**Psionics**

As we all know, psionics can be fun and complicated. The GW book (pp 128-134) provides simplified rules for activation, learning, and operating psionic abilities. What it doesn’t do is provide a comprehensive list of specific psionic powers. I have created that list of all available psionic powers (below). These new powers were taken directly from the Modern rules (pp 210-218), simplified/modified to conform to the GW rules.

The rules for Learning Psionics have been modified below. Please use these rules:

**Learning Psionics**

When your character gains access to psionic powers for the first time (such as thru a Feat at character creation), your PC immediately learns one basic psionic power of your choice. Use the list in this handout for your selection. After that, learning more is simply a question of practice. With each use, your PC increases the psionic potential.

In game terms, whenever a PC uses a psionic power *during a scene or gaming session*, your PC gains a +1 bonus towards a power increase roll, which is made simply by rolling 1d20 and adding the bonus you have gathered. The DC depends on the level of the power you want to learn. Note that some powers have prerequisites that must be met before the power can be learned.

Your PC can attempt to learn a new psionic power whenever you wish. Your PC first makes a Concentration check (DC 15) to attune to the psionic energy field, and then studies it in an attempt to learn how to direct psionic energy to achieve the new effect. Once the Concentration check is made, the psychic study takes a number of minutes equal to the increase DC of the power you are attempting to learn, and you can do nothing else during that time. Your PC then makes the actual attempt to learn the power by making the power increase roll. (The chart for learning is on GW p129).

If you are successful, there’s a vast surge of psychic energy (felt automatically by every psionic being within a 1-mile radius), you learn the power, and lose the accumulated bonus. A failure results in feedback and is handled as if you rolled a natural 1 on a power activation roll. Failing the roll also means losing half of the accumulated bonus.

**Using Psionics**

All psionic powers must be **activated** before they can be used — this is the psionic equivalent of a circuit being opened, allowing the power to flow through. This happens instantly and can be done reflexively in case of defensive powers. When using psionic powers, the player must first make a power activation roll. Activation is a free action. The roll is made as follows: **([Character level / 4] [round down]) + d20.**  A natural 20 is always a success. A natural 1 results in feedback (see GW pp129-130). Once a power is activated it is up and ready for use instantly. If you fail an activation roll, there are no ill effects and you can try again the next round. For the activation DC, consult the table below:

**Power Level**  **Activation DC**

Basic 5

Improved 10

Advanced 15

Psionic Powers

Activation (free action): **([Character level / 4] [round down]) + d20**

Using the Psionic Power (free action): once activated, the power is used immediately

Descriptors:

* Key Ability = key ability associated with the power.
* Descriptors = classifying powers that have some common characteristic. Descriptors are often useful for knowing which creatures are or are not affected by a power. For instance, finger of fire carries the fire descriptor, meaning that it affects any target that is not immune or resistant to fire effects. Likewise, electric charge carries the electricity descriptor, meaning that it is effective against any target that can be damaged by electricity effects. A power’s descriptors (if any) appear in [brackets] on the line containing the key ability. Descriptors used for these powers include compulsion, electricity, fire, language dependent, and mind-affecting.
* Level = The relative strength of a power indicated by its level (basic, impr, adv).
* Pre-requisite = The psionic power you must already have before you can take this one.
* Display = When psionic powers manifest, secondary displays usually accompany the primary effect. The psionic display may be: auditory (Au), such as a brief sound; material (Ma), such as powder or smoke, or physical manifestation (such as claws in Claws of the Bear); mental (Me), such as a brief headache or headrush; olfactory (Ol), such as an odor; visual (Vi), such as a glow or shimmer or flash. Each power describes the sort of display that accompanies the power when it is first activated. After a few moments, the display usually subsides (in the case of glowing eyes or odors, etc.).
* Range = Each psionic power has a range, as listed in the description. A power’s range is the maximum distance from the psionic character that the power’s effect can occur.
* Target, Effect, Area = These terms describe who can be the target of the power, what happens when the power is activated, and the linear area it affects.
* Duration = This is how long the power will typically last once activated. Where time/level is notated, level is your total character level (all classes). If there is a (D) included, the user can deactivate the power *on his turn* as a free action. Psionic powers do not stack – that is, you cannot have more than one psionic power in effect at any one time. The exception is Psychic Shield, which is more or less always in effect. If you want to manifest a different psionic power, you must first cancel the power that you have up.
* Saving Throw = Some harmful powers allow an affected target a saving throw to avoid some or all of the effect. Each power lists which saving throw type applies: The DC for a typical saving throw to resist a power is 10 + the power’s level (1, 2, or 3) + the psionic character’s key ability modifier. Unless noted otherwise, Wisdom is the ability that you will use for modifiers when making your saving throw (thus, a Will save). Those with the Psychic Shield power gain additional bonuses to their Will saving throw (see GW p121). Some powers are saved against using Dexterity (if a Reflex save is required).

