

ABILITY SCORES

	SCORE		MODIFIER		TEMP SCORE		TEMP MODIFIER	
STRENGTH								
DEXTERITY								
CONSTITUTION								
INTELLIGENCE								
WISDOM								
CHARISMA								

HIT POINTS

HP	
SUB DMG	
HIT DIE	
POWER POINTS	
DAMAGE REDUCTION	

ARMOUR

○ = 10 +
 CLASS
 ARMOUR WORN

ARMOUR

ARMOUR	SHIELD	DEX	WIS	SIZE	NATURAL	MISC

SAVING THROWS

	TOTAL	BASE	ABILITY	MAGIC	MISC	TEMP	MODIFIERS
FORTITUDE (CON)							
REFLEX (DEX)							
WILL (WIS)							

COMBAT BONUSES

	TOTAL	BASE	ABILITY	SIZE	MISC	TEMP	MODIFIERS
INITIATIVE (DEX)							
MELEE (STR)							
RANGED (DEX)							

AC WHEN FLAT FOOTED	AC VERSUS TOUCH ATTACKS	MISS CHANCE	MAX DEX BONUS	ARMOUR CHECK PENALTY	ARCANE SPELL FAILURE	SPELL RESISTANCE

WEAPON AND ARMOUR PROFICIENCIES		

WEAPONS

WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
NOTES								
NOTES								
NOTES								
NOTES								

MAX RANKS = LVL +3 (2)

	CROSS CLASS	KEY ABILITY	MODIFIERS	
			TOTAL ABILITY RANKS	MISC
ALCHEMY	Y / N	INT		
ANIMAL EMPATHY	Y / N	CHA		
APPRAISE ✓	Y / N	INT		
BALANCE ✓	Y / N	DEX *		
BLUFF ✓	Y / N	CHA		
CLIMB ✓	Y / N	STR *		
CONCENTRATION ✓	Y / N	CON		
CRAFT ✓ ()	Y / N	INT		
CRAFT ✓ ()	Y / N	INT		
CRAFT ✓ ()	Y / N	INT		
DECIPHER SCRIPT	Y / N	INT		
DIPLOMACY ✓	Y / N	CHA		
DISABLE DEVICE	Y / N	INT		
DISGUISE ✓	Y / N	CHA		
ESCAPE ARTIST ✓	Y / N	DEX *		
FORGERY ✓	Y / N	INT		
GATHER INFORMATION ✓	Y / N	CHA		
HANDLE ANIMAL	Y / N	CHA		
HEAL ✓	Y / N	WIS		
HIDE ✓	Y / N	DEX *		
INNUENDO	Y / N	WIS		
INTIMIDATE ✓	Y / N	CHA		
INTUIT DIRECTION	Y / N	WIS		
JUMP ✓	Y / N	STR *		
KNOWLEDGE ()	Y / N	INT		
KNOWLEDGE ()	Y / N	INT		
KNOWLEDGE ()	Y / N	INT		
KNOWLEDGE ()	Y / N	INT		
KNOWLEDGE ()	Y / N	INT		
LISTEN ✓	Y / N	WIS		
MOVE SILENTLY	Y / N	DEX *		
OPEN LOCK	Y / N	DEX		
PERFORM ()	Y / N	CHA		
PICK POCKET	Y / N	DEX *		
PROFESSION ()	Y / N	WIS		
READ LIPS	Y / N	INT		
RIDE ✓	Y / N	DEX		
SCRY ✓	Y / N	INT		
SEARCH ✓	Y / N	INT		
SENSE MOTIVE ✓	Y / N	WIS		
SPELLCRAFT	Y / N	INT		
SPOT ✓	Y / N	WIS		
SWIM ✓	Y / N	STR ★		
TUMBLE	Y / N	DEX *		
USE MAGIC DEVIC	Y / N	CHA		
USE ROPE ✓	Y / N	DEX		
WILDERNESS LORE ✓	Y / N	WIS		
	Y / N			

✓ CAN BE USED WITH 0 RANKS. * ARMOUR CHECK PENALTY APPLIES. ★ -1 PER 5 LBS OF EQUIPMENT

EQUIPMENT

ITEM	LOCATION	WT	ITEM	LOCATION	WT
CURRENT LOAD			TOTAL WEIGHT CARRIED		

FEATS

NAME	EFFECT

CLASS/RACIAL ABILITIES

ABILITY	EFFECT

MOVEMENT / LIFTING

Movement	Rate	Movement	Rate
Walk (= Base)		Hour Walk	
Hustle		Hour Hustle	
Run (x 3)		Day Walk	
Run (x4)		Special	

Load	Weight Carried	Max Dex	Chk Pen	Run
Light		-	-	-
Medium		+3	-3	x4
Heavy		+1	-6	x3

MONEY & GEMS

CP -
SP -
GP -
PP -
GEMS -



LIFT OVER HEAD
= MAX LOAD

LIFT OFF GROUND
= 2 X MAX LOAD

PUSH OR DRAG
= 5 X MAX LOAD

LANGUAGES

EXPERIENCE

TOTAL EXPERIENCE
XPS NEEDED FOR NEXT LEVEL

HEAL RATE PER DAY

--

Psionic Attack Modes	Known	Psionic Defence Modes	
Ego Whip (Dex) Id Insinuation (Str) Mind Blast (Cha) Mind Thrust (Int) Psychic Crush (Wis)		Empty Mind Intellect Fortress Mental Barrier Thought Shield Tower of Iron Will	

FRAGMENTS AND ECHOES

PSIONIC POWERS

Power	DC	Effect	Power	DC	Effect

MAGIC ITEMS

--

HENCHMEN AND MERCENARIES

NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														
NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														

PHYSICAL APPEARANCE	AGE	SEX
	HEIGHT	SIZE
	WEIGHT	HAIR
	EYES	HANDEDNESS

QUOTE / FAVOURITE SAYING

PERSONALITY AND CHARACTER

ENEMIES, ALLIES, PAST ACQUAINTANCES

BACKGROUND & FURTHER NOTES

TRAINED ANIMALS														
TYPE	HD	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA	TRAINING SLOTS	TRICKS AND ATTITUDES



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THE QVINTESSENTIAL PSION

The world of the psion is a strange and wondrous place. Where others see magic or spirits, the psion is aware of the flows of thoughts and ideas. Able to exert tremendous control over himself and others, the psion is a master of mental energy and a creature who studies a much different type of science than the members of other professions. By drawing upon his internal energies, the psion frees himself from a dependence on the mystical flows of magic or the vagaries of fickle gods on high. But this power has its limits as well and experienced psions learn to control the ways in which they expend their energy to better deal with the challenges they face.

Unlike the arcane or divine spellcaster, the psion depends only on himself and the psionic energy produced within his mind. This gives him a great deal of flexibility, allowing him to call upon any power he knows and can fuel. Unlike even the flexible sorcerer, the psion is not limited to a specific number or type of powers he can use each day - it is all in how he manages the resources of his mind and the choices he makes at the spur of the moment. Within the pages of this book, you will find new ways to expand and enhance the power of psionics, providing the psion with new options and augmentations for his existing abilities.

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Character Concepts	Altered States
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Tricks of the Trade	Psionic Accord
Psion Feats	Symbiotes of the Mind
Tools of the Trade	Memetic Parasites
Psion Powers	Crystal Palaces

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