

The Psionicist

Not all mystical power arises from the gods or from the arcane energies that permeate the lands. Some men and women have the ability to call upon special inner reserves of strength and ability, reserves that manifest as a power commonly known as *psionics*.

With a colorful assortment of psychic abilities at his disposal, the psychic leads the way in matters of the occult, but this power comes with an exacting toll. Mainstream magicians, both arcane and divine, distance themselves from the psionicist, as they fear and mistrust a type of power they neither have nor can understand. Many psionicists revel in this image, using it to reinforce their own mystique, while others seek to break down these barriers and gain acceptance amongst mainstream society. It is difficult, however; few are likely to trust someone who can read your feelings or thoughts, or even control the same.

Because of the fear and mistrust associated with their abilities, and because of the more focused nature of their power, psychic adventurers must learn certain combat skills to survive in the wilds and dungeons of the world. Thus, they gain better weapons than other magic-using classes, and higher hit dice and a better BtH progression than do wizards.

Abilities

Meditation (Wis): Psychics can, with a successful Wisdom check, enter a trancelike state that cleanses the mind and rests the body. Entering this trance requires 1d12 minutes, and the trance can be maintained by a number of hours equal to the character's level plus her wisdom bonus. One hour of uninterrupted meditation is as good as two hours of sleep. Also, while meditating, the character does not feel the effects of hunger, thirst, or discomfort, though he still suffers any damage resulting from these conditions. While meditating, the character's natural rate of healing doubles.

Mental Resistance: At level five, psychics gain an extraordinary mental and emotional resilience. All saving throws based on Intelligence, Wisdom, and Charisma gain a +2 bonus. At level eight, this bonus increases to +3, and at level twelve, to +4. Beyond level twelve it increases by +1 per four levels of experience.



Psionic Powers: At levels one, three, five, and seven, the character may choose one new psychic power from the “basic” list. Beginning at level nine, the character may choose new powers from either the “basic,” or “advanced” powers lists. Advanced powers have prerequisites that must be met before they can be chosen. After Level 12, psionicists may continue to select new powers at every odd level.

Psychic Senses (Wis): Psychic senses are also known as “sixth sense” and “ESP.” They represent the psychic's ability to perceive the world around him in ways different than others. He can sense a few seconds into the future, thereby detecting potential dangers before they happen, can feel the presence of other psychically or magically active people, can sense taint in a place where atrocities have been committed, etc. In practice, this ability functions much like a magic user's various “Detect” spells, though not as specific. Rather than knowing an item is magic, or that a person has malicious intent, for example, the CK might inform the psychic that she has an odd feeling about this place, person, or thing. Psychic Senses can also lead a character to discover clues or important items; with a successful Wisdom Check, this ability

functions exactly like an Elf's ability to spot secret or hidden doors, but grants a +2 bonus on any active search or perception-related task attempted by the psychic. Lastly, a psychic character always gets to make a Wisdom check to avoid surprise.

Prime Attribute: Wisdom

Hit Dice: d6

Alignment: Any

Weapons: club, dagger, dart, hand axe, hammer, scimitar, short bow, sling, sickle, spear, sword, staff.

Armor: Cloth, padded, leather, Cuir Bouille, studded leather, chain shirt

Special: Meditation, Psionic Powers, Psychic Senses

Level	HD	BtH	EPP
1	d6	+0	0
2	d6	+1	2251
3	d6	+1	5001
4	d6	+2	9001
5	d6	+2	18001
6	d6	+3	35001
7	d6	+3	70001
8	d6	+4	140001
9	d6	+4	300001
10	d6	+5	425001
11	+3	+5	650001
12	+3	+6	900001
13+	+3	*	+250,000

* Continue BtH Progression

Psionic Powers

Psionic powers are abilities that impart great and broad power, but are far more focused than the magic wielded by that of wizards and clerics. Psionicists may have far more control over one or two areas of power, but will never have the diversity of effects available to them that their more traditional magic-using counterparts have. Even still, psionics is a gateway to vast power that creates suspicion and jealousy in more traditional magic users.