New Psionic Feat

**Multi-Psi Powers**

The character can “stack” an additional psionic power.

*Pre-requisite:* Character must have at least one psionic power.

*Benefits:* A character can manifest an additional, different power while another is already in effect. For example, two long-duration powers can be going simultaneously; or, an instant duration power can be activated while a long-duration power is up. This does not allow a character to activate two powers at the same time (on the same round), nor does it allow two or more of the same power to be up at the same time. A character can activate a concentration duration power if a long-duration power is already up. However, he cannot activate a long-duration power while a concentration duration power is up. If he does, the concentration power ends.

*Normal:* Characters cannot activate and use (or have in use) more than one psionic ability at a time. If he wants to manifest a different psionic power he must first cancel the power that he had up.

*Special:* This feat can be taken multiple times. Each time it is taken an additional psionic power can be in use (as above).

List of Powers Available

Burst (Dex): Speed improves by 30 feet for 1 round/level.

Claws of the Bear (Str): Claw attack deals d8, 2d8, or 3d8 damage.

Combat Awareness (Wis): Gain a +5 insight bonus to initiative for 1 hour/level.

Darkvision (Wis): See 60’ in the dark.

Daze (Cha): Target loses next action.

Electric Charge (Int): Shocking touch deals d6, 2d6, or 3d6 damage to target.

False Sensory Input (Cha): Falsify one of the target’s senses.

Finger of Fire (Int): Deal 1d4+1 fire damage to target.

Fire Bolt (Int): Deals 2d4+2 fire damage to target.

Fire Storm (Int): Deals 4d4+4 fire damage in 30-foot radius.

Lesser Body Adjustment (Str): Heal 1d6+1 HP; gain +5 bonus on next Fortitude save to resist poison, disease, or radiation; or heal 1 point of ability damage.

Greater Body Adjustment (Str): Heal 2d6+2 HP; gain +8 bonus on next Fortitude save to resist poison, disease, or radiation; or heal 2 points of ability damage.

Levitate (Dex): Manifester moves up or down in the air.

Mind Crush (Cha): Target stunned for d4 rounds.

Negate Psionics (Con) Cancels psionic powers and effects on one target.

Psionic Blast (Cha): Psychic waves of energy deal target d6+1 HP and -1 Wis, 2d6 +1 HP and -2 Wis; or 3d6+3 HP and d4+1 Wis damage.

Psychic Armor (Str): Gain +4 natural armor bonus.

Psychic Shield (Wil): Protection against psionic powers directed at manifester.

Psychofeedback (Str): Gain d4+3 points to boost Str, Dex, and/or Con abilities.

Telekinesis (Wis): Move, hurl, disarm, or attack creatures and objects at distance.

Telepathy (Wis): Read minds, implant suggestions, control others at distance.

Vigor (Str): Gain d10+1, 2d10+2, or 3d10+3 temporary bonus HP.

