

Clairsentience Powers

—allow characters to perceive things beyond the natural range of human and demihuman senses.

Clairsentience powers which list an MAC of "8*" are affected by distance. The distance of the target spot modifies the power's MAC, as shown below.

*Clairsentient powers only work within a given plane or crystal sphere. For example, a user trying to hear something 10,000 miles away would require a roll against a lower MAC. Instead of 8, for the closest range, the mental armor class would now be -2. If the user's MTHAC0 is 15, he needs to roll a 17 to successfully employ this power.

It is important to remember that unless stated otherwise in the power description, clairsentient powers can only be used on areas the psionicist has knowledge of. He cannot target the power on "wherever Uldan the mul is at this moment" or on "the sorcerer-king's throne room in Urik" if he has never been there.

Places the psionicist knows include any place he has ever been to himself, any place within his sight at the moment, or any place he can specify. He could use clairvoyance to peek behind a sand dune, since he can tell from where he is that the sand dune has another side. He could also scan a point "10 miles directly west" or two miles north of the central square in Urik" —assuming that he has been to that square. Standing outside a tower, he can make a reasonable guess that there is a room or passageway behind any windows that he can see, but he can't know the layout of the tower and use his powers against interior rooms.

However, a psionicist with many PSPs could use clairvoyance to "visit" an area. After seeing a tower window with clairvoyance, he could see into that room. After seeing a door inside that room, he could look behind the door, since he knows now that it exists.

The devotions of Sense Sound and Sense Light are of limited usefulness, but sound negates darkness-based combat penalties for the psionicist, as long as his opponents are making any normal amount of noise. Incorporeal opponents such as spectres of ghosts don't make noise when they attack!

Unless Range and Area of Effect are listed, the power exclusively works on the psionicist's perceptions. If Preparation time is not listed, then the power is triggered instantly.

While technically speaking most Clairsentient powers affect the psionicist's perception, terms such as Range and Area of Affect are often used in this section to identify what the psionicist can perceive using the given power.

House Psionics: Clairsentience

1

Clairsentience is not a powerful discipline, if one defines power as the ability to cause immediate harm to one's foes. It is a subtle and patient art. The clairsentient may be the most capable information gatherer of Athas. He is rarely surprised by any turn of events. With powerful talents for precognition and location, the clairsentient can find almost anything and anticipate the onset of dangers.

Clairsentient psionicists, also known as "seers" or "spirit-speakers," are in great demand throughout the Tablelands. Only Telepaths are more commonly encountered—and in Kurn, the "Blind Seer" is actually the most common type of psionicist. Generally, any given NPC with sufficient wealth can hire a seer. Nobles, merchant dynasties, templars and kings use seers' talents to solve mysteries, ferret out enemies, and help determine who to trust or betray. Powerful nobles and kings usually have a seer as a permanent advisor.

The prevalence of Clairsentience has shaped Athasian society more perhaps than any other branch of psionics. Object Reading can be used on any piece of evidence left behind at the scene of a crime—or to identify the maker of a forged ceramic piece. The very spirits of the dead can be questioned. Mastermind villains will use seers to anticipate their enemies' actions. Powers such as Clairvoyance, Environment, or Object Tracking can be used to spy on the PCs anywhere. NPCs who make good use of Clairsentient reconnaissance can be difficult to defeat.

Of course, the reverse applies for PC seers. If they are wise, they'll keep tabs on their enemies and check out potential hirelings or employers. The DM may find it nearly impossible to sneak an evil NPC into the party if the PCs hit everyone they meet with Aura Sight.

In an adventuring party, the seer is a tactical liability. He has little combat power and should be kept out of harm's way. The seer is at his best when using his powers to scout ahead of the party and to anticipate traps and ambushes.

2 House Psionics: Clairscience

Sciences

Aura Sight

(Clairsentient Science 1)

MAC: 7 (base)
PSP Cost: 9
Range: 50 yards

With this power, the user can detect auras (the normally invisible envelope of colored light that surrounds all living things). Each use of the power gives the user one piece of information—either the target's alignment (one portion of it) or relative level of power, but not both simultaneously.

This power can be used twice per round (for two PSP costs and with two MTHAC0 rolls) to examine two different auras or the same aura twice. The user can be discreet, but he needs to gaze at the target. Using the power from a distance is less noticeable than using it up close.

The level (or Hit Dice) of the target character affects the MTHAC0 roll. The higher the level of the target, the tougher it is to interpret the aura. The power's MAC should be improved by 1 for every three levels (or HD) the target has, rounded down. For example, an 8th-level target improves the power's MAC by 2, making it MAC 5 (and therefore harder to roll against).

The DM should relate game-related information in a story sense, rather than in mechanical terms. In the case of alignment, the user sees colored light that represents an alignment: 1) blue (lawful); 2) gray (neutral); 3) red (chaotic), 4) white (good); or 5) black (evil). Relative level of power can be described as follows 1) dim aura (a low level target, 1st to 5th level); 2) bright aura (a mid level target, 6th to 13th level); 3) dazzling aura (a high-level target, 14th to 20th level); and 4) blinding aura (a target above 20th level).

Fumble—The attempt not only fails, but the psionicist's attempt becomes very conspicuous and suspicious.

Blindscape

(Clairsentient Science 2)

MAC: 10
PSP Cost: 1/t
Range: 300 yards
Prerequisites: Sense Sound, life detection

This power seems most popular with blind psionicists. The psionicist can use her mindscape vision to "see" other psyches. Plants, animals, and psionic items can be seen with this power, and the psionicist will recognize any sentient psyche that she has encountered before using this power. This vision does not show inanimate objects, only entities with psyches of some sort. She can initiate psychic combat without line-of-sight, even at long range.