Many games use psionics as not much more than another form of magic; psionic power accomplishes many of the same things that magic does, is broken down into spell-like lists of effects, and psionicists resemble little more than clerics or magi with a different flavor. Worse, systems that do this fail to present psychic powers that ring true of those we read about in many science fiction novels, and those that fall into the realm of what we grudgingly (and for lack of a better term) call "believability." We've all heard of clairvoyance, of E.S.P., of telekinesis, even of pyrokinesis. Outside of systems that are trying to do

little more than simulate a different kind of magic, whoever heard of psychic teleportation, or psychic time travel? This system attempts to present a psychic powers system that not only is very different from magic, but that remains in the realm of "familiar" insofar as what psychic power is and what it can do.

Using Psionic Powers

Like all abilities in the system, psionic powers work off of an attribute check and have a Challenge Base of 12 if the attribute upon which they are based is Prime, and a Base of 18 if it is a non-prime Attribute. For this reason, Wisdom-based psionic powers are the most commonly encountered ones (given that Wisdom is the Prime for the Psionist class), though human psionicists often exhibit a range of powers dedicated across their three mental attributes. Unless otherwise noted, any psychic powers that can be used on others have a range of "line of sight."

Since the range of effects possible with many psionic powers is broad and varied, CK's and players are encouraged to invent new effects and manifestations of their powers, using those listed as examples. The CC to use these effects, as well as whether the power is activated by a simple Attribute check or a Psychic attack roll (see below) is always at the discretion of the CK.

Psychic Backlash

Any time a psionicist attempts an ability beyond their current expertise, there is a chance of suffering psychic backlash, a sort of burnout for pushing their limits. If at any time a psionicist fails her roll to activate a psionic power, she suffers 1d4 points of subdual damage per CC of the power, and may not access that particular ability for 24 hours.

Example: Clara, a third-level psionicist with 18 Wisdom, attempts to activate her pyrokinesis power to mimic a *fireball* spell. Since *fireball* is a damaging spell, 3rd-level for wizards, it has a CC of 6 (see *Psionics and Magic*, below). Pyrokinesis is a Wisdom-based ability (p. 6), a Prime for psionicists. Hence, the CL for her to activate the power is 18. She rolls and gets a 10. She adds her Wisdom modifier (+3) and her level (3) and gets only a 16. The power fizzles. Clara suffers 6d4 points of subdual damage (CC 6 power; d4 per level) and may not use her pyrokinetic abilities for another day. Perhaps she would've been better off with Burning Hands...

Psionics and Magic

Despite our earlier assertion that psionics and magic should be distinct and separate, there are inevitably areas where the two will overlap (pyrokinesis, for example, will have the ability to create flame effects similar to *Burning Hands* and *Fireball*.) In general, a power that mimics an existing spell has a CC equal to the spell level +2 for non-damaging spells, and spell level +3 for combat-oriented spells. The power's effect then functions identically to the spell it is mimicking.

Psychic Attack Rolls

In some cases, usually when an ability causes direct, physical harm to an opponent (such as hurling an object with Telekinesis, or using Pyrokinesis against a living opponent) a power will indicate the necessity for a psychic attack roll. In this case, rather than a standard Attribute check, treat the power's usage as an attack roll, substituting the power's associate attribute for strength. Thus, if a power is based upon Wisdom, a psychic attack roll for that power would be Wis Bonus + BtH + d20.

The AC of the target of a psionic attack, for attacks that create physical effects, such as telekinetic attacks, is standard, unless the effect mimics a spell, in which case the effect is subject to the same restrictions as the spell it is mimicking (fireball, for example, doesn't require a roll vs. AC to activate; it goes off based on the spell CC and is then subject to the same restrictions and effects as the spell). For effects such as Biokinetic Harm, which deals damage by manipulating the victim's biological processes, AC is determined by adding the victim's level and Wisdom bonus to 10; armor bonuses do not apply. As always, the CK is the final arbiter of the target's AC.

Resisting Psionic Powers

In most cases, an unwilling victim of a psychic power resists using a resisted Wisdom check against the result of the psionic's roll to use the power. Generally, the CC for this save is equal to the psychic's level + the modifier for the attribute used to activate the power.

In cases where a psionic power mimics a magic spell effect, the power (once successfully activated via the appropriate Attribute check or Psychic Attack Roll) is subject to the same restrictions, limitations, and resistances as the spell.