Power Descriptions

**Burst** (Dex)

Level: Basic only

Display: Audible (swoosh sound)

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

Target: One living creature

Duration: 1 round/level

The target increases her base speed by +30 feet for one round per manifester level. If this is manifested on another creature, the +30 feet burst occurs/begins on their *next turn*. If this is manifested on yourself, you gain the speed increase in the same round.

**Claws of the Bear** (Str)

Level: Basic, Improved, Advanced

Display: Visual (hands glow for an instant), Material (large claws appear)

Range: Personal

Target: You

Duration: 1 hour/level (D)

This power grants the manifester a claw attack (which does not provoke attacks of opportunity) that deals slashing damage (plus Strength modifier). Claw damage depends on power level: Basic = d8 damage; Improved = 2d8 damage; Advanced = 3d8 damage. The manifester is considered armed (so rules of unarmed attack do not apply). The manifester cannot grasp or manipulate objects (including weapons) as long as this power remains in effect. This power can be used in conjunction with feats and non-psionic powers that allow additional attacks on the manifester’s turn, and it can be used with multiple attacks gained through level advancement.

**Combat Awareness** (Wis)

Level: Basic

Display: Visual (brief glow around head)

Range: Personal

Target: You

Duration: 1 hour/level

The manifester gains a +5 insight bonus on his or her initiative checks while the power is in effect (1 hour/level). This power does not stack with itself.

**Darkvision** (Wis)

Level: Basic

Display: Visual (eyes cloud over)

Range: Touch

Target: Self or Individual touched

Duration: 1 hour/level

The target gains the ability to see 60 feet even in total darkness. This provides black-and-white vision only, but is otherwise like normal sight – smoke and other obscuring effects will prevent visual penetration. (You can still see beyond 60 feet while Darkvision is up, except that you see with your normal vision beyond the 60 feet.)

**Daze** (Cha)

Level: Basic

Display: Visual (eyes glow), Mental

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

Target: One creature

Duration: 1 round

Saving Throw: Will save (at a penalty equal to manifester’s Wis bonus)

This power clouds the mind of a Medium-size or smaller target so that he or she takes no actions. Creatures of 5 or more HD or levels are not affected. The dazed subject is not stunned (so attackers get no special advantage against him or her), but the subject can’t move or take offensive actions for 1 full round.

**Electric Charge** (Int) [Electrical]

Level: Basic, Improved, Advanced

Display: Visual (see text)

Range: Touch

Effect: Shocking damage

Duration: Instantaneous

Saving Throw: None

The manifester creates a static charge that deals electrical damage with his or her touch, damage depending on power level. Basic = 1d6 damage; Improved = 2d6 damage; Advanced = 3d6 damage. The Manifester must succeed on an unarmed touch attack to cause damage. (Touch attacks ignore AC bonuses from armor, shields, and natural armor.) Note that this electrical damage does not affect the character or his equipment in any way, and may cause internal disruption to electrical devices touched, or to electrical devices held by the target.

**False Sensory Input** (Cha) [Mind-Affecting]

Level: Improved

Pre-requisite: Precognition, Basic

Display: Mental (brief headache)

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

Target: One living creature

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: Will negates

The manifester has a limited ability to falsify one of the target’s senses. The subject thinks he or she sees, hears, smells, tastes, or feels something other than what his or her senses actually report. The manifester can’t fabricate a sensation where none exists, nor make the target completely oblivious to a sensation, but the manifester can falsify the specifics of one sensation for different specifics. The manifester can switch between senses he or she falsifies round by round. A manifester can’t alter a sensation’s “intensity” by more than 50%. If this power is used to distract an enemy psionic character who is attempting to manifest a power, the enemy must make a Concentration check as if against a non-damaging power (the Concentration DC equals the Will save needed to negate this power plus 3).