One foot of stone, or one inch of obsidian or metal can block the use of this power. Because plant psyches appear in the mindscape, the effective range of vision is affected by the surrounding plant life:

Plant Life:	Terrain	Range of "Vision"
<i>None</i>	Obsidian Plains, Salt Flats	300 Yards
<i>Sparse</i>	Sandy wastes, Silt/dust, boulder fields, stony barrens	200 Yards
<i>Moderate</i>	Rocky badlands, scrub plains	150 Yards
<i>Thick</i>	Mountains or Verdant belts	100 Yards
<i>Abundant</i>	Forest	50 Yards

The drawback is that ordinary vision interferes with the psychic combat aspect of this power, and the psionicist must pay the full psp cost, and avoid vision of any kind (except through psionics) for a full hour before this power comes into full effect.

Clairvoyance

(Clairsentient Science 3)

MAC: 8*
PSP Cost: 5
Range: Unlimited
Area of Effect: Special

This power allows the user to see images from a distant location. The user picks a spot he knows, makes an MTHAC0 roll, then looks at everything he would be able to see if he were standing in that spot. The user's field of vision is the same as normal, and turning his head allows him to scan the area.

Clairvoyance doesn't replace normal vision. The user still sees what's around his physical location, with the distant scene superimposed. Closing one's eyes blocks the double vision and leaves only the distant scene. This power doesn't enhance vision, so hidden or invisible objects remain undetected. The distant scene is visual only; there is no sound.

The distance of the viewing spot modifies the power's MAC, as shown in the Clairsentient distance table.

Detection

(Clairsentient Science 4)

MAC: 9
PSP Cost: 8
Area of Effect: Special

Detection is the art of finding substances or items by their psychic vibrations. It can be used to dowse for water, to find lost items, or to prospect for gold. To use this power to locate a substance, the psionicist must have a sample of what he is searching for. To locate an item, he must have seen the item himself or successfully used object reading on its owner.

The initial area of detection is 30 yards, but by main-

House Psionics: Clairsentience

taining the power the psionist can expand the radius of the search by 10 yards per round. At first, the character only detects the nearest location of what he is seeking, but by maintaining the power he can detect more sources at the rate of one per round, working from the nearest to the farthest.

Fumble—The character imagines a concentration of what he is looking for in a random direction.

Penetrating Sight

(Clairsentient Science 5)

MAC:	5
PSP Cost:	3
Range:	1 yard per level
Area of Effect:	30% angle of sight
Prerequisite:	Analyze

The psionist using this power sees through matter dimly. One inch of obsidian or metal can block the use of this power.

Fumble—The psionist locks the power on for 2d20 rounds, unless she runs out of PSPs. During this time, the psionist is only able to see obsidian and metal objects; nothing else is visible.

Primesight

(Clairsentient Science 6)

MAC:	6
PSP Cost:	5
Range:	30/60/90 yards
Area of Effect:	1 object or 60% angle
Prerequisite:	See magic, Black Sense, Grey Sense

The psionist using this power perceives magically or psionically invisible creatures and objects, but not creatures using telepathic invisibility. She also sees through all sorts of illusions (except for those generated by a telepathic power). She may examine a particular object for illusion with no penalty if within 30 yards, at -2 from 30 to 60 yards, and at -5 up to 90 yards. Invisible creatures or objects may be searched for, within a 60% angle at short range (30 yards).

The psionist using this power also sees into any planes that overlap with the area that she is in. While traveling through another plane (e.g. dimension travel), the psionist may also use this power to observe the overlapping prime material plane.

Note that this power empowers sight only—only visual illusions and visual manifestations of planar phenomena are manifest.

Fumble—The psionist thinks the power has worked, but mistakes a number of real objects for illusions and vice-versa. Any saving throws vs. Illusion are automatically failed.

Psionic Awareness Field

(Clairsentient Science 7)

MAC:	6
PSP Cost:	Special
Preparation Time:	1 turn
Area of Effect:	Special
Prerequisites:	Psionic Sense

This science allows the psionist to detect telepathic and Clairsentient harbingers crossing over into an area sealed off by a circular field.

The field is inexpensive to maintain, but extremely expensive to set up. Maintenance costs 1 psp per hour for each 50 yards radius. However, increasing the field size (or initiating the power) costs this amount squared. For example, to maintain a 500-yard radius field would cost 10 psp per hour, but to set it up would cost [10]2 or 100 psp. Fortunately this field can be set up incrementally.

While the initiation of this power is detectable by psionic sense, the maintenance is not. The field is a flattened bubble centered on the psionist; its upward and lower radius equals 10% of its outward radius.

Once the field is set up, it detects any attempt to psionically or magically scry, transport or communicate across the boundary of the field. The Clairsentient can scan the trespasser for empathy, aura, provided she has these powers, or identify their psychic signature (see the Psionic Sense description for details). This window of opportunity lasts only d4 rounds beyond the duration of the attempted power.

Retrospection

(Clairsentient Science 8)

MAC:	8
PSP Cost:	120
Preparation Time:	10 turns
Prerequisites:	Convergence, Grey Sense

Retrospection is a kind of psionic seance. It allows psionists to delve into the past and locate memories that have been loosed from other minds. A psionist must join at least two other psionists in a convergence before he can use this power. He—or one of the other participants in the convergence—then pose a question regarding a specific event in the past. To find the answer, the psionist must make a successful power check.