Basic Psionic Powers

Listed below are descriptions of the Basic Psionic Powers. These abilities have no prerequisite, and a psionic character can select them any time a new power is available.

Biokinetic Healing (Cha)

Biokinetic healing allows a psychic, with a successful Charisma check, to heal injury or disease in another. So long as the patient is conscious and mobile (i.e. hit points are still above zero) this Charisma check is a standard Attribute check. The amount of damage that may be healed by this ability is 1d4 per every 2 psionicist levels.

For patients who have been reduced below zero hit points, two Charisma checks must be made; the first, modified by the number of hit points below zero the patient is, stabilizes the patient. Thus, if the patient is currently at -5 hit points, the psychic suffers -5 on her Charisma check to stabilize. The second is a standard roll that restores hit points as standard. Once a patient is stabilized, no further stabilization checks need be made to heal additional hit points; all checks heal hit points as standard.

In addition, this ability can restore 1d4 points of attribute damage if the psychic makes a Charisma check with a penalty equal to the attribute damage suffered; if a patient has suffered 4 points of attribute damage, the Charisma check to attempt to restore is at -4.

Finally, Biokinetic Healing can cure diseases and purge the body of poisons in the same manner as the *Cure Disease* and *Remove Poison* cleric spells, though the psionic version requires a Charisma check.

This ability requires a "laying on of hands"; in other words, the psychic must touch the patient to be healed. Note that Biokinetic healing only works on others, not on the psychic. Also, unlike Clerical healing, biokinetic healing has no appreciable effect on undead.

Clairaudience (Int)

Clairaudience is an ability that allows the psychic to hear things far away. Unlike most psychic powers, this ability and its cousin, clairvoyance, are designed to transcend normal senses and step outside of "line of sight." To use this ability, the psychic must know exactly where his target is, or be intimately familiar with the target (family member, lover, very close friend, etc.), or must have some personal item of the

target's to use as a psychic focus. This ability is focused upon a living creature, not upon a place, unless used in conjunction with a successful Clairvoyance attempt (see below). Using this ability requires an Intelligence check with a CC equal to 1 per 5 miles of the target. If successful, the psychic can hear as though she were in the room with the subject.

Clairvoyance (Int)

Also known as "remote viewing," clairvoyance allows the psychic to see people, places, and things far from his current location. The Challenge Class to use this ability is the same as Clairaudience (see above) but Clairvoyance may be focused upon a location or object as well as a person; the rules of familiarity still apply just as with Clairaudience, however. If a psychic makes a successful clairvoyance roll, he may use any psychic powers he possesses as though his target were in direct line of sight (including clairaudience, which requires only a basic (CC 0) Intelligence check to activate in this case).

Clairvoyance has another use as well, however; the psychic can use it to gain visions of the future. This ability works exactly as a Cleric's *Divination* or *Communion* spell, but the answers come from within the cleric, and require an Intelligence check to activate; simulating a *Divination* spell is CC 5; simulating a *Communion* spell is CC 8.

Combat Awareness (Int)

In many ways, Combat Awareness is an extension of the psychic's basic psionic senses, but geared specifically towards the dangers involved in battle. Activating the ability requires an Intelligence check with a Challenge Class equal to the average of all attackers currently threatening the psychic. While this power is active, the psychic may substitute Intelligence-based Psychic Attack rolls for normal attack rolls during combat. The psychic must make this check each round to maintain the power.

Further, while the power is active, the psychic gains a bonus to AC equal to his Intelligence Bonus. Finally, any time a Rogue attempts to Sneak Attack the psychic while this power is active, the psychic may make an Intelligence Check opposed by the Rogue's Dexterity Check; if the psychic wins, he is immune to the effects of the Sneak Attack (but may still be struck as a regular attack, if the Rogue's attack is successful).

Empathic Transmission (Cha)

Empathic Transmission lets you project an emotion at an opponent and cause them to feel it. For example,

you could cause someone to feel afraid or hopeless, giving you an advantage in combat; alternately, you could cause that hot bar maid to be consumed with desire to guarantee a fun night (at least, until her father finds out).