**Finger of Fire** (Int) [Fire]

Level: Basic

Display: Visual (see text)

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

Effect: Ray (5’ wide at terminus, regardless of range)

Duration: Instantaneous

Saving Throw: None

A thin ray of flame projects from the manifester’s hand or hands. There is no attack roll required – the fire always hits the intended target (with no saving throw). The flame deals 1d4+1 points of fire damage. This flame isn’t powerful enough to cause combustion regardless of the substance hit. (This is similar to a Magic Missile spell.)

**Fire Bolt** (Int) [Fire]

Level: Improved

Pre-requisites: Finger of Fire

Display: Visual (see text)

Range: 60 ft

Effect: Bolt (line)

Duration: Instantaneous

Saving Throw: None

A bolt of fire shoots from the manifester’s hand or hands. There is no attack roll required – the fire always hits the intended target (with no saving throw). The bolt deals 2d4+2 points of fire damage and the target may catch on fire (if flammable or wearing flammables). Only one individual target may be hit.

**Fire Storm** (Int) [Fire]

Level: Advanced

Pre-requistes: Fire Bolt

Display: Visual (see text)

Range: Long (200 ft. + 25 ft./level)

Area: 30-ft-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

The manifester generates a storm of fire that fills an area he or she designates and deals 4d4+4 points of fire damage to all creatures (the manifester must be able to see the target area or a portion of it). Creatures within are entitled to a Reflex saving throw for half damage (rounded down). Unattended objects also take damage. This power sets fire to combustibles and damages objects in the area. It can melt metals with a low melting point, and can definitely melt areas of heavy snowfall/ice fields. Note that while the power originates from a mental/psionic source, the fire itself is a purely physical manifestation – so targets wearing environmental suits (that protect against heat and fire), powered armor, or that are within force fields, would typically not be affected.

**Lesser Body Adjustment** (Str)

Level: Basic

Display: Audible (stretching sound, like scotch tape pulled on its dispenser)

Range: Personal

Target: You

Duration: Instantaneous or 24 hours

The manifester recovers 1d6+1 hit points; or gains a +5 bonus on his or her next Fortitude save against poison, disease, or radiation (within the next 24 hours); or heals 1 point of temporary ability damage. The manifester chooses one benefit for a single manifestation. Note that this power can be used (successfully activated) *once* per day.

**Greater Body Adjustment** (Str)

Level: Improved

Pre-requisite: Lesser Body Adjustment

Display: Audible (as above)

Range: Personal

Target: You

Duration: Instantaneous or 24 hours

The manifester recovers 2d6+2 hit points; or gains a +8 bonus on his or her next Fortitude save against poison, disease, or radiation (within the next 24 hours); or heals 2 points of temporary ability damage. The manifester chooses one benefit for a single manifestation. Note that this power can be used (successfully activated) *once* per day. Additionally, Greater Body Adjustment can stack with Lesser – one activation of each can be used on yourself within the same 24 hour period.

**Levitate** (Dex)

Level: Advanced

Pre-requisite: Telekinesis, Improved

Display: Olfactory (ozone odor)

Range: Personal

Target: You

Duration: 1 minute/level (D)

Levitate allows the manifester to move him or herself up and down as the manifester wishes, with no limit to the height/depth of movement. Movement speed is standard unaided walking speed of the character (typically 30’/round). While levitating if the manifester attacks with a melee or ranged weapon he will become increasingly unstable: the first attack has an attack roll penalty of –1, the second –2, and so on, up to a maximum penalty of –5. A full round spent stabilizing allows the manifester to begin again at –1. If the manifester can brace against a wall or solid object this penalty is waived.

**Mind Crush** (Cha) [Mind-Affecting]

Level: Improved

Pre-requisite: Daze or Telepathy, basic

Display: Visual (eyes glow)

Range: 60 ft.

Target: One living creature

Duration: Instantaneous

Saving Throw: Will save (at a penalty equal to manifester’s Wis bonus)

The manifester delivers a telepathic strike that stuns the target for d4 rounds.