When retrospection succeeds, the characters tap into a universal, pervasive memory. They have access to any information that ever existed in anyone's memory regarding the incident they are investigating. The amount of detail that comes to mind depends on die result:

Memories bear the mark of the personalities who created them. The DM should role-play the memories accordingly, not just recite information. If the psionists' alignments differ significantly from the Memories' alignments, reaction rolls are in order. Memories can be polite and helpful, or they can be cantankerous and downright rude.

4 House Psionics: Clairsentience

Memories that have lain undisturbed for centuries may be angered by the intrusion, or they may be delighted for the chance to air themselves out and bring the truth to light.

Sensitivity to Psychic Impressions (Clairsentient Science 9)

MAC:	8
PSP Cost:	5
Preparation Time:	d3 rounds
Area of Effect:	20-yard radius

With this power, a psionist gains a sense of history. He perceives the residue of powerful emotions that were experienced in a given area. These impressions offer him a picture of the location's past.

Battles and betrayals, marriages and murders, childbirth and great pain—only events that elicited strong emotional or psychic energy leave their impression on an area. Everyday occurrences leave no residue for the psionist to detect.

To determine how far into the past a psionist can delve, subtract the successful MTHACO roll from 22, and divide by two, rounding down. This is the number of strong events that he can sense. Only one event can be noted per round, however, beginning with the most recent and proceeding backward through time.

For example, Barych the seer has an MTHACO of 19, and rolls an 11 on his barely making the MAC check of 8. $22 - 11 = 11$, and $11 \div 2$ is 5.5, so rounding down to 5, we see that Barych can perceive up to five events in the area, one per round.

The character's understanding of these events is vague and shadowy, as if he were viewing a dream. The dominant emotion involved—anger, hate, fear, love, etc.—comes through very clearly.

Fumble—An angry ghost comes forward and attempts to use magic jar against the psionist.

Subjective Reality (Clairsentient Science 10)

MAC:	8
PSP Cost:	14

Belief is a powerful thing. With this power, the psionist can ignore the reality of an object or category of objects, and make them have no existence for him. He could convince himself that an enemy's sword could not harm him—and the sword would simply pass through his body without effect.

The psionist can only disbelieve inanimate objects or effects with this power, since he finds it impossible to ignore living creatures. Some possible uses of this power include:

- Disbelieving a substance such as stone, metal, etc.
The psionist ceases to be affected by anything

made of these substances.

- Disbelieving a class of weapons, such as hand-held weapons, missile weapons, etc. No weapon of that type can harm the psionist.
- Disbelieving the manifestations of an element, e.g. a bonfire.
- Disbelieve in one object, e.g. an enemy's armor, a magical item in the enemy's possession, etc.
- Disbelieve in a type of magic, i.e. wizardly or priestly magic.
- Disbelieve in a branch of psionics such as telepathy or psychokinetics. Note that if the psionist disbelieves psionics or Clairsentience, then this power shuts down!
- Disbelieve in light (i.e. light visible to the psionist): the psionist becomes invisible, since light passes through her as if she was not there, but also blinder than a bat!

This is a quirky power whose exact effects are subject to the whims of the DM!

Fumble—The psionist tricks himself into believing that he is successful. For example, if he disbelieves a sword, he does not believe that it can harm him, and is not aware of the wounds the sword inflicts on him, until he discontinues the power. Even after the power is discontinued, he will deny that the wounds were made by the sword. Each day that elapses the psionist receives a saving throw vs. spells (no wisdom bonus) to see if he overcomes his sense of denial.

Telesentience (Clairsentient Science 11)

MAC:	8*
PSP Cost:	2
Range:	Special
Prerequisites:	Clairvoyance

This power allows the psionist to cast his psychic presence to a distant location. This presence is invisible to all detectors except for those that detect scrying or psionics. This presence alone does not allow the psionist to act or to perceive in any fashion, except to trigger one of the following Clairsentient powers, which, through telesentience, may be used at a distance.

All-round vision (f/h light), Analyze, Aura Sight, Black Sense, Blindscape, Cognitive Trance, Cosmic Awareness, Danger sense, Detect life, Detection, Empathy, Feel Moisture, Grey Sense, Primesight, Psionic Sense, See Magic, Sense Sound, Subjective Reality, Suppress Magic, Sensitivity to, Observation, Superior Estimation, Trail of Destruction, True Worship, Truthhear, UltraSentience

No other powers may be used through telesentient projection. Meanwhile, the physical body of the psionist is reduced to a turnip.

The psychic presence can be affected by mental or psionic attack; the psionist's psychic defenses function through telesentience, but his attacks do not. The telesentient presence cannot move from the location that the psionist originally "projects it" to, but the psionist can

easily end the telesentience, and re-project it anywhere else. All supplementary powers would have to be re-initiated, though.

Fumble—The psionist believes that the power is being used successfully, and spends psp accordingly. His unconscious mind makes up a believable scenario to play along with the self-deception, but nothing the psionist does has any bearing on real life.

Devotions

All-round Vision

(AKA *Feel/Hear Light*)

(Clairsentient Devotion 1)

MAC: 8
PSP Cost: 5

This power makes the user's ears and body sensitive to light. Blind characters can use this power to see normally.

This power lets the user see in all directions simultaneously. This has obvious benefits, including a +2 surprise roll bonus to the user for encounters where being able to see is an advantage. There is a penalty, however. While this power is in effect, gaze attacks against the user receive a +4 bonus.