Use of this ability requires a full round; it cannot be used while the psychic engages in combat, as it requires focused concentration. Once successfully invoked, the power lasts as long as the psychic concentrates on the victim or for 1D4 rounds per level of the psychic after concentration stops. The opponent resists with a Wisdom check.

Emotions that can be invoked with this power are divided into the groupings of Easy, Medium, and Hard. Easy emotions have a CC of 1 to invoke; medium emotions have a CC of 6, and hard emotions have a CC of 12. Some possible emotions are listed below; others may be devised by the player or CK as the game goes on. Note that the CK should always roll uses of this power in secret; unless he possesses the Empathy power (see below) the psychic has no way of knowing if he was successful in the use of this power until he observes the target's behavior.

Easy Emotions:

Antipathy: the target's attitude is worsened by one step.

Good Will: the target's attitude is improved by one step.

Trepidation: the target is shaken, suffering a -2 morale penalty on attack rolls, damage rolls, and saving throws.

Medium Emotions:

Amiability: the target's attitude is improved by two steps.

Discord: the target's attitude is worsened by two steps.

Fright: the target is frightened, fleeing as well as it can. If unable to flee, the target is shaken and will attempt to flee at the first opportunity.

Love/Lust: the target is *charmed*.

Rage: The target enters a blind rage and attacks the nearest creature immediately.

Weariness: the target feels fatigued.

Hard Emotions:

Hopelessness: The target loses all hope and submits to simple demands from opponents, such as to surrender or get out. If no foes are present to make demands, there is a 25% chance that the hopeless creature is unable to take any action except hold its ground. If the

creature remains free to act, there is a 25% chance that it retreats at normal speed.

Nausea: The target is unable to attack, cast spells, concentrate, or do anything else requiring attention or concentration. The target can do nothing on his turn except move at standard speed.

Panic: The target becomes panicked and suffers a -2 morale penalty on all attack rolls, damage rolls, and saving throws, and must flee at the first opportunity. If cornered, the victim will simply cower. Generally, panic involves crying, screaming, begging, and other noisy factors.

Empathy (Cha)

Empathy allows you to detect the emotional state of a single creature, gaining insight into the target's mood and attitude. To perform this ability, you must spend an entire round concentrating on the target and make a Charisma Check with a CC equal to the target's Wisdom bonus. There is no way to actively resist this ability. If the roll succeeds, you receive a general description of the target's emotional state. This ability grants the user a +4 bonus on all attempts to bluff, intimidate, charm, or otherwise non-psychically influence the target (this bonus does not apply to the use of Empathic Transmission.)

Mental Stun (Cha)

By making a Charisma-based psychic attack roll, the character fires a blast of psychic energy at his opponent, causing nonlethal damage and potentially stunning his opponent. This ability deals 1d6 points of nonlethal damage, and requires the opponent to make a Wisdom-based save (CC 1) or be stunned, suffering a -2 to AC, losing his dexterity bonus to AC, and being unable to take any actions for 1d4 rounds. At the end of this d4 rounds, the victim may attempt another save; if successful, he shakes off the effects of the stun. If unsuccessful, he remains shaken for an additional 1d6 minutes, suffering -2 to all attack rolls, ability checks, and saving throws. Repeated uses of this ability against the same victim deal extra nonlethal damage, and require additional saving throws or the amount of time the victim remains stunned increases.

Mesmerism (Cha)

Mesmerism requires a Charisma check resisted by the target's Wisdom check. If successful, the psychic can create the effect of any of the following spells: *Command* (CC 1), *Sleep* (CC 1 and affects one creature only, but is not restricted by HD), *Suggestion* (CC 5), or *Confusion* (CC 7). The difficulty for the victim to resist this effect is equal to the result of the psychic's Wisdom Check, and the psychic must

declare which effect he is trying to invoke before using this power.

Metabolic Control (Wis)

The basic use of Metabolic Control works in an identical fashion to Biokinetic Heal, but works on the psychic rather than on another.

A secondary, albeit just as important, use of this power is the classic "mind over matter." Any time a character with Metabolic Control fails a Constitution-based Save, he may immediately roll a second, Wisdom-based save against the same CC or target as the failed Con-based save, though the Wisdom save suffers a -4 penalty. If this second save is successful, treat the situation as though the Constitution save had succeeded.