**Negate Psionics** (Con)

Level: Basic

Display: Visual (brief flash of bluish light around manifester)

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

Target or Area: One psionic character or creature

Duration: Instantaneous

Saving Throw: Special (see below)

Negate psionics can be used to end ongoing powers that are manifested on a creature. A negated power ends as if its duration had expired. Negate psionics can negate (but not counter) the ongoing effects of supernatural abilities as well as psionic powers. The powers of mutations, biotech, nanotech, and cybernetics cannot be negated with this psionic power. A manifester can’t use negate psionics to undo the effects of any power with instantaneous duration. Once targeted, the manifester makes a negation check against the power or against each ongoing power currently in effect on the object or creature. A negation check is 1d20 + 1 per manifester level against a DC of 11 + the manifester level of the power to be negated (1 for basic, 2 for improved, 3 for advanced). The roll is made against the power that has been manifested the longest first, and if the roll is unsuccessful, moves on to the next manifested power until one is negated or all the attempts fail. The manifester automatically succeeds on the negation check against any power that he or she manifested himself. (This is similar to a targeted Dispel Magic spell in D&D.)

**Psionic Blast** (Cha) [Mind-Affecting]

Level: Basic, Improved, Advanced

Display: Audible (crackling sound, like electricity)

Range: 30’ (basic), 100’ (improved), 400’ (advanced)

Target: One living creature within line of sight

Duration: Instanteneous

Saving Throw: Will negates

The manifester telepathically attacks the target’s mind, dealing both physical and Wisdom damage to the target, damage depending on power level. Basic = d6 damage and -1 Wis; Improved = 2d6 damage and -2 Wis; Advanced = 3d6 damage and -d4+1 Wis. Ability losses are considered temporary (recover at standard rate). Targeting the same creature a second time (or again and again) is possible – whether or not the target succeeds on its saving throw, however the same target gains a cumulative +2 bonus on its Will save for each additional/subsequent attempt against it. A target reduced to 0 Wisdom becomes effectively *dazed* and can take no actions on its own (including defensive) until Wisdom points are restored.

**Psychic Armor** (Str)

Level: Improved

Pre-requisite: Psychic Shield, Basic

Display: Olfactory (ozone odor), Visual (hazy shield effect)

Range: Personal

Target: You

Duration: 1 hour/level

This power provides a +4 natural armor bonus to the manifester’s AC. Natural armor does not carry an armor penalty and does not reduce speed. This power’s effect does not stack with other natural armor bonuses or with itself. (Similar to Mage Armor spell.)

**Psychic Shield** (Wil)

Level: Basic, Improved, Advanced

Display: Mental (feeling of resolve)

Range: Personal

Target: You

Duration: Continuous and Instantaneous

See GW p131 for full description of this power. Note that Psychic Shield provides its saving throw bonus (+5/+10/+15) to all attempts to affect the manifester with a psionic attack or ability. Those bonuses are added to any Will save that needs to be made. This power provides no bonus against attacks that require saving throws other than Will saves (such as Fire Storm) or against physical attacks (such as thrown objects). Against powers that do not allow for a saving throw (such as Mind Crush), the manifester is allowed a standard Will save plus the bonuses described above. This power is always available and is an exception to the “one power at a time” rule.

**Psychofeedback** (Str)

Level: Basic

Display: Visual (brief white or yellow glow around body)

Range: Personal

Target: You

Duration: 1 hour (D)

The manifester can temporarily boost his or her Strength, Dexterity, and Constitution scores. Manifester rolls d4+3 and may divide the total among all, some, or one of the three physical attributes. Only one manifestation of this power may be on the character at any one time.

**Telekinesis** (Wis)

Level: Basic, Improved, Advanced

Display: Visual (movement/ripples in the air)

Range: 50 yards / 100 yards / 200 yards

Target: Object or Creature

Duration: Concentration (Move Object) / Instant (Hurl, Disarm, Attack Object/Creature)

Saving Throw: see below

See GM pp 131-132 for full descriptions of each level of this power. The rules below clarify and expand on what is written in the GW book. The power allows three distinct effects.