Fumble—The psionist loses sight in his eyes, and sees only out of his palms, and the psp cost is still paid.

Analyze

(Clairsentient Devotion 2)

MAC: 10
PSP Cost: 8
Range: 1 yard
Preparation time: d6 rounds per cubic inch
Area of Effect: 1 cubic inch
Prerequisites: Cognitive Trance

This power enables a user to identify any type of substance, or to "feel" the internal shape of a mechanism, such as a lock. It takes d6 rounds for the psionist to analyze one cubic inch of material.

The user can also explore the consistency of matter in front of him. This allows him to analyze or identify familiar sorts of matter, to answer general questions about unfamiliar sorts of matter, and even to explore tiny or unseen aspects of an object. Each round that the psionist explores the object with this power allows him to answer one simple question. For example, a psionist familiar with copper (but not zinc), examining a brass mechanical watch, might determine in one round that "the metal in the object is an alloy of copper and some other metal"; in the next round, determine that "the object contains a group of thin spiky wheels"; in the next, that these wheels are made of the same metallic substance; and in the next round determine that several of the wheels are locked together.

This power functions without light, and does not give the user any sort of visual reference or map of what he is sensing. If a mechanism takes up more than 1 cubic inch of space, then the psionist must use Cognitive Trance to put it all together in her mind.

Finally, Analyze reveal whether a substance would be

6

House Psionics: Clairsentience

poisonous to the psionist is familiar with that particular poison. The type of poison and how it can be negated aren't revealed, only its presence. A psionist with herbalism, healing, and/or poison knowledge can use Analyze to identify poison type, if the psionist is familiar or has experience with that particular type of poison. Identifying the type of poison does not reveal an antidote, but it's one step towards healing.

Fumble—The psionist becomes catatonic for d20 rounds.

Black Sense

(Clairsentient Devotion 3)

MAC: 8
PSP Cost: 6/t
Range: 60' sight

This power allows the user to see into the universe called the Black, a sometimes-overlapping universe from which all shadow creatures derive their powers. The Black is home to shadows, shadow giants, phase spiders, psurons, and a number of Athas' most powerful psionic creatures, such as nightmare beasts and the Black Drake.

Psionists with this power can reflexively detect creatures and objects native to the black, or with unusual ties to the black, such as shadow wizards.

Black Sense can also function reflexively (as Sensitivity to Observation). If a shadow mage (within range) taps power from the Black, the DM should secretly make this check. If the roll is successful, the psionist pays 6 psp and feels that a gateway to the black has opened.

Fumble—The power will not work properly, and frequently misfires and tells the psionist that the black is being tapped without cause. This lasts until the psionist 'turns off' the reflexive power (suppresses it), and does not use Black Sense for d6 days.

Bone Reading

(Clairsentient Devotion 4)

MAC: 10
PSP Cost: 15
Range: Touch
Area of Effect: 1 bone

This power allows the user to use a creature's remains to form an impression of who and what a creature was and what it was doing when it perished. Fragments of bone are suitable, as are any visible portion of a corpse. The amount of information gained depends on the successful MTHAC0 roll:

Roll	Information Gained
20	Deceased's race
18-19	Deceased's sex
16-17	Deceased's age
14-15	Deceased's identity
12-13	Deceased's appearance

10-11	Deceased's alignment
8-9	Method of death
6-7	Time of death (d's chronology)
4-5	Vision of last d20 minutes
3	A character-revealing anecdote (DM choice)
2	Simple image or information (Player Choice)

Note that the information is cumulative. A high level psionist that succeeds the MTHAC0 roll with an unadjusted 8 would therefore know the method of death, and the deceased's race, sex, age, identity, appearance, and alignment.

Fumble—The psionist feels the compulsion to hold the bones and will not let them go until at least d4 of his friends have listened to his 5-minute soliloquy usually on the brevity and meaninglessness of life.

Clairaudience

(Clairsentient Devotion 5)

MAC: 8*
PSP Cost: 5
Range: Unlimited
Area of Effect: Special

This power allows the user to hear sounds from a distant area. The user picks a location he knows makes an MTHAC0 roll, then listens to everything he would be able to hear normally if he were standing in that spot. If the user has enhanced hearing, that ability also applies to the use of clairaudience. The power doesn't screen out noise around the user's physical body, which may make it difficult to hear sounds elsewhere. The power doesn't provide any abilities to understand languages or interpret sounds.

Cognitive Trance

(Clairsentient Devotion 6)

MAC: 10
PSP Cost: 6

This devotion allows the psionist to place himself in a trance that clears his thought. Anything the psionist sees, hears or reads while under the mind-sharpening influence of the cognitive trance can be committed to his memory verbatim, for precise recall at a later time.

This devotion is handy when trying to remember detailed instructions to a certain location or the exact wording of a complicated series of intricate passwords. The psionist can also enter the trance to consider any problem, puzzle, or riddle, gaining a +2 bonus on any intelligence checks to find a solution.

If used for photographic memory, the trance lasts as long as it takes to completely take in all the information to be remembered. If used to solve a puzzle, the trance lasts as long as it takes the psionist to make a single attempt to arrive at a solution for the situation at hand. An extended trance may last for several hours. Entire books may be memorized in this way.

While in cognitive trance, the psionist suffers a -1 penalty to surprise checks. Combat or even conversation of the slightest sort will break the trance.