Obfuscation (Cha)

Obfuscation is an ability that allows a psychic to move undetected, even when in plain sight or in the middle of a crowd. The psychic makes a Charisma check; this check is opposed by the Wisdom check of any who might spot the psychic. If the psychic wins the opposed roll, he is able to move completely undetected unless he does something to give himself away (such as attacking an opponent, moving an object in plain sight, etc.) It is possible to use this ability in combat, providing the psychic cover similar to that granted by an *invisibility* spell, though doing this after the first attack is made requires a Psychic Attack Roll based on Charisma each round in which the psychic remains in combat, and any attacks made while the psychic is obfuscated suffer a -4 penalty due to the concentration required to maintain the effect. Note that the psychic using this power is not actually invisible; she just telepathically convinces anyone looking at her that she isn't, in fact, there. Thus, she still may cast a shadow on a sunny day, giving herself away. On the other hand, since this invisibility is based on a form of mind control, successfully obfuscated psionics are invisible even to abilities that normally allow one to see the invisible.

Psychic Defense (Wis)

Psychic Defense is a powerful psionic ability that builds a mental wall up to protect the psychic's mind and emotions from intrusion. With this power, the psychic may substitute a Wisdom check for any attribute *saving throw* that would normally require Intelligence, Charisma, or Wisdom. Note this ability only works for saving throws, not for other kinds of attribute checks. This ability stacks with the standard

Mental Resistance ability granted by the Psionist character class.

Psychometry (Int)

Psychometry is also often known as *Object Reading*. This ability allows a psionic to detect properties, history, and abilities (if any) of any inanimate, nonliving object she touches. In a fantasy game, its most common use is to mimic the first-level Wizard spell *identify*. Identifying the properties of a magic item requires an Intelligence check at a CC of 3; success indicates the psionicist divines 1d4 properties of the object in question. The read can be repeated to learn more, though each subsequent attempt adds 1 to the CC of the test.

Another use of psychometry is to discover secrets about the item's past. With an Intelligence check, the psionicist can divine where the item has been, the ways in which it has used, or even facts about its previous owners. The CC for this test is 1 per five years in the past the psionicist attempts to look. Thus, attempting to divine information about someone who owned the object a century ago is a CC 20 challenge. Each successful psychometry check will divine 1d4 pieces of information about the item's past or about a past owner.

Pyrokinesis (Wis)

Pyrokinesis is the destructive ability to control heat and fire. Using this ability requires a Wisdom check; the CC depends upon the effect the psionicist is trying to generate. Generally, an offensive use of this power (causing direct damage to another in combat) uses a Wisdom-based psychic attack roll and allows a Dexterity save for half damage by the opponent; the CC of this save is equal to the level (or hit dice, in the case of monsters) of the psionicist.

The effects of any fire-based arcane magical spell can be duplicated by this ability; the CC of these effects are equal to the spell's level plus 3. Thus, to mimic *Burning Hands*, a first-level spell, has a CC of 4. Mimicking *Fireball*, a third-level spell, has a CC of 6. In addition, both of these effects, since they are offensive in nature, would use a Wisdom-based psychic attack roll instead of a standard Wisdom check.

Controlling fire in other ways is also possible. Simple effects, such as creating a spark to ignite kindling for a campfire in dry conditions, or lighting a lamp or pipe, have a CC of 0. Moderately difficult effects (the kindling is soaked; a small bonfire needs to be

stanching) have a CC of 2. More difficult effects can have a CC of anywhere from 10 (engulfing a carriage in flames) to 50 (engulfing an entire building in flames) or greater, at the CK's discretion.

It gets worse; this power is as dangerous to the psionicist as it is to the target. Any time a psionicist fails a roll to activate a power, the ability turns back upon him, dealing 1d6 damage per CC of the attempt (CC 0 effects deal no damage; they just cause a minor, small, but painful burn). The psionicist may make a Constitution save against a CC equal to that of the effect he tried to create, for half-damage.