Move Objects: The manifester can move a creature or object weighing up to 10 pounds up to 50 feet per round. A small creature can negate the effect against itself with a successful Will save. The power lasts as long as the manifester continues concentrating, and ends if the manifester ceases concentration. Objects can be moved vertically and horizontally. An object can’t be moved beyond the range. The power ends if the object is forced beyond the range. If the manifester ceases concentration for any reason, the object falls or stops. An object can be telekinetically manipulated as if with one hand, if the force required is within the weight limitation. The manifester may continue to move an object as long as he continues to concentrate on it.

Hurl Object: An object or creature can be hurled against a solid surface: they take damage as if they had fallen 10 feet (1d6 points). A manifester can hurl a creature or object against another creature: to successfully hit another creature the manifester must succeed on a standard ranged attack roll (using Wisdom instead of Dexterity as a modifier to the roll); damage is by weapon type (such as knife or small rock). If the object thrown is hard and dense and is not a weapon, damage is typically d6 per 5 pounds of weight of the object. Once an object has been hurled into another object or creature (successfully or not), the power ends.

Disarm: A manifester may attempt to disarm enemies. This is handled using the Disarm rules (Modern p134). The manifester and target make opposed rolls. The manifester makes a *ranged touch* attack (using Wisdom instead of Dexterity as a modifier to the attack) vs. the target’s *melee* attack roll (at highest attack/bonus level). If the target is using a weapon in both hands he gets a +4 bonus to his attack roll. This attempt does not provoke an attack of opportunity from the target. This process applies whether the target is holding the object or the object is held securely on the target (such as in a pocket or holster). The manifester must clearly see all or part of the object he wishes to manipulate. If the manifester is successful the targeted weapon or object flies out of the enemy’s hand (or pocket) and into the manifester’s hand, or somewhere else on the ground, depending on his wishes. Once the attempt to disarm has been made (successfully or not), the power ends.

Attack Object: This power is available at Improved and Advanced levels (GW pp 131-132). See GW book for description of ability and effects. See Modern (p133 for rules on attacking objects). Once an object has been attacked in this way the power ends.

Attack Creature: This power is available at all three power levels. To use a TK attack (blast) against a creature, it must be within range and clearly visible (fully or partially). The manifester makes a ranged touch attack (using Wisdom instead of Dexterity as a modifier). If successful, the manifester deals d6/power level + Wis modifier points of lethal damage to the targeted creature. Once a creature has been attacked in this way (successfully or not) the power ends. (This attack version of TK manifests itself as highly forced air pressure blasted at the intended target, but causes no knockback.)

**Telepathy** (Wis)

Level: Basic, Improved, Advanced

Display: Visual (eyes glow)

Range: 100 yards (and requires line of sight to target)

Target: Object or Creature

Duration: Concentration (reading/sending thoughts) (D)

Saving Throw: various Will saves versus reading minds and commands

See GW pp 132-134 for full descriptions of this power. Note that Telepathy typically continues as long as the manifester continues to concentrate on the power. In the case of a Deep Probe, the power ends if the manifester should fail his DC10 Will save (p134). Note that Telepathy is language-dependent, so a manifester attempting to read (or control) the mind of a creature that speaks an entirely different language (or has no language at all) – other than telepathic communication – will not be able to affect such a target, unless the manifester understands the language of the target creature. Note that different dialects (of the same language) will not present any problem.

**Vigor** (Str)

Level: Basic, Improved, Advanced

Display: Material, Olfactory

Range: Touch

Target: Self or creature touched

Duration: 1 hour/level

The manifester or creature touched (if willing) gains d10+1 temporary HP for the duration of the power. Improved level provides 2d10+2 temporary HP for 1 hour. Advanced level provides 3d10+3 temporary HP for 1 hour. This power does not stack with itself; it cannot be used (at *any* power level) more than once on a target at one time (during the duration).