Danger Sense

(Clairsentient Devotion 7)

MAC: 8
PSP Cost: 3
Range: 50 yards

This power produces a slight tingling sensation at the back of the user's neck whenever a hazard or threat is near. When a character wants to activate this power, the DM makes the MTHAC0 roll for the character in secret. The DM informs the user whether the power has been successfully activated, but not how high the roll was. For every round that the user keeps the power in effect, he receives advance warning about the general direction of a threat.

No details about the type of danger are learned, or how or when the danger will strike. How much warning depends on the MTHAC0 roll. If the roll succeeds by +1 to +6, the user receives warning just moments before danger strikes. This gives him the opportunity to act before the danger strikes in the round, but no time to warn others. If the roll succeeds by +7 or better, the user knows whether danger is lurking within the area of effect a full round before it shows itself.

In addition to the above benefits, the power gives the user a +2 bonus to surprise rolls.

Fumble—the Psionist "senses" that one of his allies is about to attack him.

Detect Life

(Clairsentient Devotion 8)

MAC: 7
PSP Cost: 3
Range: 100 yards
Area of Effect: Special

This power allows the user to scan for the presence of living thinking creatures within a limited area. If he is scanning at short range, he can cover a large angle. At long-range, the angle is significantly reduced. He can scan 180 degrees to a range of 40 yards, 90 degrees to 60 yards, or 30 degrees to 100 yards. One round of scanning detects humans, demihumans, humanoids, mammals, and monsters with 8 or more Hit Dice. A second round detects all creatures with less than 8 Hit Dice. In either case, the user receives an accurate count.

The DM should make the MTHAC0 roll and keep it secret from the player. If the user doesn't detect anything, he won't know whether nothing's there or the power failed.

Empathy

(Clairsentient Devotion 9)

MAC: 10
PSP Cost: 3
Range: Sight
Area of Effect: 10 ft. radius

By using empathy, a psionist can sense the basic needs, drives, and/or emotions generated all minds in the area of effect. Thirst, hunger, fear, fatigue, pain, rage, hatred, uncertainty, to curiosity, hostility, friendliness, love—all of these and more can be sensed. The most powerful emotion in the area are sensed in the first round the power is used. The next round can be used to narrow the source of the first emotion, or to sense the second-most powerful emotion in the area of effect, etc.

Fumble—If strong emotion is present, the psionist is overcome with the most powerful emotion in the area of effect, and his judgement may be clouded accordingly.

Environment

(Clairsentient Devotion 10)

MAC: 7
PSP Cost: 5
Range: Unlimited
Area of Effect: NA

This power lets the psionist get a sensory image of the present surroundings of a particular unliving item. The psionist need not have any idea where the object is when the power is used, but he must concentrate on a specific, familiar item. For instance, "my friend's metal dagger" is fine, but "the nearest metal dagger" is not.

The psionist receives an all-round sensory "snapshot" from the item's surroundings: visual, olfactory, aural, and temperature signals. The power itself gives no notion of direction or distance to the item in question, though the character can often deduce its location from the sensory signals.

If the item has been destroyed before the power is used, the check automatically fails. A concealed item (for example, in a pocket) gives a black visual image and insignificant olfactory, aural, and temperature signals.

Fumble—The psionist gets images from a similar item, but not the one he wishes.

Feel Moisture

(Clairsentient Devotion 11)

MAC: 9
PSP Cost: 3
Area of Effect: 90-yard sphere

As its name implies, with this power the psionist can feel the presence of water within the area of effect. The power indicates all characters, creatures, and plants in the

8

House Psionics: Clairsentience

area as having moisture, plus any Concentration of one gallon or more. The psionist can feel the rough nature of the water, plus its direction and distance. The amount and its accessibility depends on the terrain and what the DM knows about the local water supply.

Fumble—The psionist receives false feelings that most likely don't indicate water.

Fighting Trance

(Clairsentient Devotion 12)

MAC: 9
PSP Cost: 2

With this power, the psionist learns how to focus his attention in to a razor-sharp weapon for maximum awareness and effectiveness in combat. His reflexes and agility are increased to their absolute sharpest level, and he is able to unconsciously track all combatants in the immediate area. While fighting trance is in effect, the psionist reduces any rear attacks to flank attacks, and any flank attacks are treated as if they were frontal attacks instead. The psionist in fighting trance gains a +1 bonus to all initiative rolls, his Armor Class, all saving throws, and all attack rolls.

The user also gains an unusually keen understanding of his enemies and their fighting tactics. As a result, the user's side gains a -1 bonus to all initiative rolls during combat for every round the power is in effect. This bonus is in addition to any other modifiers that may apply.

The psionist's focus on his physical actions makes it difficult for him to concentrate on initiating any psionic powers. He suffers a -1 penalty to all power checks he attempts while fighting trance is being maintained.

Fumble—The psionist becomes extremely attuned to his surroundings, so much so, in fact, that he picks up nearly everything and becomes distracted by annoying details, suffering a -1 Penalty to all attack rolls for.

Grey Sense

(Clairsentient Devotion 13)

MAC: 6
PSP Cost: 3
Range: Sight or 15 yards
Prerequisite: Heighten Senses

This power allows the user to see into the Universe called the Grey, an overlapping universe in which all departed spirits dissolve, and from which all undead derive their powers.

Using this power also allows the psionist to sense the presence of "spirits" within 15 yards—meaning incorporeal or semi-corporeal undead such as ghosts, banshees, wraiths, haunts, heucovas, and revenants. If a spirit frequently haunts the location at hand, the psionist will know it. He will also know when a spirit is within 15 yards, but he won't be able to pinpoint its location unless

he looks directly at it.