Telekinesis (Int)

Telekinesis, as most everyone knows, is the ability to move objects with the mind. The basic functionality of TK is one of the simpler psionic manifestations. The psionicist makes a standard Intelligence check; the result is his telekinetic strength, functioning exactly as though it were the character's Strength attribute for purposes of using his Telekinesis. Thus, a character who rolls $d20 + \text{Int bonus} + \text{level}$ and achieves a result of 15 can with his TK move any object that could be moved by a character with a strength of 15. It is possible for a character to use Telekinesis to wield a weapon in combat; however, use of this ability requires constant concentration and doing so robs the psionicist of his dexterity bonus to AC, as well as imposing an additional -2 penalty to AC. For this reason, telekinetic combat is generally performed from a distance.

If the telekinetic character suffers damage or has his concentration interrupted in any way, the ability ends. Treat these conditions exactly as the interruption of a wizard's spell.

Telepathic Communication (Int)

This ability allows the psionicist to send messages via telepathy. It does not allow the reception of return messages. Sending a message requires nothing more than an Intelligence check; unwilling recipients resist with a Wisdom save having a CC equal to the psionicist's level (or hit dice, if a monster).

Telepathic Probe (Wis)

Telepathic Probe is, quite simply, mind reading. It is this ability, in conjunction with Telepathic Communication, that allows a psionicist to conduct two-way psychic conversations; using this ability to receive thoughts projected from friends requires concentration and a Wisdom check with a CC of 1 per willing mind.

It is also possible to read unwilling or unsuspecting minds with this power, though this is a bit more difficult. Gleaning immediate surface thoughts are the easiest; this requires a Wisdom check with a CC equal to the level (or hit dice, if a monster) of the target. Attempting to go deeper is more difficult; attempting to read the mind of a target in order to learn secrets requires a Wisdom check as described above, but also grants the target a saving throw with a CC equal to the psionist's level (or hit dice, if a monster). Going even deeper, to probe for the roots of phobias, childhood trauma, or similarly blocked memories might impose even greater CCs, at the CK's discretion.

Advanced Psionic Powers

The abilities below may not be selected before the psionist reaches ninth level. In addition, each ability has prerequisite powers that must first be possessed before the advanced version is selected.

Biokinetic Harm (Cha)

Prerequisites: Mental Stun, Biokinetic Heal

Biokinetic Harm is, quite simply, the ability to hurt someone through manipulating their body. Heart attacks, hemorrhages, lesions, contusions, all of these can be accomplished by the psychic with this brutal power. All uses of this ability are performed with a Charisma-based psychic attack roll and resisted by the target's Constitution-based save. This psychic attack roll bypasses AC granted by armor, and the victim's Dexterity is replaced with Wisdom. The basic game effects of this power cause the victim to suffer 1d6 points of damage per level of the psionist.

Another use of this power is to cause temporary ability damage to a victim. In this case, the victim's AC is equal to 10 + level (or Hit Dice) + Wisdom bonus. A successful attack deals 1d4 damage to an attribute of the psychic's choosing.

More powerful effects may be possible, but the consequences and CC of such uses are always at the discretion of the CK.

Empathic Bond (Cha)

Prerequisites: Empathy, Empathic Transmission

This ability allows you to establish an empathic rapport between yourself and another thinking creature. Establishing this rapport requires ten minutes of total concentration from both the psychic and the recipient of the bond. At the end of ten minutes, the psychic makes a Charisma check with a CC of 10. If

successful, the bond is created for a duration of 2d4 + the psychic's Charisma modifier in hours. It has no maximum range; the shared bond can be felt across opposite ends of the world.

It is possible to create a bond with more than one person simultaneously; for each person after the first added, the CC increases by 2.

While the bond is in effect, the joined parties can sense each other's emotional state, and general direction towards one another, as well as perceive the general distance separating you (very near, far, hundreds of miles, thousands of miles, etc.).

It is also possible to establish a permanent rapport between two individuals. This requires a full day's concentration, a successful Wisdom check with CC 15, and the expenditure of 500 XP by both the psychic and the target.

Mind Control (Cha)

Prerequisites: Mesmerism, Empathic Transmission

By making a Charisma-based Psychic Attack Roll, the psionist can control the actions of any single intelligent, humanoid creature through a telepathic link that she establishes with the subject's mind. If the psionist and the subject have a common language, the psionist can generally force the subject to perform as the psionist desires, within the limits of its abilities. If no common language exists, the psionist can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." The psionist knows what the subject is experiencing, but does not receive direct sensory input from it, nor can it communicate with the psionist telepathically (unless an empathic or telepathic bond has been established with the creature—see those abilities for details).