Fumble—The psionist has aggravated the spirits (DM determines exact result).

Heightened Senses

(Clairsentient Devotion 14)

MAC: 7
PSP Cost: 2/t

This power allows the user to sharpen all his normal senses: sight, hearing, taste, smell, and touch. (DMs might allow other applications as they see fit.) With heightened senses, the user has a good chance to notice thieves hiding in shadows or moving silently. This is represented by a thief's skill chance being cut in half if someone with heightened senses is observing him. Even if the thief is already hidden, he must roll again when the user of this power enters the area.

Someone with heightened senses can also track by sense of smell. He must make an Intelligence check every turn to stay on the trail or to recover it if he loses it. While tracking, the user's movement rate is reduced by 50%. The trail can be no more than 24 hours old. Ranges for the user's hearing and seeing are tripled while this power is in effect. Further, he can ingest small quantities of possibly poisoned or impure foods, identifying the substance without causing himself harm. The user can identify almost anything by touch. He can identify any item he has previously handled and can also tell if an item was handled in the last five minutes. A character using this ability may reduce any darkness-based modifiers by 2.

This power also allows a stationary, silent psionist to become an ideal watcher. The user attunes herself to her surroundings and becomes extremely sensitive to any disturbances. The area covered can be as small as a single door or as large as a circle 60 feet in radius, centered on the psionist. If the psionist moves out of the area after initiating the power, she must re-initiate it if she waits to continue the watch.

As long as the psionist is stationary, silent, and vigilant, she can't be surprised by the approach of any creature or force. She is instantly aware of any changes in the area, but does not automatically spot the invaders—she only knows that something is coming.

Fumble—The psionist is overwhelmingly distracted by sensations irrelevant to what she is looking for: for example, she may be so intensely absorbed by the sounds of prairie dogs mating underground that enemies are able to attack her camp without her noticing.

House Psionics: Clairsentience

9

Locate Owner

(Clairsentient Devotion 15)

MAC:	8*
PSP Cost:	18
Area of Effect:	Touch
Prerequisite:	Object Tracking, Object Reading

This power allows the user to pinpoint the exact direction of an object to its owner. The object, of course, must be in the psionist's hands. If the check fails, another object must be used to locate the subject with this power.

Fumble—The psionist will not ever locate the subject by using this power.

Martial Trance

(Clairsentient Devotion 16)

MAC:	7
PSP Cost:	7
Range:	50 yards
Prerequisite:	3rd level, Psionic Sense

This power helps the user in psychic combat by entering a trance before combat begins, the user focuses his complete attention on the psionic activity, tuning out other distractions. While in the trance, the user gains a +1 bonus to all mental attack rolls, in addition to any other modifiers that may apply.

Furthermore, if the psionist wins initiative and succeeds in triggering this power with a MTHAC0 roll of 11 or less, she manages to predict her opponent's defense mode before making her first psychic attack.

The martial trance ends when the user chooses to end it, by any moderate physical contact (a blow, shake, or slap), or when his PSPs are reduced to 0. As his attention is completely focused on the psionic battlefield, any melee attacks against him hit automatically and cause maximum damage; missile attacks have a +2 to hit, but damage normally.

Object Reading

(Clairsentient Devotion 17)

MAC:	7
PSP Cost:	12
Area of Effect:	Touch
Prerequisite:	Sensitivity to Psychic Impressions

This power allows the user to detect psionic impressions left on an object by a previous owner. These impressions include the owner's race, sex, age, and alignment. The power can also reveal how the owner came to possess the item and how he lost it. An object can be read successfully only once per experience level. Additional readings at the same level reveal no new information.

The amount of information gained depends on the

MTHAC0 roll. Success rolls start with the number the user needs to get MAC 7 and then improve from there, as noted below. The user learns the information listed, plus all results above it.

Successful Roll	Information Gained
16+	Last owner's race
12-15	Last owner's sex and age
9-11	Last owner's alignment
6-8	How last owner gained and lost object
	Random but significant and extensive detail

Object Tracking

(Clairsentient Devotion 18)

MAC:	8*
PSP Cost:	15
Range:	0 or 10 miles per caster level
Prerequisites:	Environment, Radial Navigation

The Psionist attunes an object to his psyche (at 0 range), and can use this power to pinpoint its exact direction from him. A psionist can only so attune one object at a time in this manner.

Probability Manipulation

(Clairsentient Devotion 19)

MAC:	6
PSP Cost:	10
Range:	Special
Prerequisites:	4th level

By initiating this power, the psionist attempts to tamper with the laws of chance to affect a specific action. If the psionist succeeds, he gains a bonus of +4 (d20) or +20% (1d100). This can be applied to saving throws, attack rolls, ability checks, thief skills, or spell failure checks. It cannot be used to affect the initiation of a psionic power. If the psionist makes no rolls within one turn of initiating the power, he loses his chance. Luck can be fickle. If a psionist manipulates probabilities more than once in a day, there is a 50% chance that he suffers a penalty equal to the bonus he was trying to achieve.

Fumble—The psionist fouls up probability and suffers the penalties described above for his next d6 rolls.

Psionic Sense

(Clairsentient Devotion 20)

MAC:	8
PSP Cost:	2
Range:	200-yard radius

This power allows the user to detect psionic activity anywhere within 200 yards of his location. Any expenditure of PSPs constitutes psionic activity. The first successful use of this power reveals whether someone or something is psionically active within range. A second success-

10 House Psionics: Clairsentience

ful use of the power in the following round reveals how powerful the activity is and where the psionic activity is taking place (direction and distance). If psionic activity is occurring in more than one location within the range, the user detects all of it within 200 yards.