Once the psionist has given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, an observer making a Wisdom check at CC 5 can determine that the subject's behavior is being influenced by an enchantment effect.

This ability lasts for one day per level of the psionist, and is resisted by the creature's Wisdom-based save. If the creature is ever mistreated or is routinely placed in danger or forced to do anything outside its nature, it is entitled to a new save. An order to commit suicide

or engage in blatantly suicidal behavior entitles the victim to a new save at +10.

Telepathic Bond (Wis)

Prerequisites: Telepathic Communication, Telepathic Probe

As Empathic Bond is with emotions, this ability is with thoughts. The requirements are identical, but all rolls are based on Wisdom, rather than Charisma, and as long as the characters are bound, they know everything there is to know about one another, including one's deepest, darkest secrets. This is an extremely personal ability, and most psionicists only use it upon those they trust and care for the most. Characters bound by this ability are constantly and continually aware of what each other is thinking, no matter how far apart they are, so they generally know exactly what is going on with each other at any given time; however, without a shared empathic bond (see that power for details) they don't experience the emotions of one another.

Two characters bound in this manner can call upon the knowledge and experience of one another, allowing each other to mimic intuition-based class abilities possessed by either, though any class abilities not possessed by the user are performed at half usual proficiency, using the level of the character who knows the ability. Magical and spell knowledge is never shared in this manner, however, as calling upon the spells of a friend would deplete that friend's reserves for the day. In general, any abilities that are based on physical attributes (Strength, Dexterity, or Constitution) are not transferred, as these require muscle memory as much as they do knowledge. Any non-magical abilities based upon Intelligence, Wisdom, or Charisma can be shared.

For example, James is joined to his ranger friend, Alex, who is not currently with the party. The party needs to attempt to track a bugbear through the wilderness. James can call upon Alex's Ranger Tracking ability, using his own Wisdom, but adding only half Alex's class level to the roll.

A side effect of this ability, however, allows the psionicist to use Telepathic Communication as a 2-way power, both transmitting and receiving telepathic communication with anyone within line of sight.

Telekinetic Defense (Int)

Prerequisites: Telekinesis, Psychic Defense

Telekinetic Defense allows the user to manipulate the kinetic energy in the air surrounding himself or another, to the end of making the target harder to hit in combat. In effect, he creates an area of mild chaos in the air surrounding his body, making weapons go astray as they target him. In game terms, the character declares the AC bonus he wishes to add to a target; double this bonus to determine the CC of the Intelligence roll. The ability isn't quite as taxing as other concentration-based psychic powers, but does require a degree of attention, so all actions performed while the psychic maintains the shield are at -2. If the psychic creates more than one telekinetic defense field, penalties are cumulative; -2 per shield being maintained.

Another use of this power, albeit a far more difficult one, is that of creating a telekinetic barrier. By making an Intelligence Check at CC 10, the psychic creates an immobile wall of force that covers a 10'x10' area, providing 9/10 cover from attacks coming from the direction of the wall. Any creatures attempting to move through the wall must make a Strength Check with a CC equal to the psychic's level + Wisdom modifier. Failure indicates they have been repulsed. This ability requires a full round to enact, and constant concentration to maintain, meaning the psychic loses all actions, loses Dex bonus to AC, and suffers an additional -2 to AC.

Telemagry (Cha)

Prerequisites: Obfuscation, Mesmerism

This ability, an advanced form of Obfuscation, allows the psionicist to create illusions in the minds of her victims, so that she can appear as someone else, or fool the senses of the onlooker in another way. In this manner, the psychic can, with a Charisma-based Psychic Attack Roll, mimic the effects of the spell *Alter Self*. Alternately, she can choose to make the victim believe something that isn't quite true; i.e. a copper piece is actually a gold piece. Obfuscation allows most types of illusory powers to be used by the psychic. In general, and at the CK's option, any spell with the "illusion" descriptor can be mimicked; the CC for doing so is equal to the spell level (using the Illusionist spell list) plus 3.

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