Power levels are as follows: 1) low psionic activity (1 to 5 PSPs per round); 2) moderate psionic activity (6 to 12 PSPs per round); and 3) high psionic activity (13+ PSPs per round).

The psionicist can also use this power to identify a psychic signature. Any psionicist worth her salt can identify the (psionic) signature on a fellow psionicist's psychic harbinger or construct (unless this fellow is psionically concealing the signature using Psychic Impersonation.) This power allows a psionicist to recognize a fellow psionicist's handiwork on Psychokinetically affected matter, Telepathically- affected psyches, etc.

The chance of identifying a psionic signature is:

Psionicist's level	× 10%
+ (psps used on target	× 1%
- (days since maintenance stopped	× 10%

If the identifier succeeds this check, but has never had contact with or identified this particular psionicist's signature before, then of course there is no recognition—but the signature may be remembered for later.

Psionic Tracking

(Clairsentient Devotion 21)

MAC:	8
PSP Cost:	10
Prerequisites:	Sensitivity to Psychic Impressions, Heighten Senses

Psionic Tracking works differently depending on the # of the successful MTHAC0 roll.

16-20	Knows what general type of creature has passed through the area recently.
11-15	Knows whether a creature of a general intelligence level has passed through the area, and in what direction.
8-10	Knows race/sex of creature that has passed through the area, direction, and general time within d4 days.
6-7	Knows whether a specific creature has passed through the area, direction, and time within d10 hours.
5	Knows the rough emotional state of the creature, direction, and time within d12 turns.
4	Gets images and sensations from what the creature was seeing and feeling at the time, and figures time within 3d6 rounds.
3	Catches snatches of thought from what the creature was thinking at the

time, and figures time within 2d4 rounds.

- 2 Retraces the creature's exact movement, experiences, sensations, and thoughts while passing through the area; Psionicist figures time exactly.

Fumble—This subject can't be tracked until the psionicist gains one level of experience.

Radial Navigation

(Clairsentient Devotion 22)

MAC:	10
PSP Cost:	8

By using this power the user can establish a starting point, and be able to determine where he is in relation to that fixed starting point. In other words, no matter how or where he moves, he can use the power again to know the exact direction and distance to his starting point.

He cannot necessarily tell someone how to get back to that starting point, however. If he is in a maze or dungeon, for example, he may know the starting point is 500 yards north, but he cannot retrace his steps through the maze automatically. Navigation does enhance his ability to do so, however. Every time the character comes to a decision point—e.g. "should I turn right or left?"—the DM makes a roll to determine whether the character knows which way he came.

He can even travel back to the fixed point by dimension walking (see the psychoportation discipline) with no chance of getting lost. The psionicist can only have one starting point at a time; if he uses this power to change his starting point, then the other one is lost. He can only establish a starting point at his current location.

Fumble—The psionicist forgets where he is for 1d4 rounds

Safe Path

(Clairsentient Devotion 23)

MAC:	8
PSP Cost:	6
Prerequisites:	Danger Sense

This power allows the psionicist to use her danger sense abilities to guide her steps. By listening for the warning tingle of her danger sense at work, she knows when to duck, when to dodge, and when to move forward. This ability is more tactical than danger sense, providing the character trusts her instincts and moves when she is supposed to.

A character using this ability to attempt a dangerous feat of climbing, balance, or coordination gains a +5 (d20) or 25% to whatever rolls are required. In combat, the psionicist gains a -2 bonus to her AC and a +4 bonus to saving throws each round she maintains the power.

Fumble—Mistimed reactions: apply penalties equal to safe

House Psionics: Clairsentience

path bonuses.

See Magic

(Clairsentient Devotion 24)

MAC:	9
PSP Cost:	6
Range:	20 feet
Prerequisite:	Aura sight

The psionist using this power perceives wizardly magic, including magical items, effects, and potential. It does not give a character the ability to see invisible objects or creatures, but does create a glow about invisible spell effects, such as the invisible opening or a rope trick.

If the psionist passes his power check with a roll of 10 or less, he also can see the spell potential of a magic-using character. A high-level wizard who has used up all of his spells would not have much potential, but one who had not expended any memorized spells would glow very brightly. This ability cannot detect priestly magic of any kind, nor can it observe what school of magic is being used.

Fumble—The psionist mistakenly believes a random item is highly magical.

Sense Sound

(Clairsentient Devotion 25)

MAC:	8
PSP Cost:	4
Range:	Special
Area of Effect:	Personal

This power makes the user's eyes and body sensitive to sound. He can see sound in darkness, as sound waves don't require light. The user perceives sound waves visually by converting those waves into light impulses. This allows the user to and to "see" with sonar-like ability and operate in the dark like a bat, if the user is willing to squeak like a bat. The user can be "blinded" by silence, however.

Only a character who can see with normal vision can use this power in this way, but even blind and deaf characters can use Sense Sound to continue to hear even if their ears are disabled.

This devotion can't detect sound where there is none, and the power doesn't work within areas of magical silence. The user gains a +2 bonus against all sonic attacks or effects, including a siren's song.

Fumble—The psionist is overcome with internal sounds from her own body and becomes effectively deaf for d20 rounds.

Sensitivity to Observation

(Clairsentient Devotion 26)

MAC:	10
PSP Cost:	5
Area of Effect:	Special

Some characters have the uncanny ability to know when they are being watched. Sensitivity to observation is a devotion that is triggered by the intense attention of another person or creature. Any time the psionist is under such scrutiny, he may attempt a power check to see if he notices the attention. This power is always active unless consciously suppressed.

A successful power check does not reveal the location of the watcher; it merely confirms the character's suspicion that he is being observed. If the observer is using clairvoyance or clairaudience to monitor the psionist, the psionist may attempt to obscure the watcher's scrying by winning a psychic contest against his watcher. If successful, the watcher cannot scry against the psionist for 1d4 hours. Since the player will know his character is under observation when called upon to make this check, the DM should occasionally provide false alarms or make the character's power check for him in secret.

Fumble—The character becomes certain that everyone is watching him and borders on paranoia for 1d3 days.

Superior Estimation

(Clairsentient Devotion 27)

MAC:	6
PSP Cost:	9
Prerequisite:	Cognitive Trance, Heighten Senses

Psionists successfully using this power manage to count or estimate rapidly within three significant figures—estimate, for example, the number of coins in a large clay pot, the number of people in a barely visible army, or the number of pieces of a metal necklace from the sound of its rattling. If the check is failed, the DM tells the player an erroneous number. The player must provide the DM some accurate basis for his estimate.

Fumble — The psionist loses count and feels a compulsion to come in close and count them in a conventional way (handling coins by hand one by one, etc.). If the target being counted poses a threat to the psionist (such as a band of attacking elves), then the psionist gets a saving throw vs. spells to resist this compulsion.

Temporal Orientation

(Clairsentient Devotion 28)

MAC:	6
PSP Cost:	2
Preparation Time:	1 round

This power allows the user to know the exact direc-

12 House Psionics: Clairsentience

tion of North, and the exact time—that is, as exact as their language allows. Psionics successfully using this power to know the time can independently coordinate a plan that requires second-specific synchronicity, assuming that they share a language to communicate time, and that their language has a word for "seconds". This power is ideal for complex ambushes.

For some reason, this power also prevents dizziness and disorientation, such as the confusion on exiting a dimension door.

Fumble—The psionist becomes nauseous and vomits for d4 rounds.

Trail of Destruction

(Clairsentient Devotion 29)

MAC:	9
PSP Cost:	5
Area of Effect:	90-yard radius
Prerequisite:	Aura sight

Using this power, a psionist can detect the past use of defiling magic in the area. Even Athasian winds and sandstorms cannot blur the ash of defiler destruction, if defiling magic has been used within the past month. The sites illuminate for the psionist's eyes only. The psionist gets an accurate impression of the magic's power (the level of the defiler spell cast) and how long ago it was cast (to the nearest lay). The psionist learns nothing about the spell type or the caster.

Fumble—If defiling is present, the psionist "feels the pain" of the land and weeps loudly and inconsolably for d6 turns.

True Worship

(Clairsentient Devotion 30)

MAC:	10
PSP Cost:	5
Range:	10 yards
Area of Effect:	1 person
Prerequisites:	Aura Sight

This power allows the psionist to determine who or what a character worships, whether it be an element, a sorcerer-monarch, or otherwise. The psionist can pinpoint the focus of worship for any individual character with this power. The power gives the psionist different information, depending on the class of the target creature:

Cleric: The power identifies the cleric's elemental sphere of worship.

Templar: the power identifies the sorcerer-king who the templar worships.

Druid: The power indicates the general nature of the druid's guarded lands, but not their location.

Non-priest: The power correctly identifies the character as such. The psionist knows the character's devotions and faith, if any, and also that he or she does not worship to gain magical spells.

This spell cuts through most deception. A templar masquerading as a cleric, or a druid wishing to pass unnoticed as such cannot escape identification. The power does not indicate if the character is dual or multi-classed, nor does it tell the character's level or alignment.

Fumble—If the target is sincerely religious, the psionist is overcome with the convictions of their beliefs, and becomes obsessed with learning more for d6 days. If the psionist fails a saving throw vs. spells, she is converted to the new faith.

Truthhear

(Clairsentient Devotion 31)

MAC:	10
PSP Cost:	1
Range:	Hearing
Prerequisites:	Heighten Senses

With this power activated, the psionist can tell if a speaker intentionally lies. Note that deceptions that are not technically lies will not be perceived by the psionist.

The DM should roll this one. Since the cost is 1/round, the psionist is not aware if he is using this power successfully.

Ultrasentience

(Clairsentient Devotion 32)

MAC:	5
PSP Cost:	2/turn
Preparation Time:	1 turn
Prerequisites:	Heighten Senses

With this power a psionist can adjust his vision or hearing to ranges not normally perceived by those of his race. A human could adjust his vision to see heat, like the most keen-sighted dwarf, or to the ultraviolet spectrum, like the most keen-sighted elf (allowing him to see extremely well by starlight and the light of Guthay). Alternately, he could adjust his hearing to hear the high-pitched animal communications that only halflings can hear. However, during this time the psionist's normal range of seeing or hearing is lost.

Fumble—The power works, but does not revert to normal hearing or seeing for d4 days.

Weather Prediction

(Clairsentient Devotion 32)

MAC:	7
PSP Cost:	10

With this power a psionist can accurately predict the weather conditions for his present location. The forecast reaches 24 hours into the future, giving the psionist precise knowledge of temperature, speed, and direction, cloud cover, and any natural storms. The character also

becomes aware of any changes in the weather pattern during that period.

This power only predicts naturally occurring weather, not magically induced conditions.

Fumble—The psionist receives completely erroneous information that he believes is accurate.